

Task 2

The target device

The target device: PC

Screen resolution is 1920x1080

The control methods and game mechanics

The controls methods to play the game is that to move your bow is by using the mouse and to shoot is by clicking the left click.

Game mechanics are shooting.

Game screens

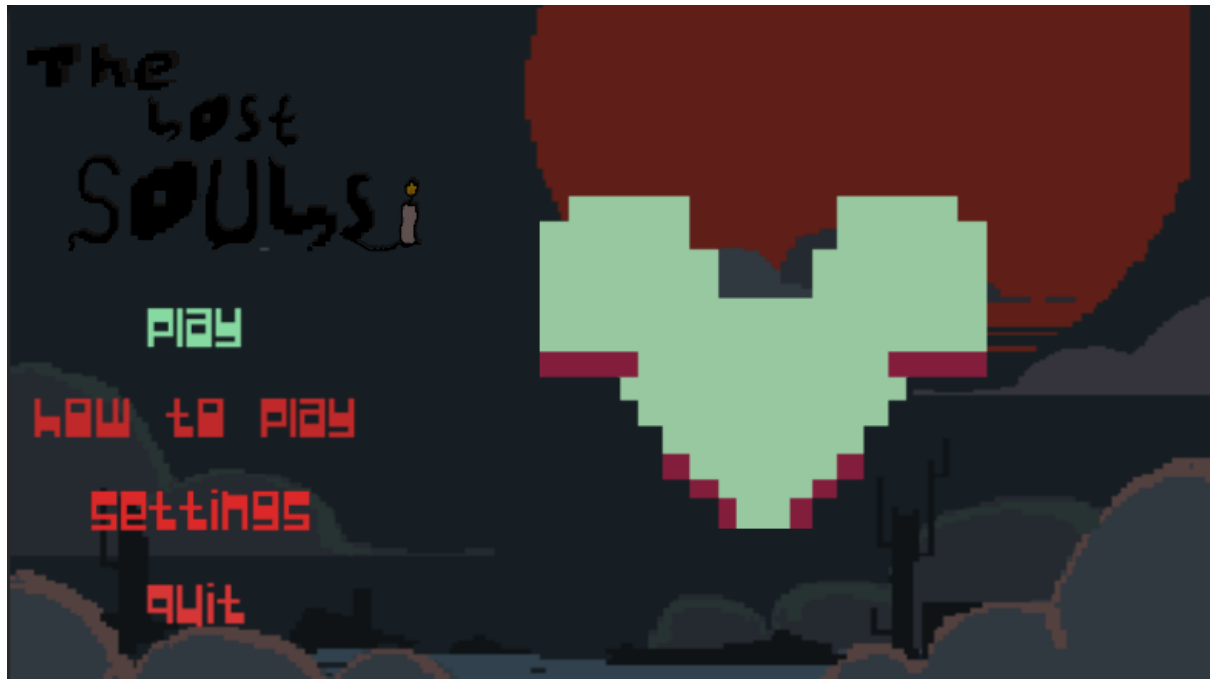


Figure 2: Main menu

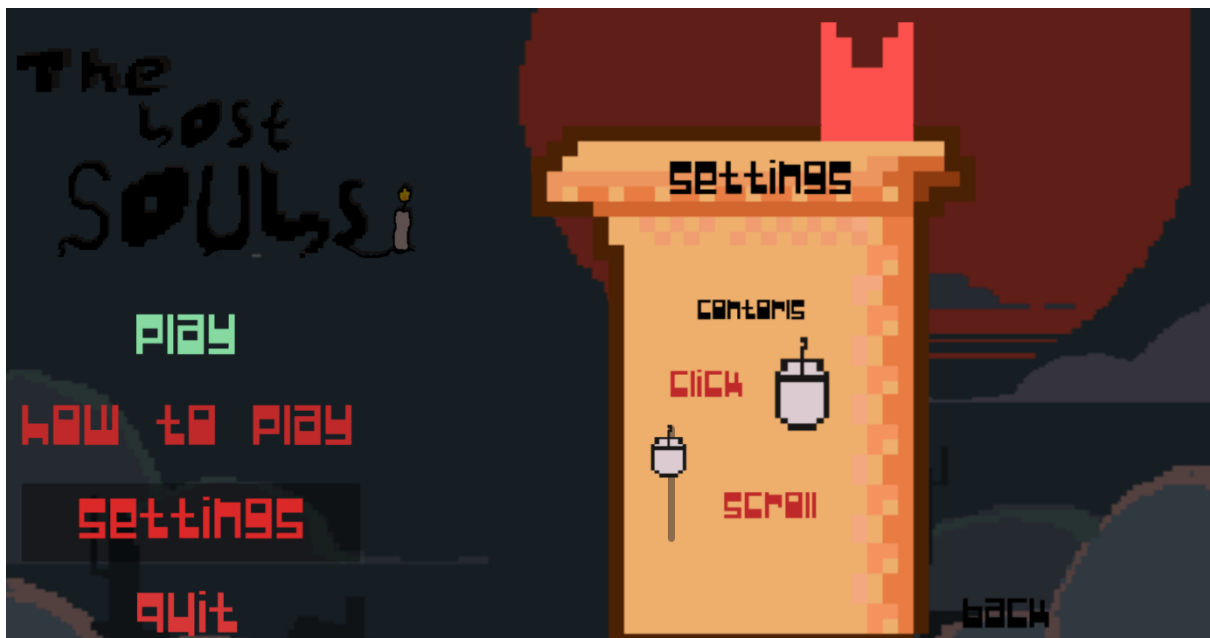


Figure 1: Settings

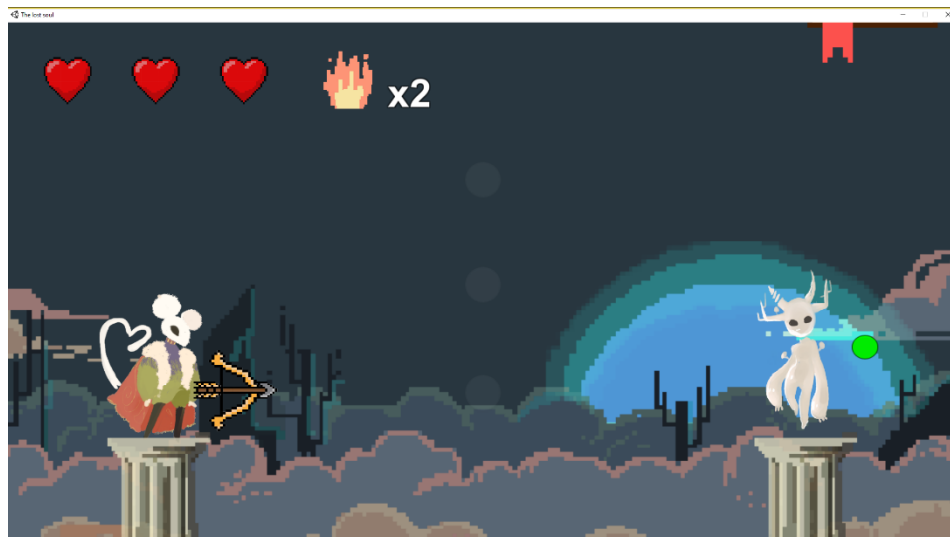


Figure 3:Gameplay

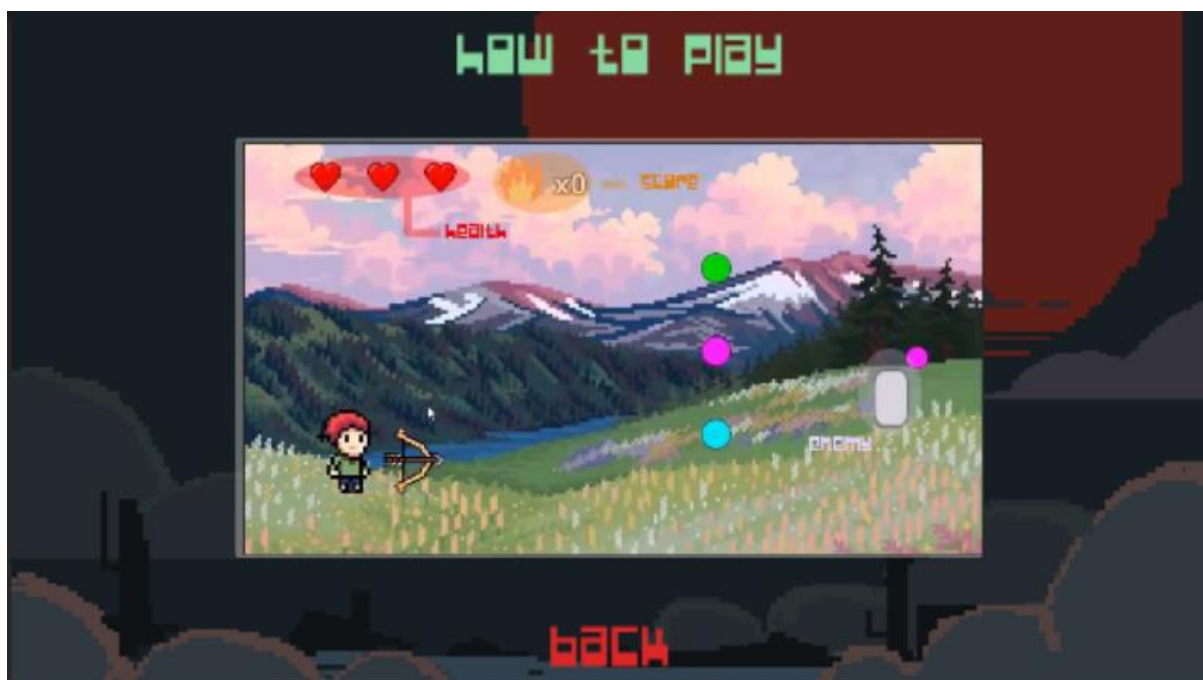


Figure 4:How to play

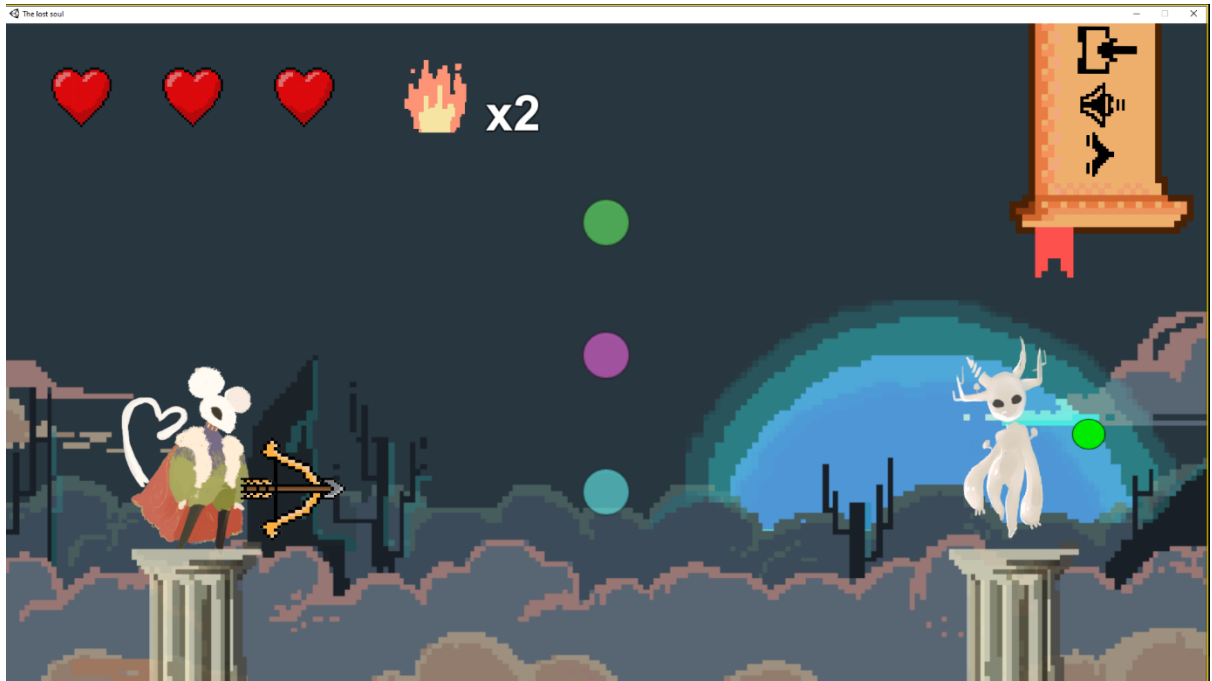
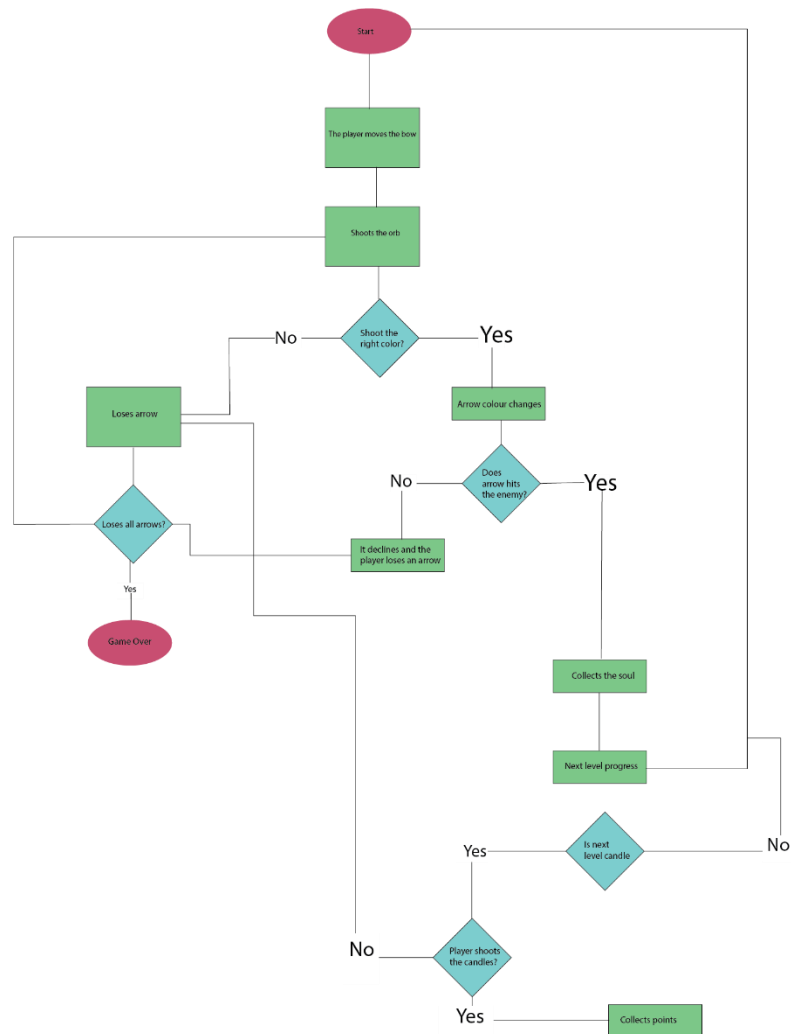


Figure 6:Pause Menu



Figure 5:Lose menu

Gameplay flowchart



Art Assets



Figure 7:Arrows



Figure 8:The collected souls

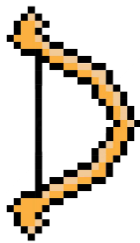


Figure 9:Bow

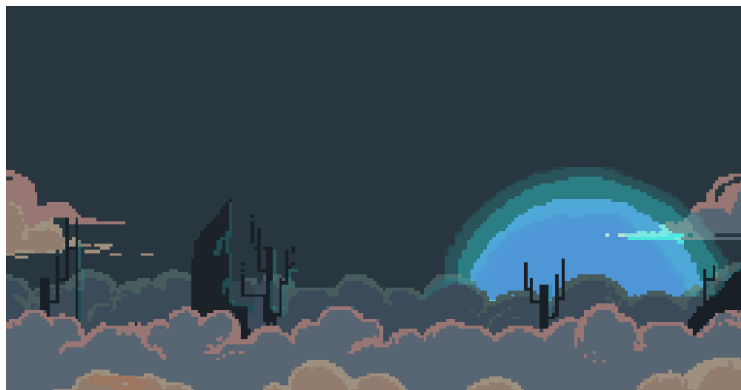


Figure 10:Background

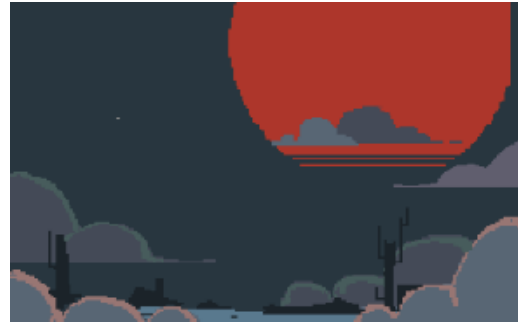


Figure 11: The main menu background

Figure 12: How to shoot screenshot (old)



Figure 13: Mouse (clicked)



Figure 14: Mouse (not clicked)

Game Objective

The objective of the game is you must shoot the correct colour that the lost soul needs.

User interface outline



Figure 16: The logo of the game

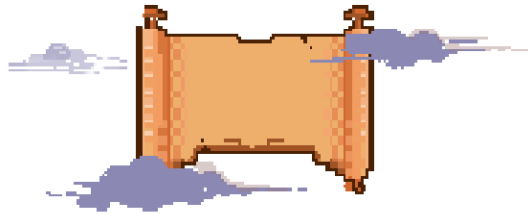


Figure 15: You lose tab



Figure 17: Play button



Figure 18: Quit button



Figure 19: Settings in game

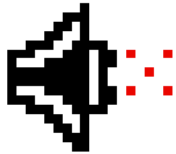
*Figure 20:Sound off**Figure 21:Sound on***Assets:**

Figure 22:Heart full



Figure 23:Heart Empty

**Characters:**