1.

a. Target Device – This game is made for the computer.

b. Game Flowcharts

```
                            ┌─────────────┐
                            │    START    │◄──────────────────┐
                            └─────────────┘                   │
                                   │                          │
                                   ▼                          │
┌──────────────┐      YES   ┌─────────────┐                   │
│  GAME OVER   │◄───────────│ Player hit? │◄──────────┐       │
└──────────────┘            └─────────────┘           │       │
                                   │ NO               │       │
                                   ▼                  │       │
                              ◇─────────◇             │       │
                             ╱           ╲    NO       │       │
                            ◇  Ball split? ◇──────────┘       │
                             ╲           ╱                    │
                              ◇─────────◇                     │
                                   │ YES                      │
                                   ▼                          │
                            ┌─────────────┐    YES            │
                            │  Add balls  │───────────────────┘
                            └─────────────┘
                                   │ NO
                                   ▼
                            ┌─────────────┐
                            │  YOU WON    │
                            └─────────────┘
```
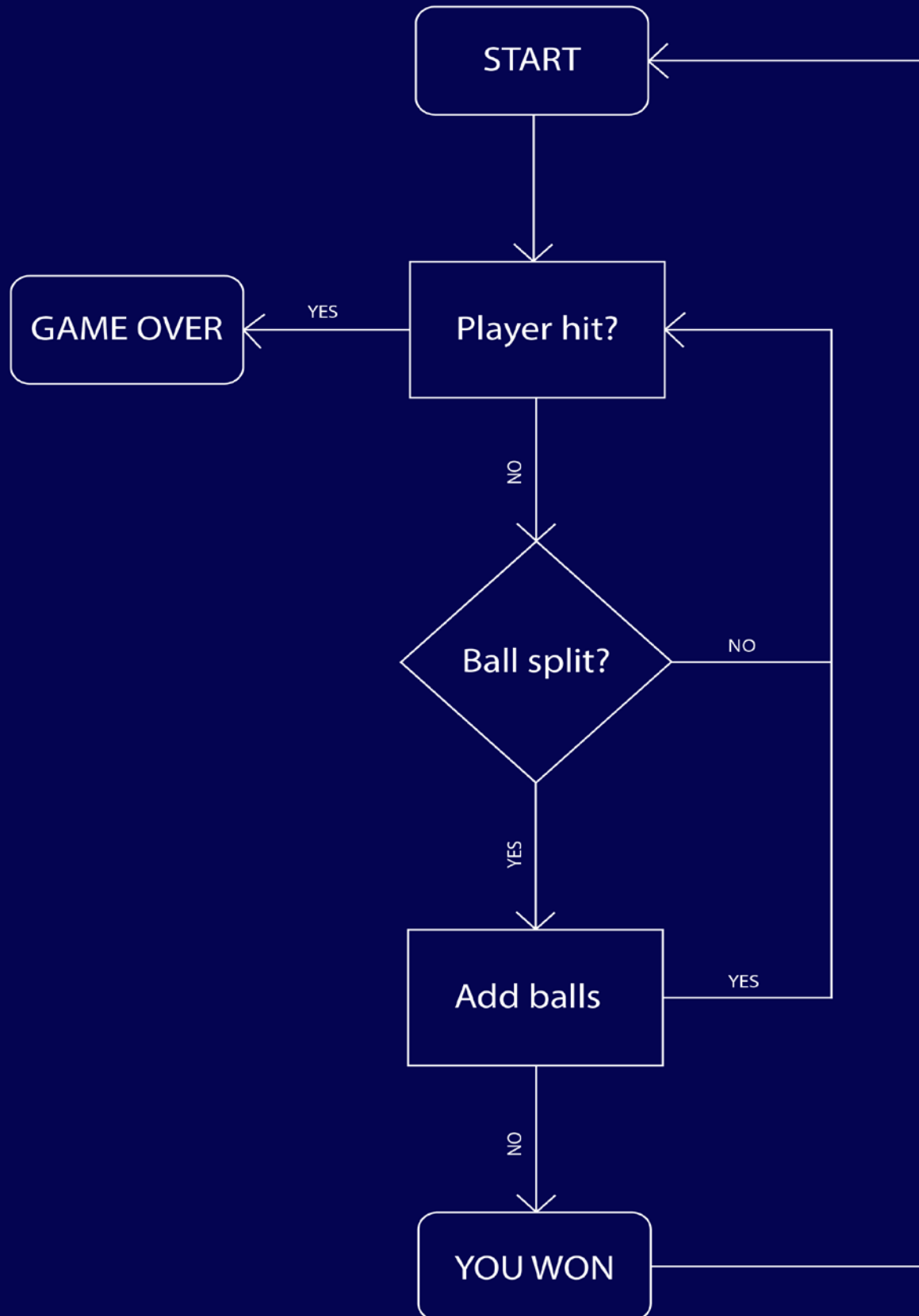
c. Game Mechanics – This game has move and chain mechanics. Player can move with arrows to avoid balls. Chain is used to splitt the balls in two. When all the balls splitt, player wins. Player looses when touches the ball.

d. Game Objectives is to win the game by splitting all the balls, till the last ball dispears.

e. Visual Assets 2D - I used triangle and the cube that was used in the tutorial and I changed it's design. I also added images with text for start and game over.
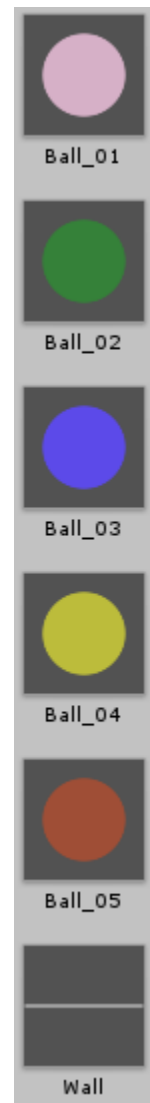
f. UI Elements. I did not use any UI elements.

g. Game Scenes. I have only one scene called Main