# Bad tempered Birds

## Design Doc

### Status:

The game is ready for a beta or an early release. The game has a few levels for the players to start with, along with two different birds for them to use. The entire gameplay loop has been implemented, and the game is can be played from the menu to the end without issues. Some things the game needs to add as development continues are as follows: The game needs additional birds to keep the different levels interesting and varied. The game will also benefit from different “pieces” with which to build the level. This could be a new material type to build the pig’s house with, or even a TNT block to explode when hit. Both of these give the game more variety, as the new material will force the player to approach the level in a different way, and the TNT block will give the player another target in the level, as opposed to just the pigs. The game also needs some quality of life changes. Some of these include, a settings menu to change things like sound volume or controls. The game has a basic UI when playing, with a score indicator and bomb counter on screen in the top left and right respectively (see below). This UI also has an onscreen button to mute the music. The UI will need to be expanded to include a settings menu and level selector. The level selector will let the player replay specific levels, which enhances replayabillity. The game also needs sound effects to better convey to the player what is occurring. This makes the game more readable and will make it easier to play.

This screenshot from the game shows the the UI that the player sees during the levels. Top left is the score counter, top right is the (remaining) bomb counter, and bottom right is the mute button.

A screenshot of a video game

Description automatically generated

### Elevator Statement:

The game is a casual angry birds style game, but instead of using a catapult, the player has to launch the birds using bombs they can place anywhere. This gives the player more freedom in how they approach the level, as the bombs can be placed anywhere in the level, but also makes it more difficult. The game becomes more difficult because it is harder to predict how the bombs will launch the bird compared to the catapult from the original games. The catapult used a trail in the sky to show where the birds would go, but Bat tempered Birds players will need to use their intuitive understanding of physics to predict the flight of the birds.

### Genre:

The game is a casual mobile game, with taking from genres like the catapult/artillery game, and puzzle games. The artillery game inspiration is obvious as the game primarily consists of launching an object (bird) at a target structure. The puzzle aspect comes from how to actually hit the pig. The pig is protected by various structures and materials each with different properties. How to get past all of this is the puzzle. Both of these are also in the angry birds game, however, the artillery aspect of the game is different because the same bird is always used, instead of dying on impact. Furthermore, the player also must use bombs to launch the bird instead of the catapult or trebuchet, which is typically seen in artillery games.

### Target Audience:

The game has a wide target audience. The mobile games industry is massive, taking up 49% of the games industry revenue in 2023 at $90 billion. This means there is a large potential audience. This is capitalized on by making a casual game, that can appeal to lots of people. The game is a casual artillery game, with a child friendly art style and content. The target audience is largely the same as angry birds, however, it does deviate slightly, as Bad tempered Birds is slightly more difficult than angry birds. This is because it uses bombs instead of the typical catapult to launch the birds, so it is harder to finely control where the birds go.

A target ESRB rating would be as low as possible, preferably “E for everyone”, the aim of this game is to appeal to as wide an audience as possible. The best age rating available to achieve this is clearly the least restrictive “E for everyone” rating. The equivalent rating for PEGI would be the 3 years old rating, or the easier to achieve 7 years old rating.

The 7 year old rating for PEGI is much more likely for this game, as it does contain very mild violence against the pigs. Any violence in the game will get it the 7 year old rating. This basically forces the PEGI age rating target to be 7 years old.

### Key Moments:

The gameplay loop has a few key moments for every level. The first is when the level first starts, and the player is seeing the challenge for the first time. Here the player has to figure out and plan ahead what their plan is for this level. This part should be kept as clear as possible so as not to distract the player. The next key moment is when the player starts to destroy the pig’s building. This should also be kept relatively clear visually, so as not to overwhelm the player. This second key moment should have at least some visual shine to make it enjoyable to destroy the building and progress with the level. This is achieved through particle effects on the bomb and pieces, and camera shake when the bomb explodes. The final key moment is when the level is completed, and the end level menu appears. This menu shows the number of stars the player got and is the primary reward. This should be full of visual charm, such as bright particles or fireworks etc. It also should have a custom victory or loss sound later in development.