RoboMouse GDD

5/31/10

Notes:

USE STATIC CLASSES

CREATE AWARDS

MAKE HIGHSCORE

IDEA: Make the more “hits” or times touches the tile, the more cracked it becomes (you see cracks growing on it too). If you reach a certain number of hits, then the tile breaks. Try to make the mouse last as long as possible. (Survive on an island)

Preload Screen:

* Display Text: “Loading…” (with dots moving)
* Display Loading Bar with Mouse as Head
* When Loaded, have Mouse Run Off Screen
* Play Squeak Sound
* Ease Down to Title Screen

Menu:

Graphics:

* RoboMouse logo
* Mouse Icon
* Scenario Button1 (Mouse Icon)
* Challenges Button2 (Dice Icon)
* SandBox Button3 (Sandbox Icon)
* Awards Button4 (Trophy Icon)
* Options Button5 (Gear Icon)
* Credits Button6 (Cube Icon)

Buttons:

* Have Outline
* Have Inner Fill
* Have Icon on Left Inside Button
* Have Text on Right Inside Button

Sounds:

* Start menu music
* Button Roll Over Sound
* Button Click Sound
* Play Squeak on Mouse Icon Click (for fun)

Function:

* Scenario: Ease Down to Scenario
* Challenges: Ease Right to Challenges
* SandBox: Ease Left to Sandbox
* Awards: Ease Right to Awards
* Options: Ease Up to Options
* Credits: Ease Left to Credits

Scenario:

Graphics

* (On Left) 24 Rounded Boxes 4x6 Named 1-24
* Background?
* Back Button1
* Preview (on Roll Over) on right
* Title of Level (Says: “Select a level” if a level hasn’t been rolled over)
* HighScore: High and low # of moves (Below Title of Level)
* Total HighScore

Sound

* Button Roll Over
* Button Click

Function

* Level Roll: (if near button)
  + Display Title of Level
  + Display Highscore (if no highscore, then say “No score yet”)
  + Display map preview
* Back: Ease Up to Menu
* Level Click:
  + Ease Right to Level

Boxes are colored if completed

First few are Tutorials

Level:

Challenges:

SandBox:

Awards:

Options:

Graphics

* Speaker Icon (4 frames)
  + 1: Speaker with X (0 volume)
  + 2: Speaker with 1 sound wave (.1-.3 volume)
  + 3: Speaker with 2 sound waves (.3-.6 volume)
  + 4: Speaker with 3 sound waves (.6-1 volume)
* Volume Slider
* Volume Head
* Quality
  + Low
  + Medium
  + High
  + Background rounded rectangle alpha .5 image eases to selected quality
* Back Button1

Sounds

* Button Roll Over
* Button Click

Function

* Back: Ease Down to Menu

Credits:

Graphics

* Cheese Icon (Maybe have smoke like waves above it showing that it is smelly?)
* Text: “Credits”
* Text: “Inspired by: ect.”
* Text: “Created by: Creeplover”
* Text: “Music/Sounds by: ect.”
* Back Button1 (Back Arrow Icon)

Sounds

* Button Roll Over
* Button Click

Function

* Back: Ease Right to Menu

Functions:

Ease:

* Disable Current Frame Buttons
* Create destination frame
* Disable Destination Frame Buttons
* Go slow to fast until midpt (Ease Out)
* Go fast to slow until destination (Ease In)
* Remove Previous Frame
* Enable Destination Frame Buttons