All of our design decisions thus far

## Please refer to this when designing and creating aspects of the game.

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# Concept

The game is a twitch based multiplayer game for casual players. The games twitch mechanic will not require a lot of skill of precision so it still fits in well with casual audiences. During the game there will be two input actions. At the base of the game screen there will be a flower that will shot out a small spinning bee. The flower moves on the x axis starting from the far right, moving to the far left, then back; repeat. You tap on the screen to hold that position and enter phase 2 of the process, the flower will rotate 90degrees right; 180 degrees left, 180 degrees right, etc. The player can tap again once they reach the appropriate angle and the bee will fire out of the flower. The aim of this is that the bee passes obstacles and reaches the top of the screen to progress up a giant flower stalk and move onto the next round of play.

# Rules

* Players complete their phases and then pass the device to the next player.
* Spider webs will slow the velocity of the avatar.
* Cherry bombs will explode the avatar into a random direction covering all 360 degrees.
* Normal blockades will cause the avatar to bounce of, speed is reduced ever so slightly and velocity is changed.
* Stars points are earned through completing the level board. The available points are 200, if both players complete the level in the same amount of tries then the score is split evenly between them.
* After a player completes a board and the other player fails to do so in that “turn count”; the player who missed gets one more chance to pass the board and earn 100 points.
* There is a set amount of rounds decided at the beginning of the game, once all rounds are completed the player with the most score wins. You can also draw.
* You cannot undo a tap registering a flower position or fire mechanic.
* The only input is a “simple tap”

# WHat does the player do?

The players will open up the app, the one in control holding the phone will tap the screen anywhere to begin. This takes the player to the settings menu \*described in settings part of the documentation\*; the player then selects the options they want through clicking the arrows. They may also select a tutorial to be introduced to the controls, and they also have a selection to start the game.

Once the game has begun it puts the players straight into the level, there will be an animation intro to say that player one goes first. Player one will tap when the flower is on the right spot on the x axis using the twitch mechanic, then will tap again once the flower is rotated to their desired position; also based on a twitch mechanic. The bee fires out of the flower and animates the cause of the player’s decisions, hopefully avoiding hazards and blockades to reach through the top of the screen to complete the level. Player one will then pass the phone to Player two who then plays the same way and returns it when their turn is done.

Once a player has completed the board, six possibilities will occur. If both players complete the board with the same number of turns then the star points will be split and taken from player one and 100 of them will be transferred to player 2. Once this is done the players will move onto the next level or go to the end game screen depending on if there are more rounds left to take or not. Additionally, if only one player makes it through then one player earns 200 points, the player who previously failed has one last opportunity to pass the board. If they pass the board then they will earn 100 points and progress to the end game screen or to the next level; additionally, if they fail the same will happen but without earning the points.

# Win and lose conditions

The win condition is to get your avatar through the leaves at the top of the screen in less turns than your opponent or at least in the same amount; the winner is determined by whoever has the most points after the end of all the rounds.

The lose conditions is when the avatar fails to reach the top and touches the bottom of the screen, when this occurs the fail animation appears and the player turn is over. You also lose by having the least amount of star points at the end of the final round of play.

# settings + UI

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Above is the settings screen example that appears after the user tap on the screen after opening the app. The buttons on the stings menu will all have a consistent style where they appear more 3D. The tutorial button will show and image which the player can scroll through which displays the controls visually without text. The arrows will add or subtract a single value from the rounds; the minimum rounds are two, the maximum is ten. The rounds are actually the amount of boards, not the amount of turns. The start game button will show the player one starts into and then begins the game.

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This is an example game screen. The score is shown at the top next to the stars, the levels remaining are shown in the white circle, the players are currently on level two. There are two pause options shown at the bottom of the screen, they will have the same consistent effect other buttons have. One looks like a yellow spanner the other looks like a typical audio effect.

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This is the menu when you select the sound icon. The buttons are the two drag icons to control the sound output and the exit button located at the top. The exit button takes you back to the gameplay.

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This is the menu that appears when you select the yellow spanner. The brightness is changed through the drag able ball. The “make this the final round” button will cut down the turns for example from 6/10 to 6/6. The quit game button will quit the game and will take the user to the start screen. The red X button does the same as previously explained.

# Animation

Here is a list of animations that we need.

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| --- | --- | --- |
| Firing from flower | Bee into nervous | Bee spin |
| Bee fail flop | leaves | Star point shine |
| Star point deplete | Bee intro ready to go | Bee intro proud |
| Bee intro sad | Slow bee spin |  |
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# Sound

Here is a list of the sounds needed for the game.

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| --- | --- | --- |
| Home screen theme | Menu theme | Game theme |
| Button sound effect | Flower firing | Bounce sound |
| Explosion | Swoosh from web |  |