**Prototype 1: Candy Pop**

1. **Introduction**

This Design Document will highlight the aims and overarching guideline of prototype one, ‘Candy Pop’. Where it will discuss the appropriate development choices in both the mechanical and aesthetical sense.

* 1. **Scope**

This document is aimed at programmers and designers in recreating or further developing ‘Candy Pop’.

1. **Game Overview**
   1. **Game Concept**

‘Candy Pop’ is a 2D single-player game where the player shoots candy from a cannon set on the base of a rectangular level. Within the level, there will be multiple candies floating within the rectangle. The objective of the game is to shoot the players current candy colour they have towards the floating candies of the same colour, thus popping them, ultimately destroying all of them. However, if the player shoots towards candies of different colours, they will not pop but instead stick on and add towards the floating candies.

* 1. **Genre**

The genre of the game is an 32bit arcade style puzzle game that is inspired by games such as bubble pop, candy crush and Game Boy Advance or old mobile games.

* 1. **Target Audience**

The game is mainly aimed towards children within the ages of 9 and above, mainly used as a source of entertainment for parents to give to children.

* 1. **Game Flow Summary**

When the player opens the game they will be introduced to a menu where they can click on a start button to start the game. Within the first level, they player will be given a simple design of floating candies, this done for the purpose of giving the player a tutorial level.

Day 1:

Concept :

Build a game where we shoot bullets, matching colours, when match.

Theme:

Bubble pop game that appeals to kids

Food, colourful, 8bit

Sound 8 bit, nostalgic

Genre:

Arcade

How do we polish the game:

Sound

**Deadline 1:**

**24th July**

* **Nathi: Shoot Mechanic, Match Mechanic**
* **Lucky: Right combination, death, win, background sound**
* **Ryan: Ammo loading, popping chains, aiming with mouse**
* Nicole: 3 prototypes, player
* Wednesday: Format & level design