**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 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 match the current candy colour that the player has

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
* Ryan: Ammo loading, popping chains, aiming with mouse
* Nicole: 3 prototypes, player
* Wednesday: Format & level design