Specification Document

**Game Name:** Fresh.

**Creators:** Bruno Vono and Amro Isaac

**Background Story:** The Colour Thief has come to Bel Air to steal all the colour from the people. The character which the user controls, named Fresh, must travel around Bel Air collecting all of the colours of the rainbow back. After collecting all seven colours, life in Bel Air will be restored and Fresh will be known as “Fresh, the Prince of Bel Air”.

**Menu Options:**

* The menu will have the game logo with the name of the game, the games theme song and the following options:
* Play
* Instructions
* Highscore
* Quit

**Play Option:** If the user selects this menu option, the game itself will begin and the user can then play the game.

**Instructions:** The instructions will be given to the user in the instructions screen. It will display a/d to move and spacebar to jump.

**High Score:** The best time will be displayed on the screen while the user is playing.

**Quit:** If the user selects this menu option, the game/program will end

**Game Objectives:**

* Player must collect paint cans in order to proceed to the next level. Player cannot proceed to the next level if they have not collected the paint can.
* Each paint can restores a certain colour in the ROYGBIV spectrum
* Every time you finish a level you also unlock new textures for the game. In other words, as you collect a colour, that colour will be noticeable in the next levels
* Once the player has collected the paint can, he must proceed to the end of the level and pass through the wall in order to get to the next level.

**GamePlay:**

* The player uses the a/d keys to move side to side
* The player uses the spacebar to jump
* The player must jump platform to platform until they reach the end of the level
* As the levels progress, there will be more obstacles (ie.spikes) that the user must jump over/avoid
* If a user misses a platform and falls to the bottom, they will have to walk to the beginning of the level and start jumping up the platforms all over again. This adds to your time counter so do not fall; you want the best time.
* The users time is how long it takes them to complete the level. This is also their “score”.
* The higher the time the better
* The users time will be displayed at the top of the screen as well as the best time for the game and the amount of paint cans they have collected

**Sounds:**

* In the background, the instrumental version of fresh prince of bel air will be playing. Link to said music is [here](https://docs.google.com/file/d/0B7043rVlC7UuTEhBQ3dMQWdhb2s/edit)
* A [coin sound](https://docs.google.com/file/d/0B7043rVlC7UuN1pXRHJtRkJESUE/edit) will play every time a user enters a new level.
* A [jump sound](https://docs.google.com/file/d/0B7043rVlC7UuVTduNkp5T1VGcEU/edit) will play everytime the user jumps.

**Character:**

* <http://i.imgur.com/gJMJN.gif>
* Character’s name is Fresh
* The player will be animated.
  + When the user moves left or right there will be a walking animation of Fresh
  + When the user jumps there will be a jumping animation of Fresh as well as a falling animation for when Fresh comes back down/falls off platform to ground
* The character itself does not gain any powers/ get any better throughout the levels
* The user him or her self must get better controlling the character as the game progresses in order to complete future levels

**What The User Must Have:**

* The user must download and save the main code into their desired location on their computer
* The user must then download all of the sound, image and text files and save them into the same location as the main code
* They can be downloaded separately or the user can download the entire file as a zip file
* If all of the necessary items are not located in the same location as the rest of the items, the game will not work as intended or at all.