



## BONAFIDE CERTIFICATE

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This is to certify that record of course work is a bonafide work done by **Ajil Pappachan**, ID No.: **2018UG03077**, in partial fulfillment of the requirements for the **2nd year B.Sc. Game Programming** during the academic year **2019 – 2020** is the original work of the candidate.

Submitted for the **GAME PROGRAMMING PATTERNS** assessment held on \_\_\_\_\_.

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**Verified By**

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**Staff  
In-Charge**

# GAME DESIGN DOCUMENT

*Hexa Shrink*

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# INTRODUCTION

Hexa Shrink is a 2d arcade game for the Android platform. The game is based on a 2d android game called “Super Hexagon”, recreated using the Observer Programming Pattern. The player can touch the screen to rotate a dot on the center of the screen to avoid incoming shrinking hexagons.

# GAME DESIGN

Game Name	:	Hexa Shrink
Genre	:	2D Arcade Endless Game
Target Audience	:	Teenagers, young adults
Target Platform	:	Android OS

## **SOFTWARE SPECIFICATIONS**

Operating System: Android Operating System Version 4.4 or above

API: OpenGL

## **HARDWARE SPECIFICATIONS**

Android Smartphone

RAM Size: 4 GB

## **BUILT ENVIRONMENT**

Unity Game Engine

Android SDK

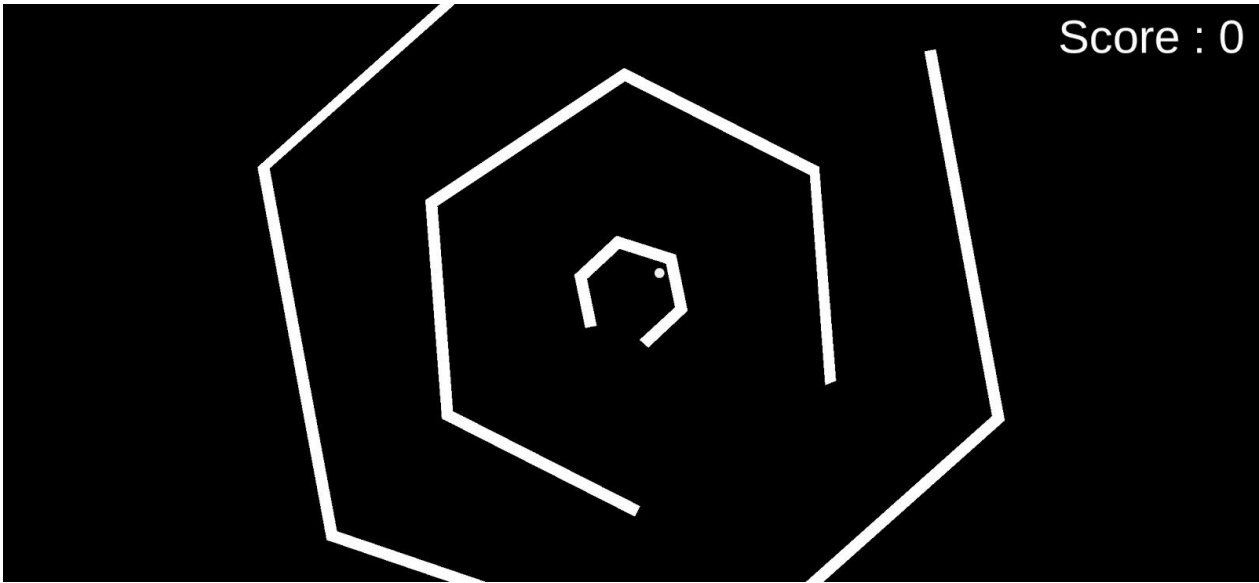
Java JDK

Photoshop (For Assets)

PITCH DESIGN



Main Menu

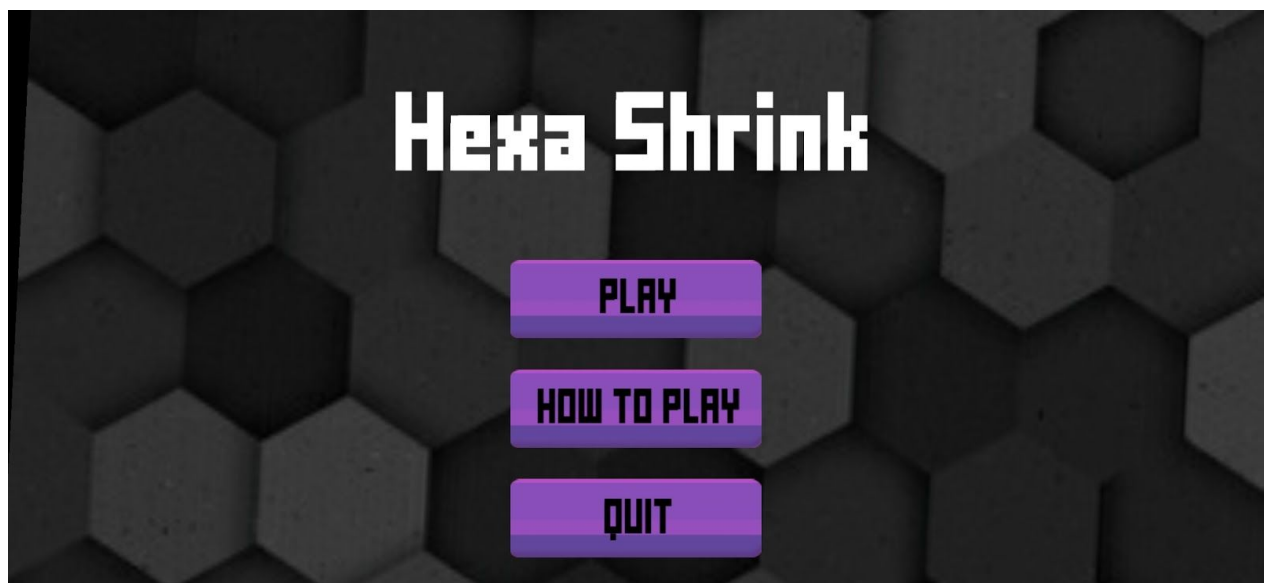


Gameplay

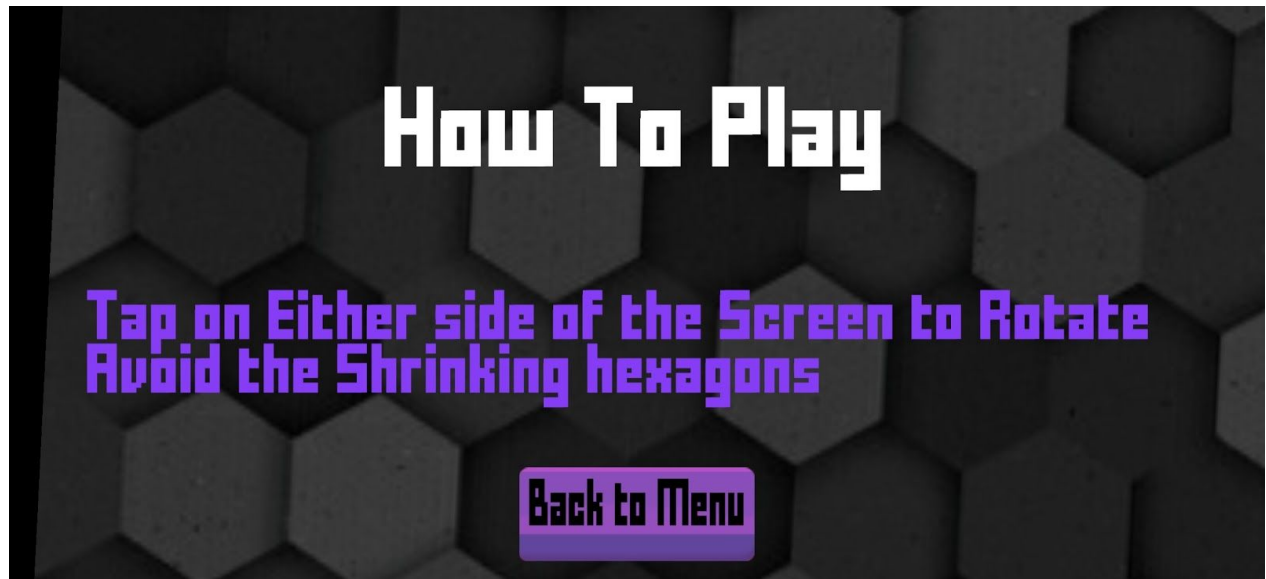


Game Over

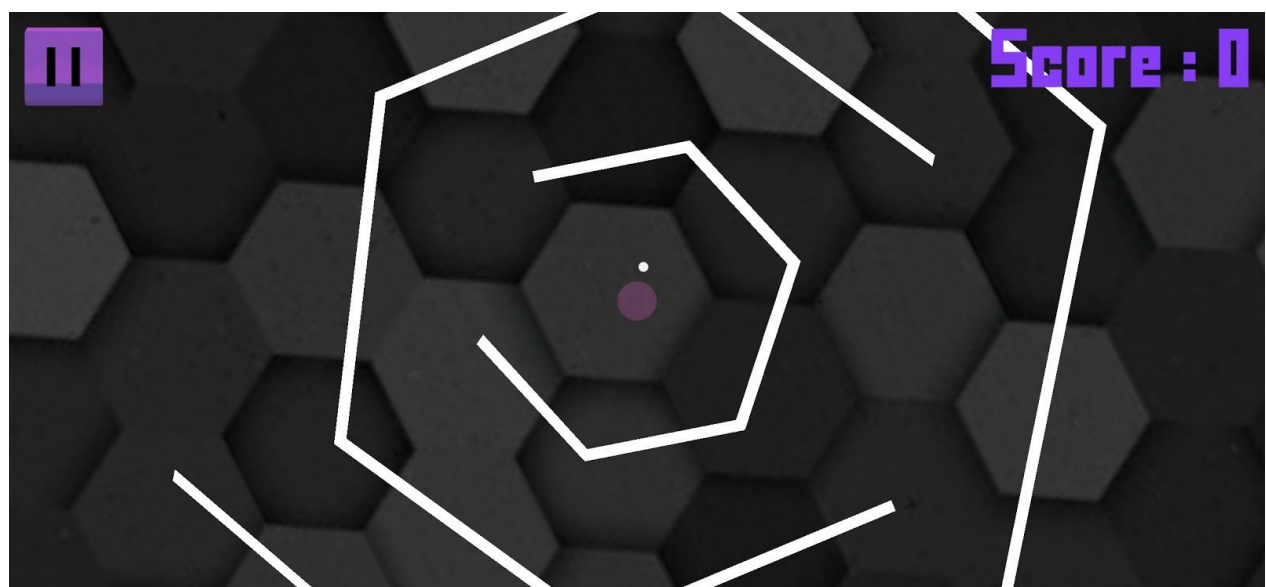
## FINAL GAME DESIGN



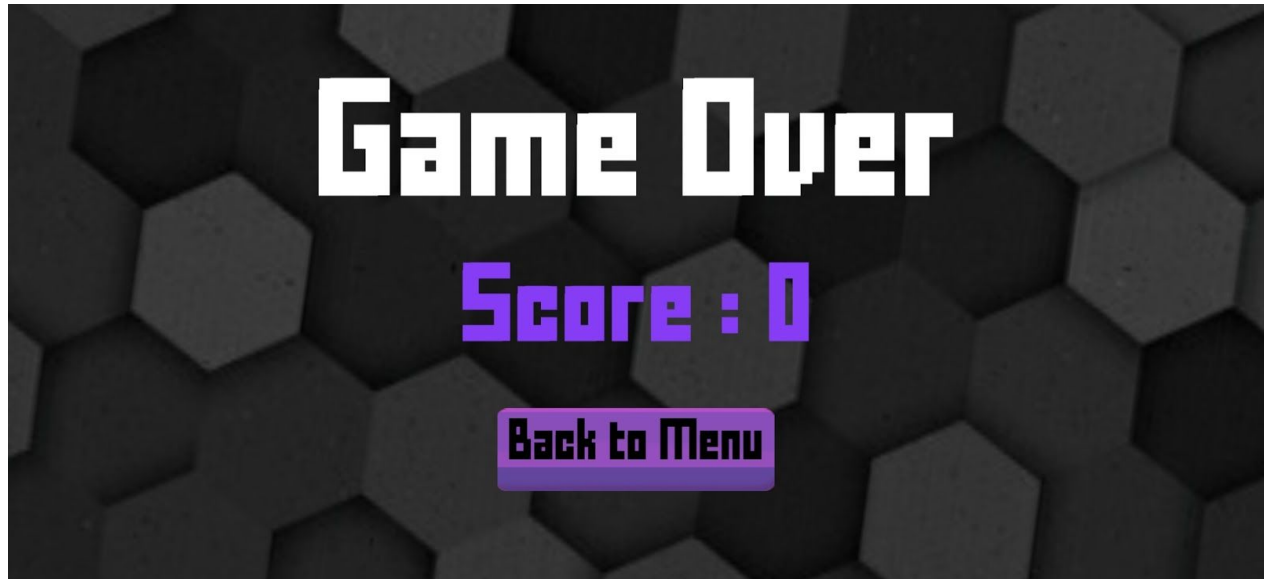
Main menu



How to Play



Gameplay



Game over

## GAMEPLAY

The game is a 2D Mobile Arcade game. Touch the screen to rotate a dot on the center of the screen to avoid incoming shrinking hexagons. Score increases with each hexagon avoided. The game ends when the player collides with a hexagon. The camera rotates to make the game more difficult and entertaining.