# GAME ENGINES: Task 2

Version Summary:

The only few changes that occurred between Task 1 and 2 is that the score numbers wont be added at all and the assembly line will do an automatic repeat cycle to keep the game going.

Target Device:

The screen resolution of this game is 1:1 aspect which is the exact size of a typical Game & Watch game.


Controls:

There are total of 7 C scripts used in *Bonk! The Evil* game; Movement, ProductsHit, EnemyHit, OnionMan, GameController, GameOverScreen (for the game over menu screen) and PlayerController2D. There is also a HitBox which that helps which area does the hit triggers during playthrough. Meanwhile, while the player is controlling Onion-Man's movement, there is a Unity animation involved of Onion-Man moving his arm to hit with his hammer.
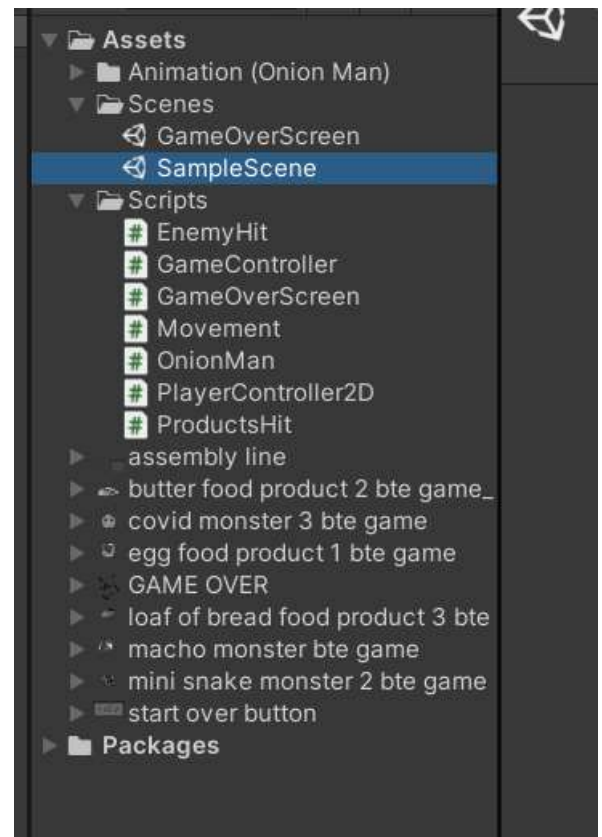
Game Mechanics:

Onion-Man (the playable character) is only strike an action when the player press the spacebar button on their keyboard. The only action that this player has is to hit the enemies or food products (by accident) with his hammer.

Flowchart:
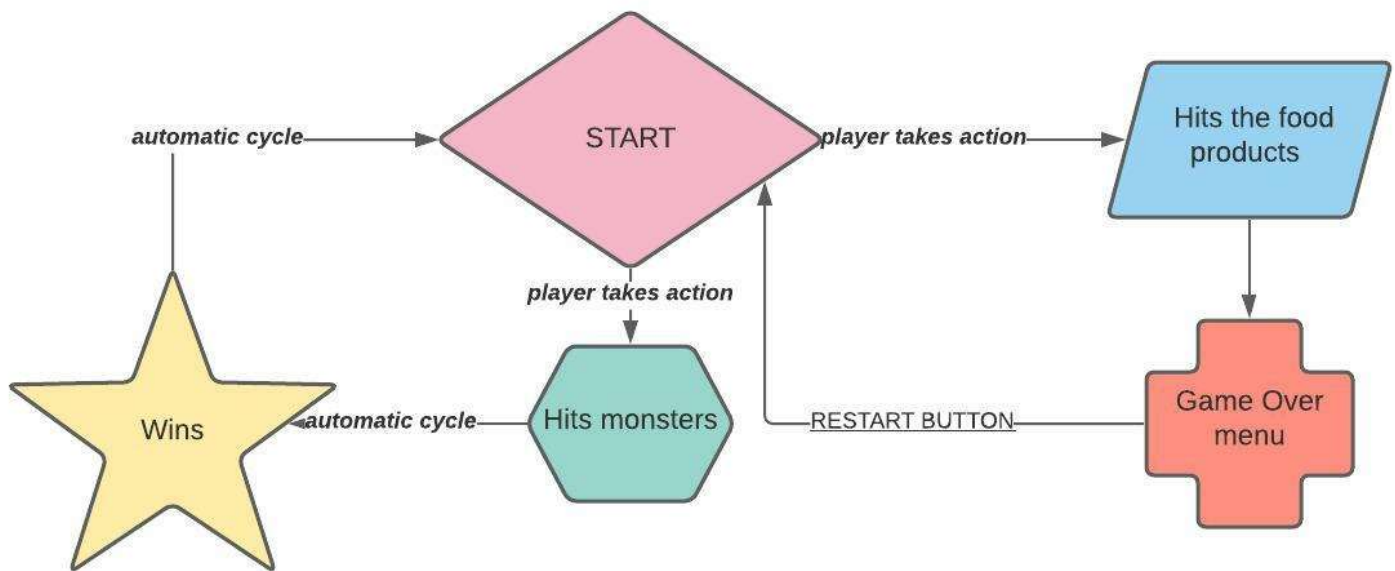
Game Objectives:

Assembly line; In this scenario it *helps* moving the food products and monsters in a row.

Food Products: There are items in the assembly line that Onion-Man can't hit otherwise it is game over. There are; eggs, butter and bread.

Onion-Man: It is the only playable character in the game.

The enemies: There are 3 enemies that are; Covid, MiniSnake and Macho.

<u>Art assets (2D):</u>
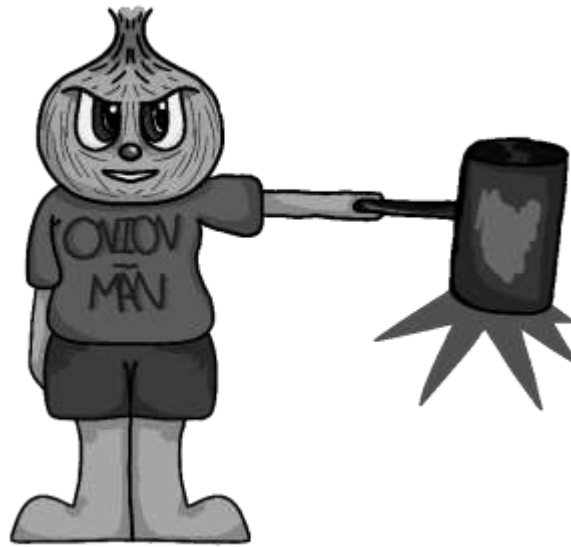
Onion-Man
(animated sprite
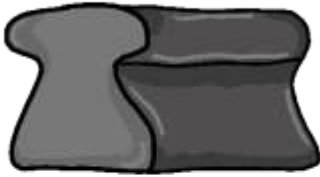assets).

The assembly line.

Restart button.

Game Over menu (sprite asset)

The egg (one of the food products)

The loaf of bread (one of the food products).

The butter (one of the food products).

MiniSnake (Enemy).

Macho (Enemy).

Covid (Enemy).

User Interface (UI):

The main UIs in the game system are the ones in the Game Over screen. Even though C scripts are involved anyways in these UIs, it is mostly works around inside Unity software itself. The game over menu consists of; Restart button "Start Over", Background, Canvas and GaveOver title design. The only C scripts that are involved are GameOverScreen and GameController.