Party Game Document

**Game Title/Concept:** The name of this minigame is “Fruit Octopus” and the basic premise is to help the octopus wander through the sky and collect all of its fruit before the time runs out.

**Gameplay and Mechanics:** The gameplay consists of the player controlling the octopus character and moving them around to collect the fruit. The player uses the arrow keys to move the octopus in all directions around the screen, and colliding with a fruit will collect the fruit and add to the player’s score. A timer will be counting down through the game and will stop when it reaches 0.

**Basic Requirements:** The game is made in Unity 2D and is playable with keyboard controls. It is a single player game as well. The time it takes to collect all the fruit is less than ten seconds given the movement speed of the player and the placement of the fruit in the level. The first 2 seconds of the game starts by showing the player the objective (to collect the fruit within 10 seconds) and the controls (arrow keys).

**Audio Requirements:** The first 2 seconds of the game features a sound effect that plays upon starting. After the 2 seconds have passed and the game directions disappear, there is background music that will play during the game indefinitely. When the octopus collects a fruit, a sound effect plays. After all of the fruit are collected, the player will win and there will be a winning sound effect. I was not able to figure out how to make the losing sound effect play when the timer reaches 0, so I will lose points for that.

**Visual Requirements:** The game features a purple sky backdrop as the background image. The octopus player character and the fruit are both custom made sprite assets. The text for the directions, timer, score, and endgame text are made in Unity and are plain text.