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# Game Description

In the game “Contract Negotiator” you are a teacher who is going on strike to negotiate a better contract. You must collect cash to counter offer the authorities with a better deal for you and your colleagues. Avoid the bad contracts, collect the cash on your way to save the school!

The player moves along a running background constantly moving to the right. The player cannot move outside of the boundaries of the screen. ‘Contracts’ and ‘Cash’ float in and out of the screen and in the players way. The player must collect the ‘Cash’ where they will score one hundred points for each one they collect and must avoid the ‘Contracts’ where they will lose one life if they hit a ‘Contract’. If the player loses all five lives, the game ends.

# Controls Description

The controls for this game are W,A,S,D or the arrow keys.

W (Up Arrow Key) – Moves the player upwards

S (Down Arrow Key) – Moves the player downwards

A (Left Arrow Key) – Moves the player to the left

D (Right Arrow Key) – Moves the player to the right

# Interface Sketch

# Screen Descriptions

# Enemies

The enemies in this game are called ‘Contracts’. Players must avoid them to collect more Cash. If the player loses all five of their lives they lose the game. The enemies spawn just a bit off screen and float at random speeds through the game scene. Clones of the enemies also spawn at random intervals to make the game increasingly harder as the player moves on.

# Scoring

The player can gather points by collecting ‘Cash’. Each time they collect Cash they gain 100 points. Each time the game notices a collision with a Cash object it adds an integer of one hundred to the Score variables in the Player instance. When the score is being added to the variable in the Player instance, it also checks if the current score is higher than the “highscore” integer stored in the PlayerPrefs object. If the current score is higher than the current high score, it replaces it. When the player loses all their lives their current score as well as the highest score yet is displayed.

# Sound Index

coin\_10.wav – A ‘ding’ sound clip that plays when a coin is picked up.

music\_cartoony\_background.mp3 – A backing track that plays if the game is running.

paper\_rustle.wav – A paper rustling sound that plays when the player hits an enemy, the contract.

# Art/Multimedia Index