



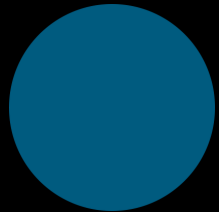
# SPECTRUM SWITCH

De Vera, Kenneth  
Lopez, Marianne  
Sabellon, Aileen Benz

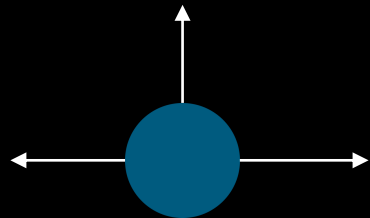
# ART BIBLE

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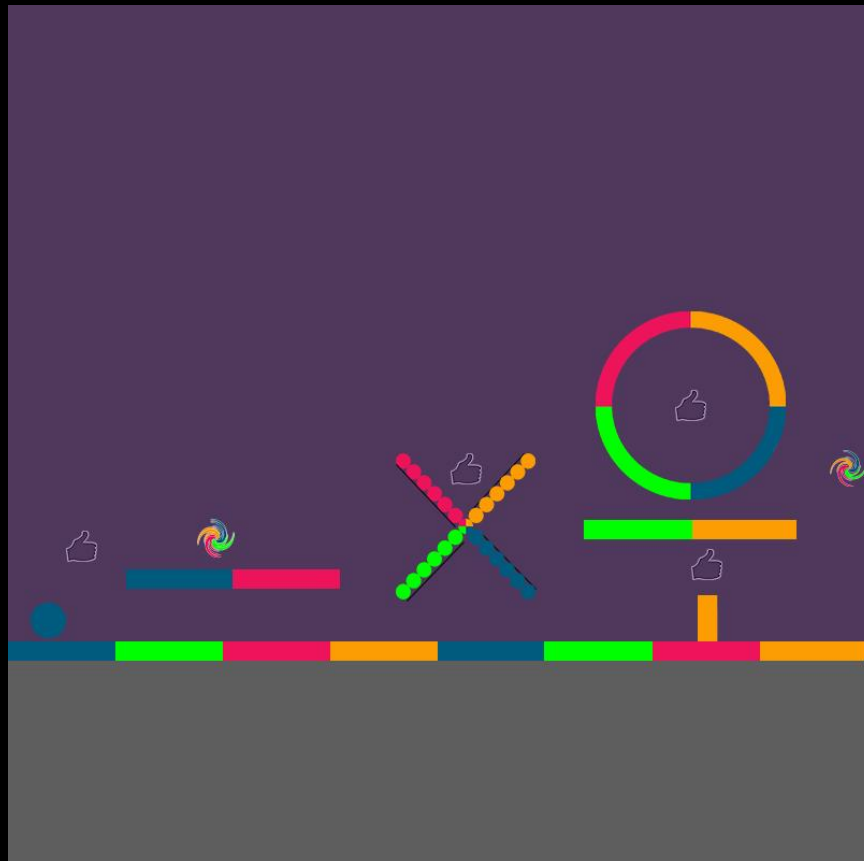
# ART STYLE



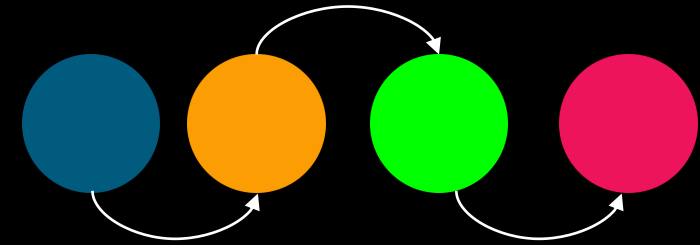
CHARACTER ART USES  
A SIMPLE CIRCULAR  
GEOMETRY SHAPE



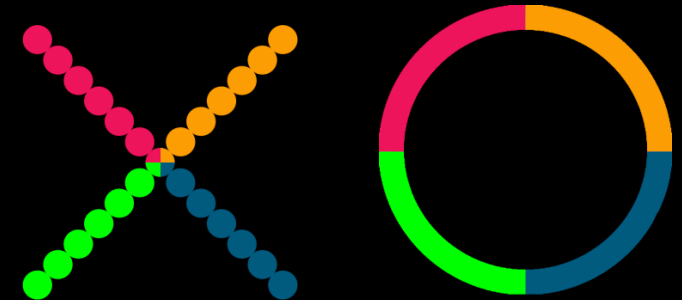
CHARACTER CAN  
MOVE TO THE LEFT, TO  
THE RIGHT, OR JUMP



STYLIZED GEOMETRY SHAPES FOR  
OBSTACLES AND PLATFORM



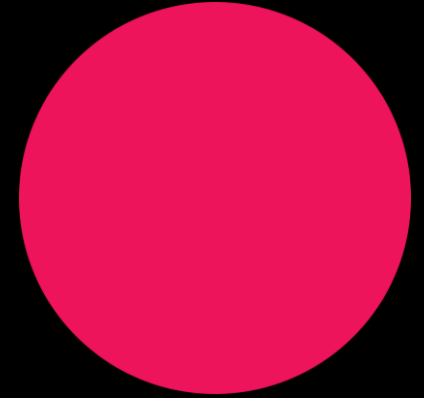
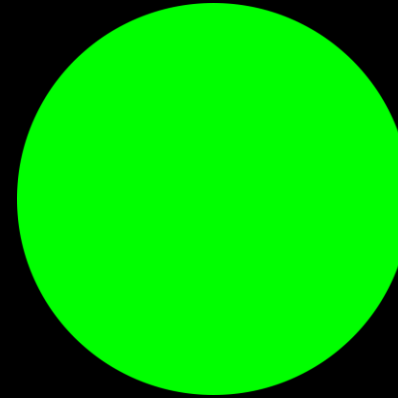
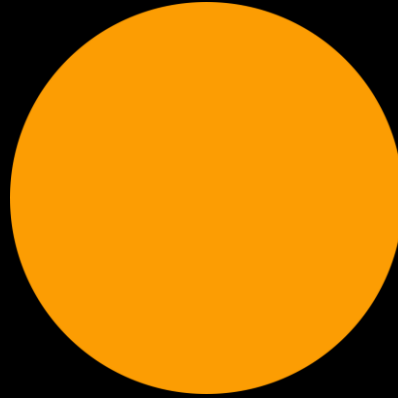
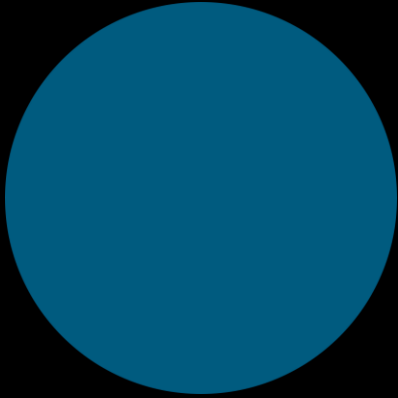
CHARACTER CHANGES  
INTO RANDOM COLORS



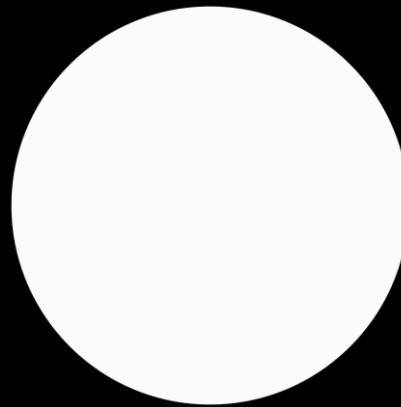
ART STYLE IS VERY SIMPLE



# CHARACTER ART



CHARACTER DESIGN IS CREATED USING A CIRCULAR  
GEOMETRY SHAPE AND COLORS THAT COMPLIMENTS EACH OTHER



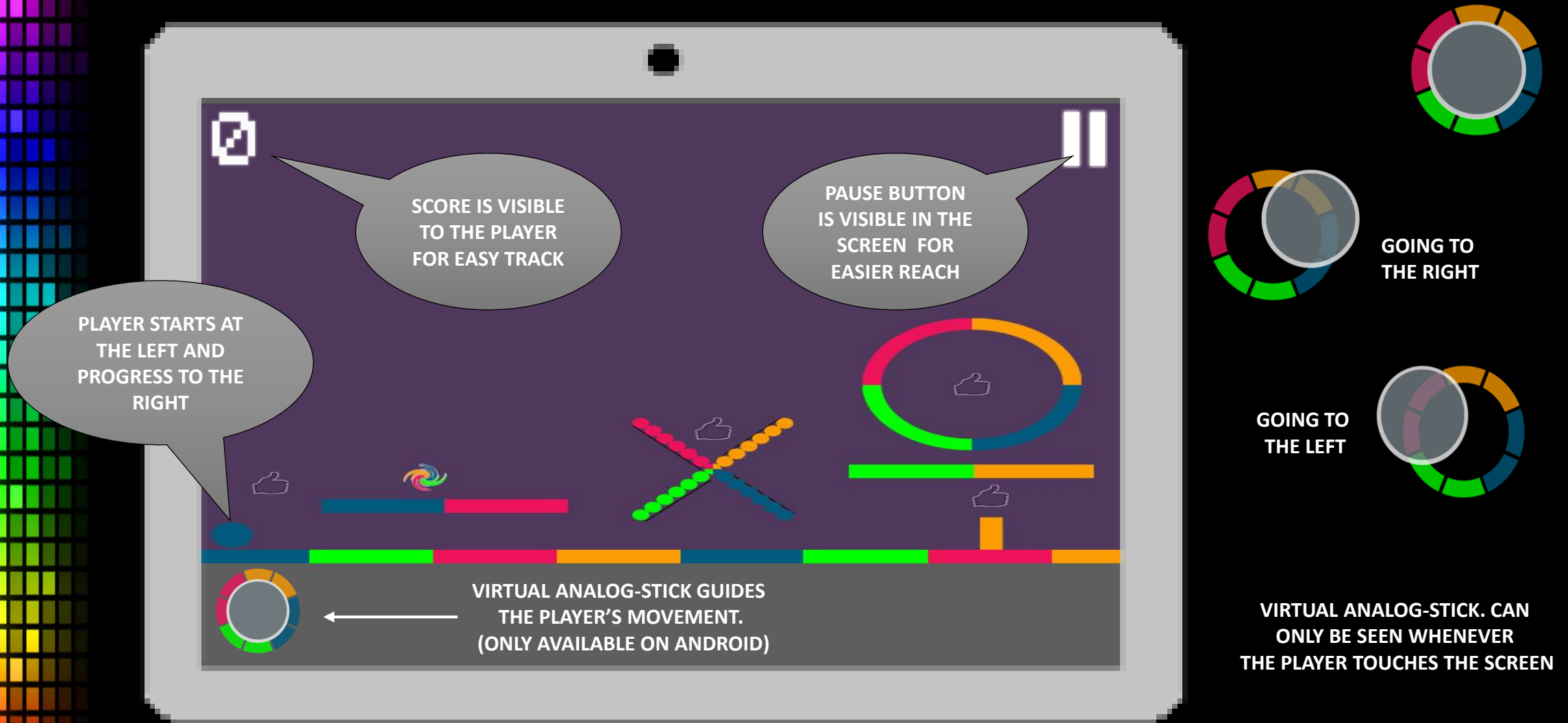
CHARACTER CAN ALSO BE CHANGED INTO A NEUTRAL COLOR (WHITE)  
WHICH WILL ALLOW IT TO PASS THROUGH OBSTACLES OR PLATFORMS WITH ANY COLOR



**THIS IS THE SCORE, IT GIVES THE  
PLAYER POINTS TO USE  
IN THE STORE**

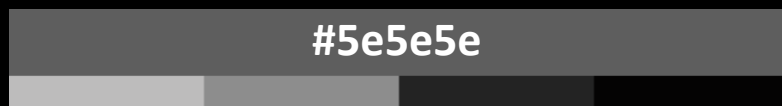
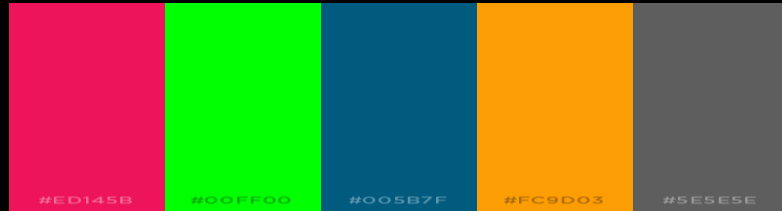


# CAMERA

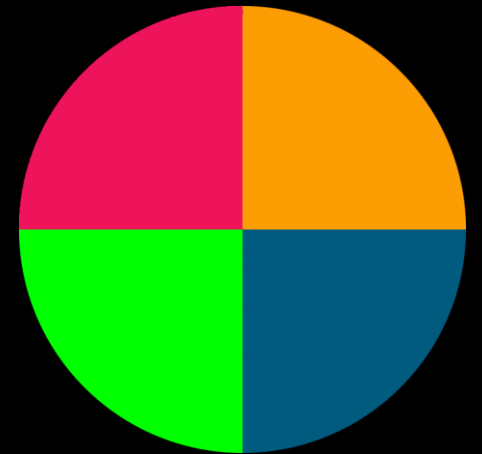
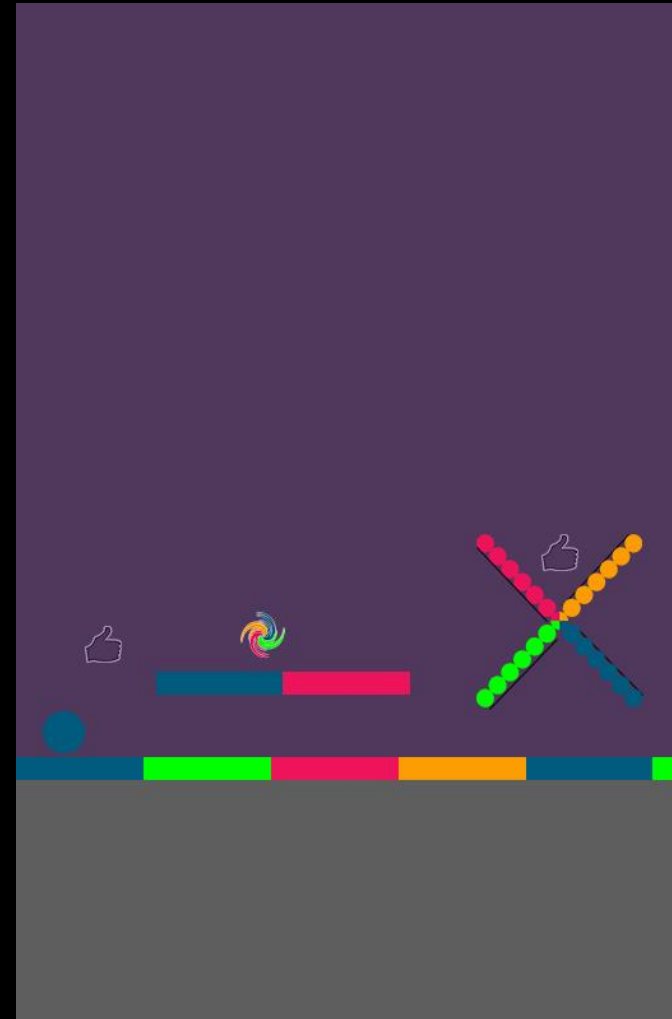


**SIDE SCROLLER POINT OF VIEW**

# COLOR PALETTE

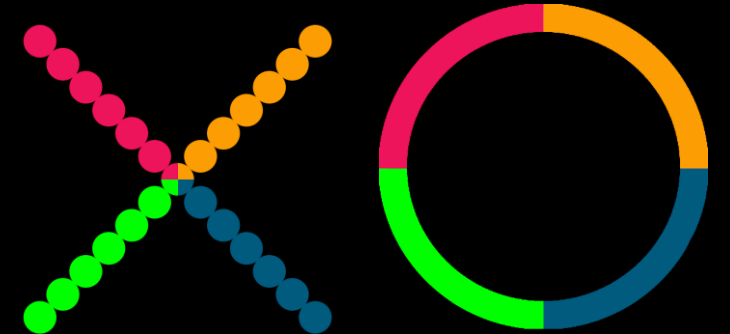
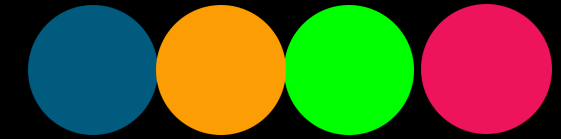
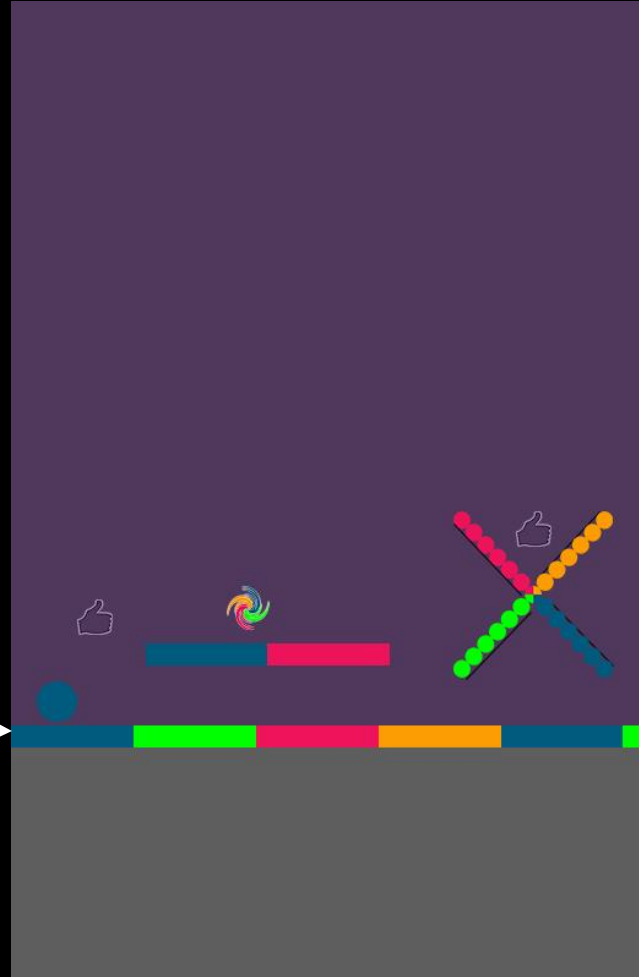


USES WARM AND COOL COLORS  
THAT COMPLIMENTS EACH OTHER WHICH  
MAY WORK FOR CASUAL AUDIENCE  
AND MAKE THE GAME FEEL PUZZLE PACKED



# ATMOSPHERE OR ENVIRONMENT

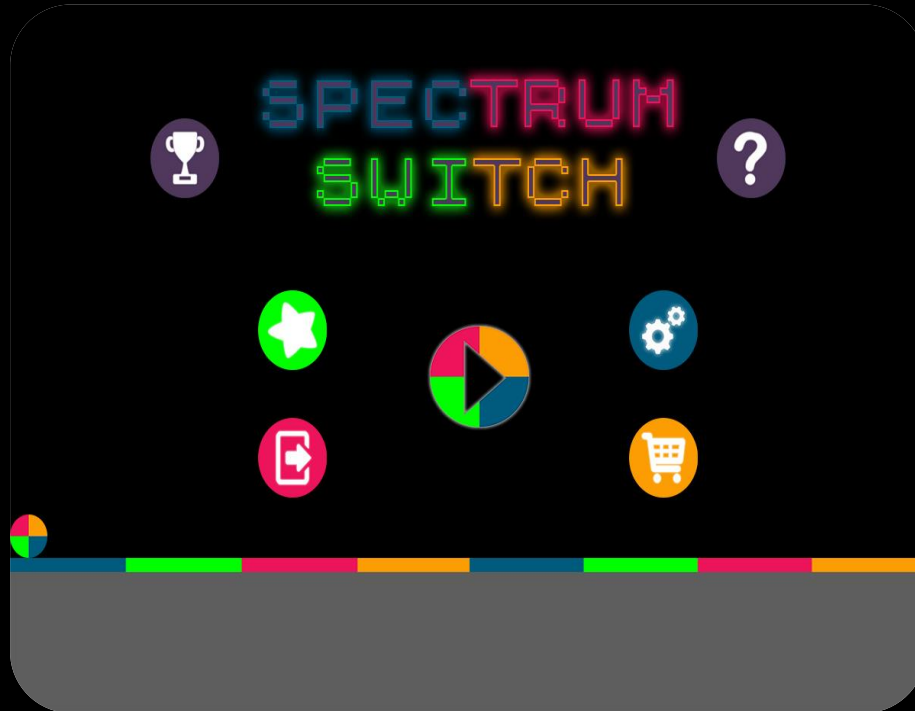
ALL OF THE ELEMENTS ARE AT THE BOTTOM HALF, WHICH GIVES PLAYER FOCUS ON THE PLATFORMS AND OBSTACLES



COLOR SCHEME OF THE PLAYER, PLATFORM AND OBSTACLES ARE BRIGHTER THAN THE BACKGROUND TO MAKE THEM STAND OUT



# USER INTERFACE

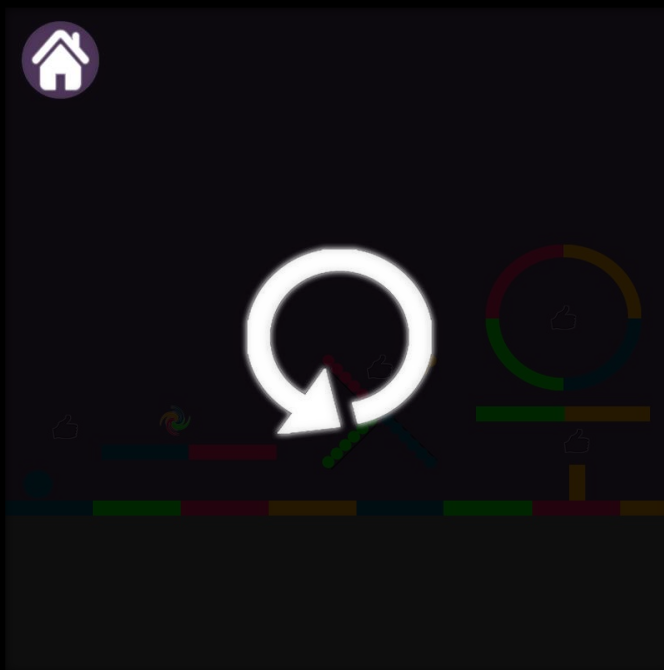


MAIN MENU SCENE



GAME OVER SCENE

# USER INTERFACE



PAUSE SCENE



SETTINGS SCENE



GAME SCENE



# USER INTERFACE

## HOW TO PLAY

Move the Character by pressing A,W and D.

A- Makes the ball move to the left

W- Makes the ball jump, press twice  
for double jump

D- Makes the ball move to the right.

Avoid Platforms and Obstacles of different  
color as of the ball.

## PRODUCED BY

Aileen Sabellon  
Kenneth De Vera  
Marianne Lopez

HOW TO PLAY SCENE  
(WINDOWS)

## HOW TO PLAY

The controls involve a floating,  
virtual analog-stick wherever your  
left thumb touches the screen, and  
jumping triggered by a tap  
of your right thumb on the other side.

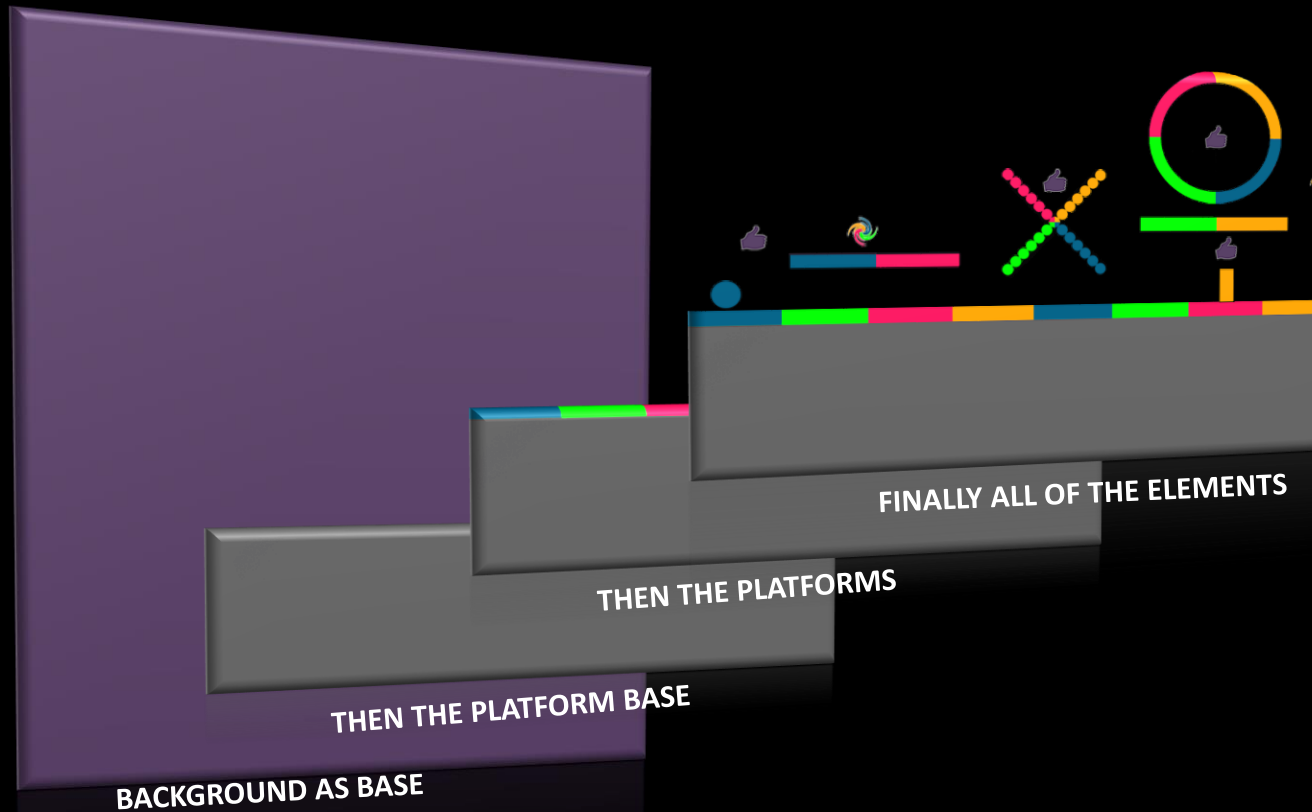
## PRODUCED BY

Aileen Sabellon  
Kenneth De Vera  
Marianne Lopez

HOW TO PLAY SCENE  
(ANDROID)

# TECHNICAL GUIDELINES

## GAME STRUCTURE



- Button\_Home
- Button\_PlayButton
- GameOver\_Button\_Replay
- MainGame\_Button\_Pause
- MainMenu\_Button\_Help
- MainMenu\_Button\_Help\_Highscores
- MainMenu\_Button\_Level
- MainMenu\_Button\_QuitGame
- MainMenu\_Button\_Settings
- MainMenu\_Button\_Store

NAMING CONVENTION  
(WHAT FOR)\_(TYPE)\_(NAME)



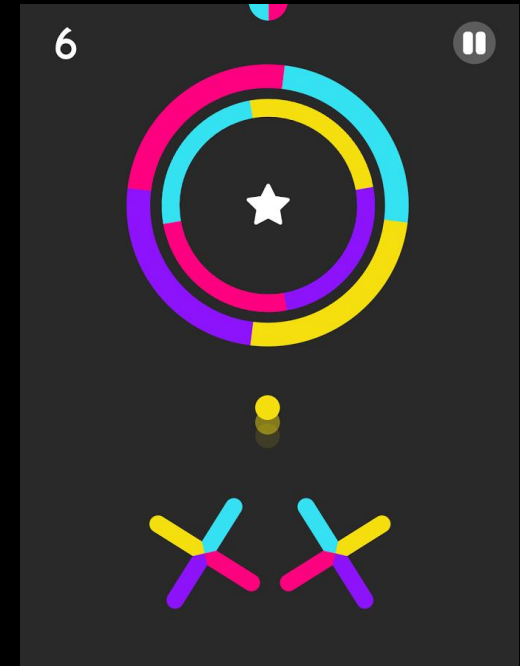
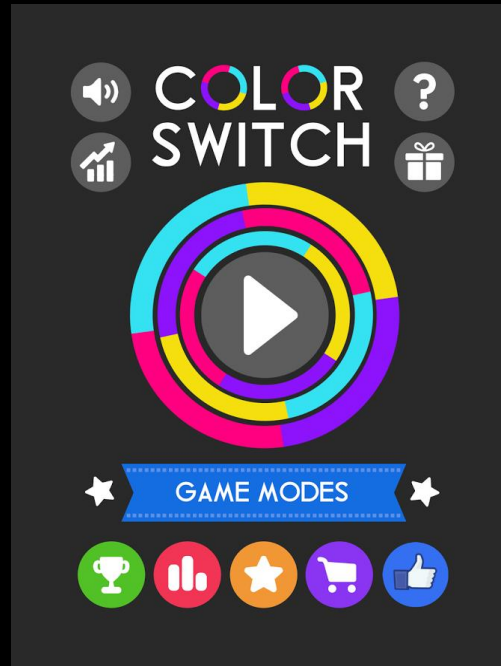
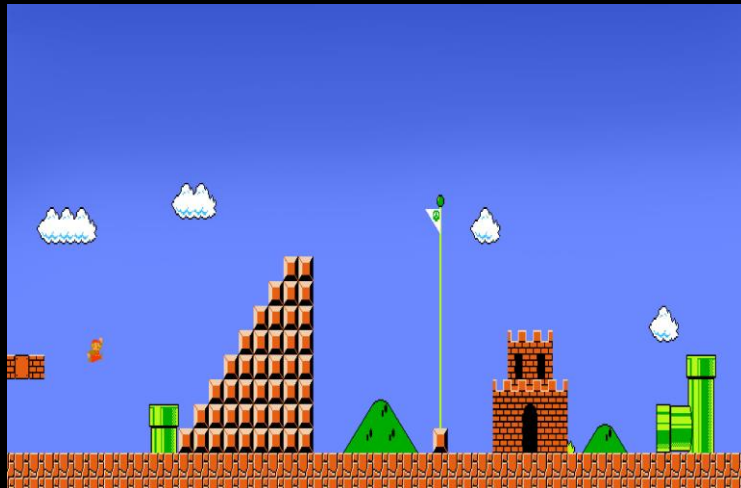
DESIGN



SPRITE



# REFERENCES / MOOD BOARDS



# GAME CREATORS



AILEEN SABELLON



KENNETH DE VERA



MARIENNE LOPEZ