



Solo Carp Game

Instruction Manual

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COSC 491

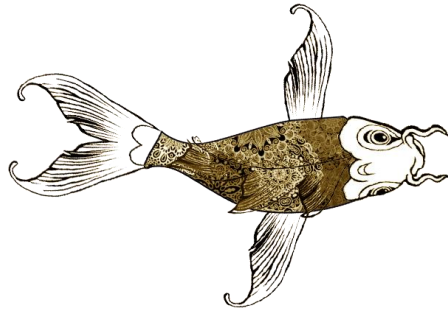
Steven Kennedy

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Project Mechanics

In this game, the player is a fish



Battling to eat food while dodging its enemies such as



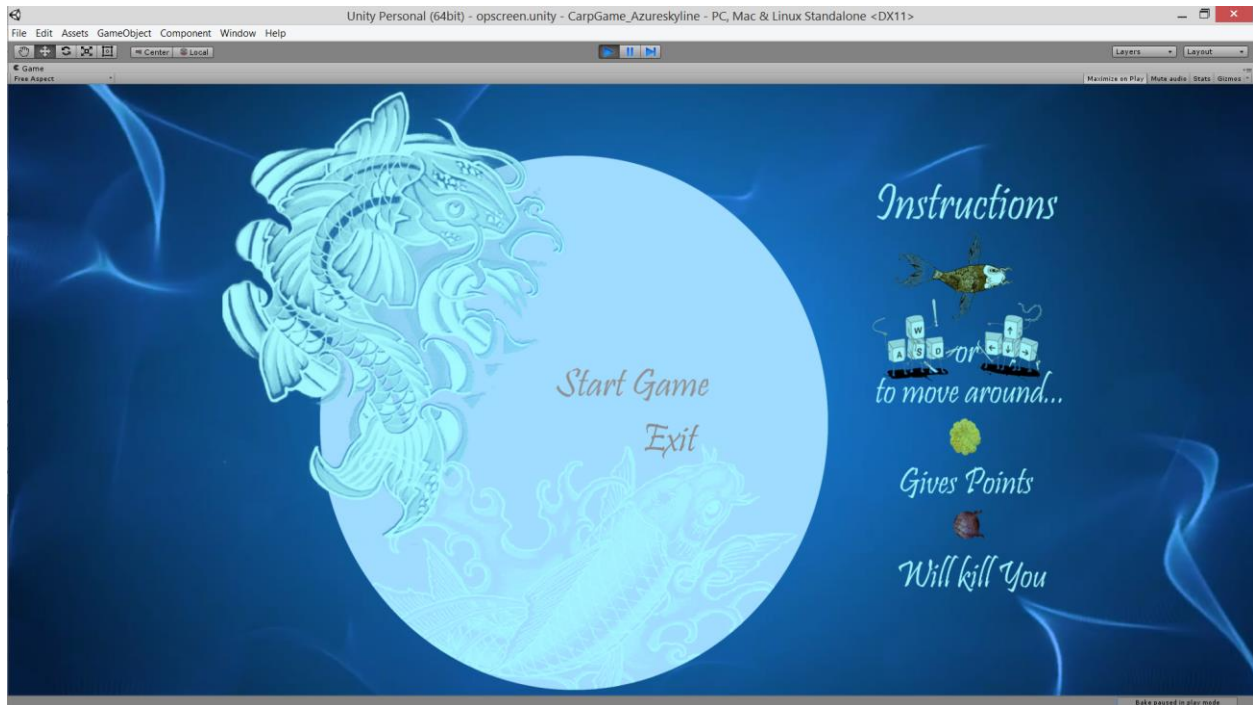
Tadpole Thing:

(More enemies to come...)

The objective of the player is to eat as many of the food as he/she can without dying from being touched by the enemy.

In order to move the fish, the player can utilize either his /her keyboard's Up, Down, Left and Right arrow keys or the ASWD keys. The player starts out on the left while the enemies come in waves from the right. Food is also generated from the right and is marked by how it spins and looks.



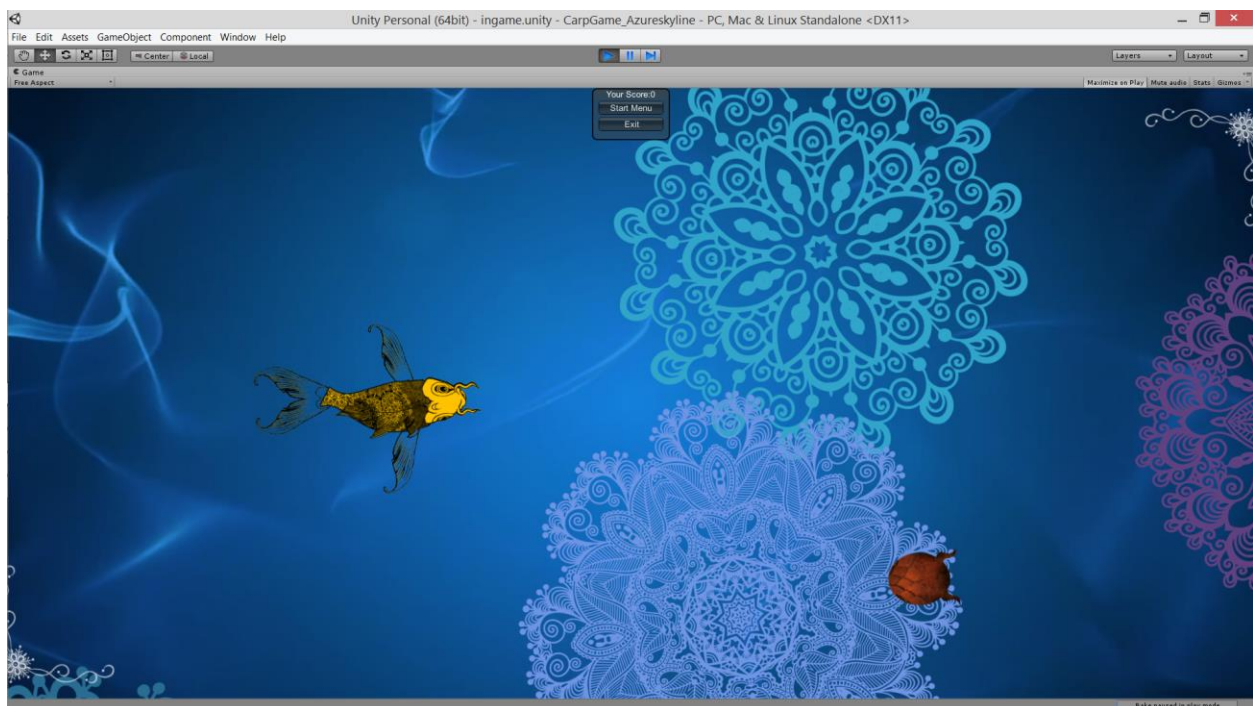


In the beginning of opening the game, the player will be greeted by a Start Menu with options for starting the game and exiting the application. The instructions for the player is also displayed on the Start Menu. If the player selects Start Game, the Application will load the ~~(only)~~ first level of the game. The GUI of the play area shows the player's score (how many food he/she has eaten) and options to either return to the Start Menu or Quit the Application. If the player dies, he/she may still opt to select those two options of wait for three seconds then the level will restart and the player can play again.

In order for a player to eat food, he/she must also be able to doge the incoming enemies. If an enemy were to collide with the player, the player dies automatically and the level resets. Again enemies and food spawn from the right area of the screen away from the player to give the player a good head start as to where to position the fish.

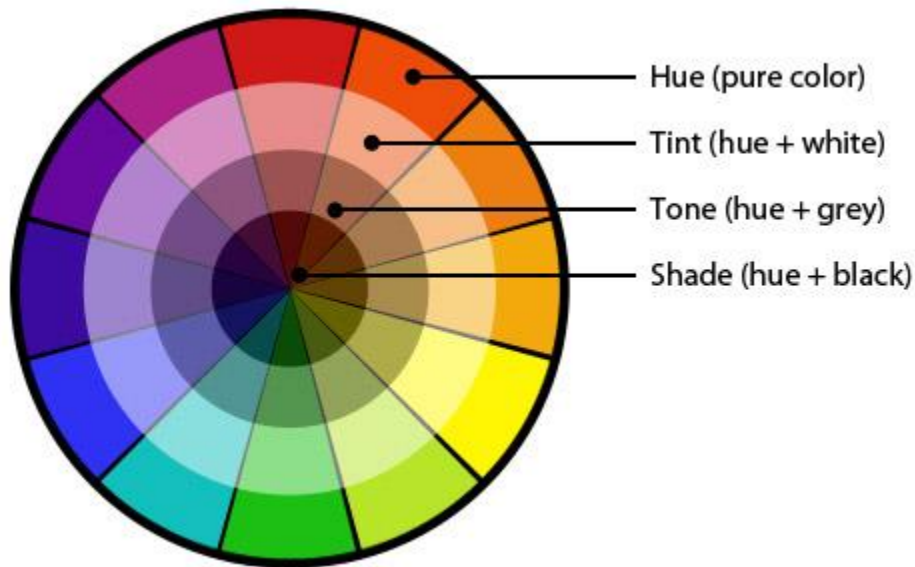
Project Aesthetics

Beginning with the Start Menu, there are Instructions on the right hand side of the options so that Players know what to do before-hand. The opscreen (Start Menu) has the same background as the ingame scene for consistency sake. When the player enters the ingame scene, they are presented with the koi fish. The enemies were originally conceived to be harmful (poisonous) food that are not the color of the koi fish. Then the creator gave them a better purpose and meaning and they became enemy green tadpoles. Then the creator thought, "Green is serene and Red equals Dead." So she made the enemy tadpoles red.

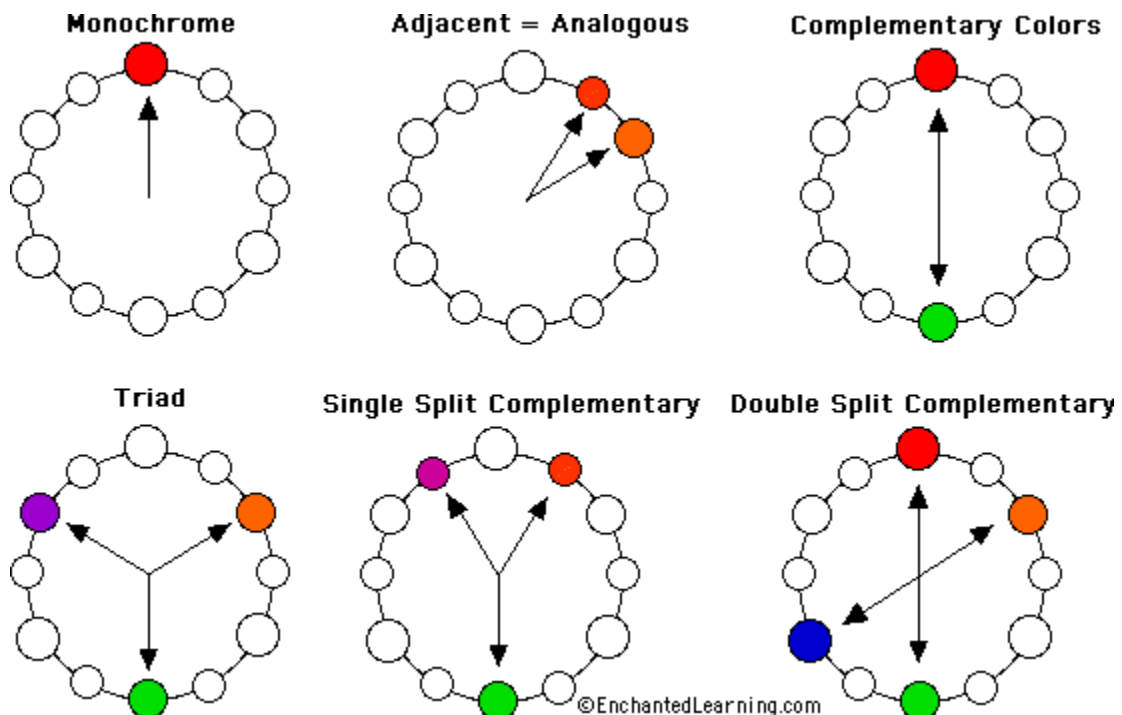


Players will notice that the background of the game seem to ripple and sway like water, this is to add a sense of movement to the fish. The lace circles that move around also add to this illusion and provides a bit of a distraction for the players as incoming enemies enter the screen. These lace circles are of a

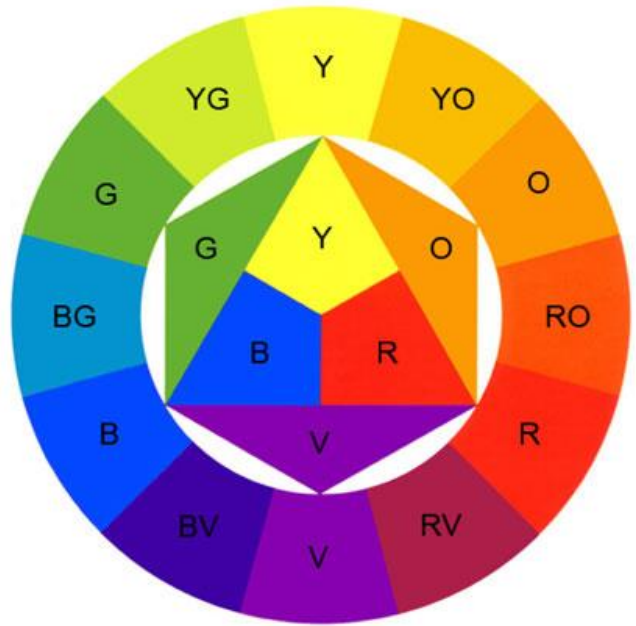
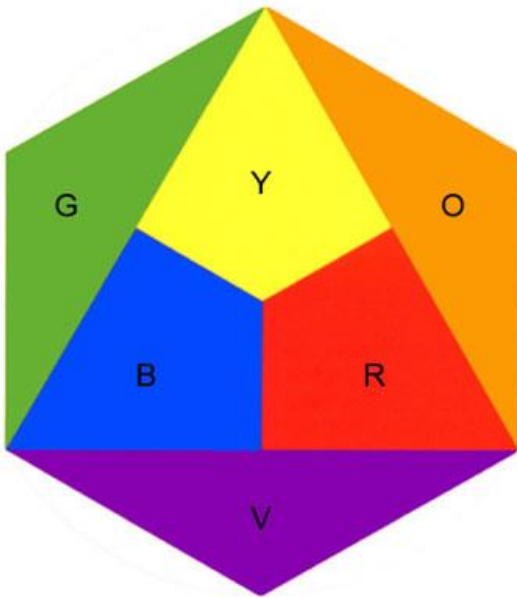
similar if not dark colour palette as the background so that the player can distinguish the items on top.



It can be noted that the player is yellow and so is the food the fish eats. This is to cater to the basic game concept that if one is the same color of another item or object; that item or object must be good for my character. Having the player and enemies be a stark contrast in color versus the background also helps the players locate where the fish, food and enemies are easily.



This uses the art concept of primary colors and also uses the art concept that boundaries of colors of the same level in the color wheel will not blend with each other, making each object pronounced and bold to the eyes.



Project Dynamics

While the player is in-game the music stimulates a sort of watery sound. This reminds the creator of pools or ponds for some reason. The music is meant as ambience for the player. The creator also meant for the moving background as a form of relaxation. The background was meant to copy what a person would see if they were to swim in a body of water, submerge themselves and look down. The rays of light seen in the background of the game is meant to stimulate the way the movement of light inside a body of water would be. The creator thinks this is relaxing, next to water ripples (which shall be included in a future version of the game). This along with the colour palette chosen was meant to relax the eyes of the player while he/she plays the game. This may be a contrast to the motion of the fish in game (which is to dodge and eat) however this is to help make the player less tense during gameplay.

