**Capstone Project Planning Document**

**Game Title**

Chasing Cube

**Estimated Total Time to Develop**

4 months (4 hours per week)

**Intermediate Object-Oriented Programming for Unity Games Information**

Total Time Spent Developing Wacky Breakout: <hours it took you to develop Wacky

Breakout here>

Estimated Time or Actual Time? <Estimated or Actual>

Followed Detailed Instructions (Yes or No)? <Yes or No>

**Chasing cube Requirements Specifications**

Chasing cube is a simple game where two cubes are chasing each other during a limited time and when the time is out the cube with the most points wins.

There are multiples types of cubes:

* The speedster cube: each time he touches a cube it speed increases.
* The slower cube: it has a normal but each time it touches a cube it reduce the speed of the opponent by some factor.
* The trickster cube: as it name says it trick when you are chasing him be careful it can leave you bad surprise on the road.
* The jumping cube: the cube move normally but has the ability to jump.

The cube can be the hunter or the hunted but it has to have one of this title at the time which the hunted can’t hunt and the hunter can be chased.

There is obstacle on the way independent of the type of the cube which it can help one cube or not or even not help at all, the obstacle appear for a period of time then disappear and then reappear again each in a random position.

The game keeps track of and displays each player’s score.

The game ends when the timer is out. At that point, the game displays a message indicating which player won. When one of the players chooses to close the message, the game returns to the main menu.

If a player clicks the play button on the main menu, the game lets them select a difficulty level (Easy, Medium, or Hard), then starts a game with both players playing at the selected difficulty level.

The game has the following menus:

1. Main Menu: Lets a player pick play, help, or quit
2. Type of play: 1 versus 1 or 1 versus CPU
3. Difficulty Menu: Lets a player pick Easy, Medium, or Hard for the game
4. Help Menu: A single page that displays brief game instructions
5. Pause Menu: A menu displayed if a player pauses a game in progress. Provides options to resume the game or quit to the main menu

The game stores important game configuration information in a file it reads in at runtime. This approach supports tuning patches later as necessary.

During gameplay, sound effects are used to indicate when the hunter touched the hunted and when one cube collide with an obstacle. Gameplay sound effects also indicate when the cube use their ability. Finally, appropriate sounds are played when the timer finishes. The only menu sound effect is a click when a menu button is clicked.