Fish Game requirements specs

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| **Requirement** | **Solution** |
| **Title Screen** |  |
| Swipe will allow selection of a mode | Play, Fish Designer, Options, More Games |
| The buttons will be 3 dimensional and will rotate on swipe | Create a 3 dimensional object, rotate on swipe, texture with the button text |
| The background will be the current fish tank of the user | Display it as a texture |
| Touching the screen will cause it to ripple |  |
| **Play – Levels mode** |  |
| There will be a selection of backgrounds throughout the levels |  |
| To complete each level a certain type of fish must be bred |  |
| As levels progress more complicated fish become available |  |
| Fish grow by being fed |  |
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| **Fish Designer** |  |
| The user will be able to paint their own patterns on fish |  |
| The user will be able to name and save their fish |  |
| There will be a selection of fish for the user to design |  |
| **Options** |  |
| The user will be able to control the sound volumes |  |
| **More Games** |  |
| Advertising of other similar games in the app store and more of my games | Implement add system along with a texture covering the whole screen |