

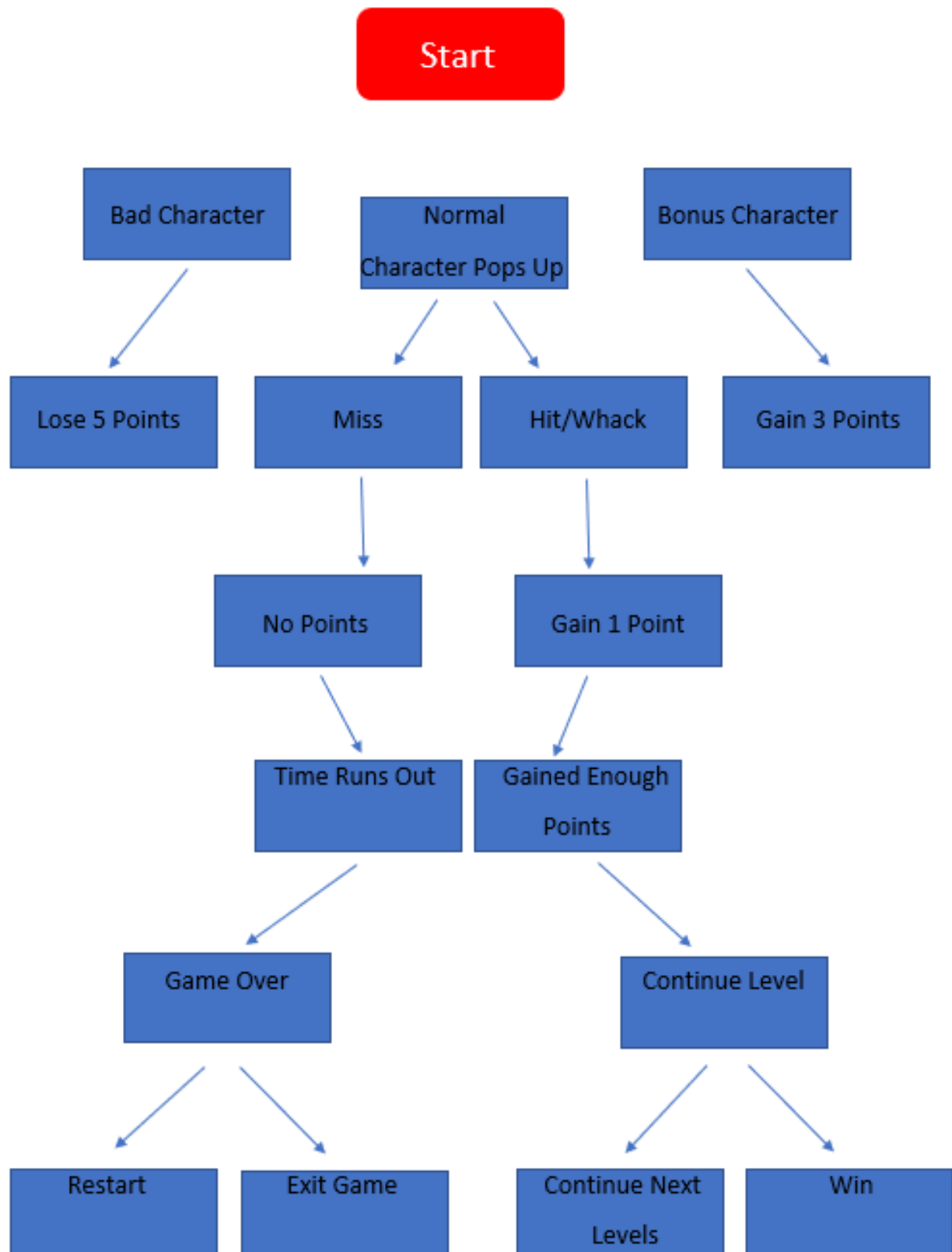
Basics of Game Engines- Task 1

- a. The target device
- b. Gameplay Flowchart
- c. Pseudocode
- d. Walkthrough
- e. Game Objectives
- f. Art Assets

The target device – (including screen resolution, input methods)

This game will be shown in a landscape of 16:9 which will be desktop game with the usage of a mouse as a form of a controller for the game.

Gameplay Flowchart – (A representation of the game flow logic)



Pseudocode – (Representation of the game's code in plain English)

Player's Script

//If the player hits the character the player gains 1 point

//If the player hits the golden bonus character, the player earns 3 points

//If the player hits the bad character, the player losses 5 points

Game Manager

// Use the mouse in order move the pointer to hit the characters

//Left click to hit the character with a mouse

//Gain the amount of the points necessary to go to the next level

//If the player do not gain the amount of points needed in the game than it is game over

//If the player losses, the player has to restart/redo the game, they can also exit the game

Walkthrough - (An explanation of the gameplay loop including screenshots)

- The game begins with a short animation showing the loading process of the game. After the game has launched. A pop-up tutorial comes up and it displays of what the player needs to do in order to win the game. As soon as the tutorials finishes, a three seconds countdown will appear to advice the player the game started and automatically starts by the player hitting the character in order to gain points. The player must gain enough points that is recommended (in the icon) before the time given runs out, if not the player loses and must restart if they wish to continue. (If the player wishes to not continue. The player has the option to exit the game.
- Every character that the player manages to hit, they will gain a point. In the game it has also a second character which has a special bonus character that gives the players the ability to gain three extra points. In level one, in order to win, the player must gain 10 points in a under a – minute.
- Apart from the regular and the special bonus character there will be a third character that will be known as the bad character that if the player hits it, it will automatically lose 5 points which makes the player focus more on hitting other characters especially the special bonus character as much as possible to pass in level 2. After that, in order to win, the

player must gain 15 points while the speed is slightly faster than level 1 as well as under a - minute and in the level 3 you must gain 20 points in order to win while the characters are the same level of speed. As for level 3, this time, more than 1 character will pop up at the same time to give out more of challenge rounds.

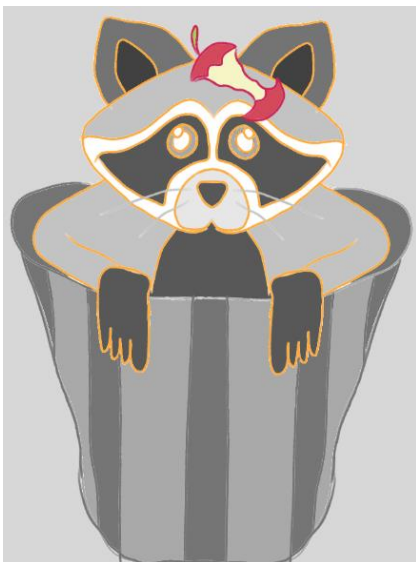
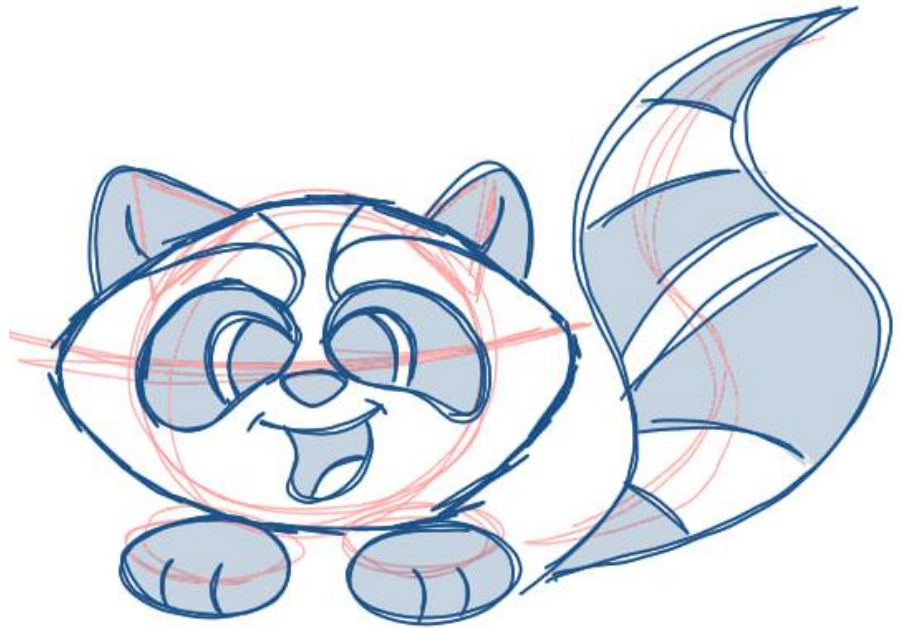
Game Objectives

In order for the players to go through the game process, the players must focus and reflect on certain factors that help the players to accomplish the game. The things that need to be reflected in order to achieve the game objective are factors such as:

- Stay alert
- Physical control
- Aiming a goal for the game

Art Assets

The game will be shown in a 2D art style to describe the more cartoonish style that will be presented in the game.



WHACK'EM ALL (Inspiration)

