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## **CMPS160 Final Project Design Document**

### **Our Game**

Our goal is to make an arcade-style game that asks users to click on a shape that will be falling from the top of the screen to the bottom. If the user clicks the correct shape, they will gain points. Once the correct shape is clicked, a new shape is given to the user to click and will fall from the top of the screen. Every time the user misses the shape or clicks on something else, they gain a strike. Three strikes and the game is over, the current score being the final score. The goal is for the user to have fun and play the game in a visually appealing screen.

### **How to Play**

In the bottom right of the scene, there will be a box that holds some colored shape (green square, purple triangle, etc.). This shape corresponds to one of the many shapes falling from the top of the screen to the bottom. The user interacts with the shapes by clicking on them. The goal is for the user to click on the shape as it falls. If they miss the shape, they lose a life (one of the little heart icons from most classic video games) that will be displayed above the box in the bottom right. If the user clicks the correct shape, they will gain some amount of points, displayed above the life counter. Regardless of whether the correct shape is clicked, once a click occurs, the shape in the box in the bottom right will change, and the user will need to click a new shape to gain points. We will also include a reset button somewhere on the right side.

### **How our World Will Look**

We want our game to feel like an 80s arcade game (more cartoon-y than realistic). It will have a bright yellow frame and lots of colors for the different shapes.

### **Visual Effects**

1. Fire effect (or something similar for a miss)

2. Sparkler effect (or something similar for a hit)
3. Shadow for shapes falling
4. Color picking for background
5. Collision detection between objects
6. Fog transition for reset

Our game would look something like this

