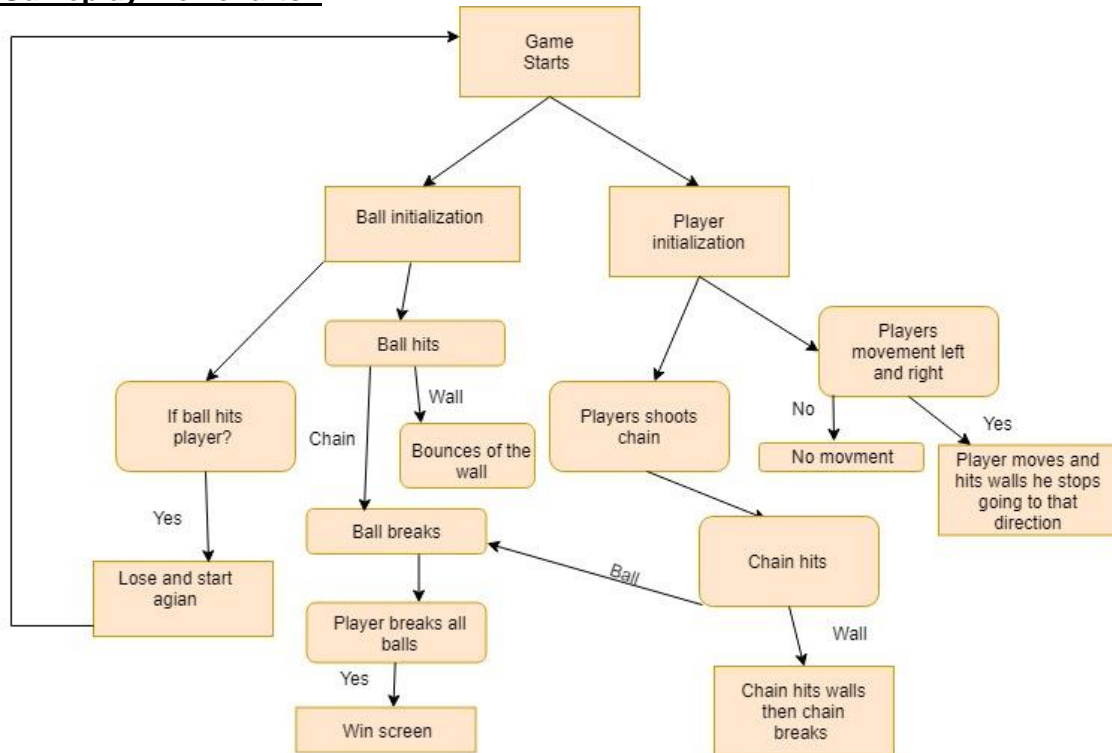


Task 2 Design Brief

Using your research as basis, create specifications (a design brief of **up to two pages**) for the mechanics and visual assets required to bring your game to life. Include at least:

a) **Target Device:** The target device is the computer because it uses the keyboard and mouse for movement and shooting.

b) **Gameplay Flowcharts :**



c) **Game Mechanics :**

Shooting the bouncing ball that will then split into smaller balls and keep splitting until they become the smallest ball which when shot disappears.

d) **Game Objectives, if any**

Destroy all the balls and their splits while trying to dodge and never to get hit and kill your character.

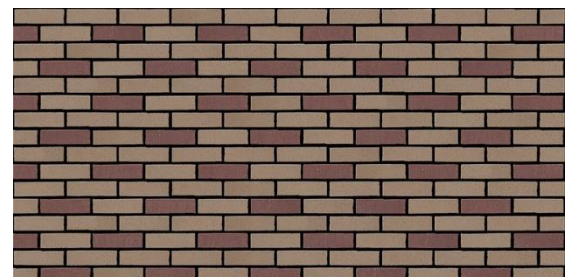
e) **Visual Assets (2D / 3D)**



The player character with devil sprite



The ball in this case is an ice ball sprite



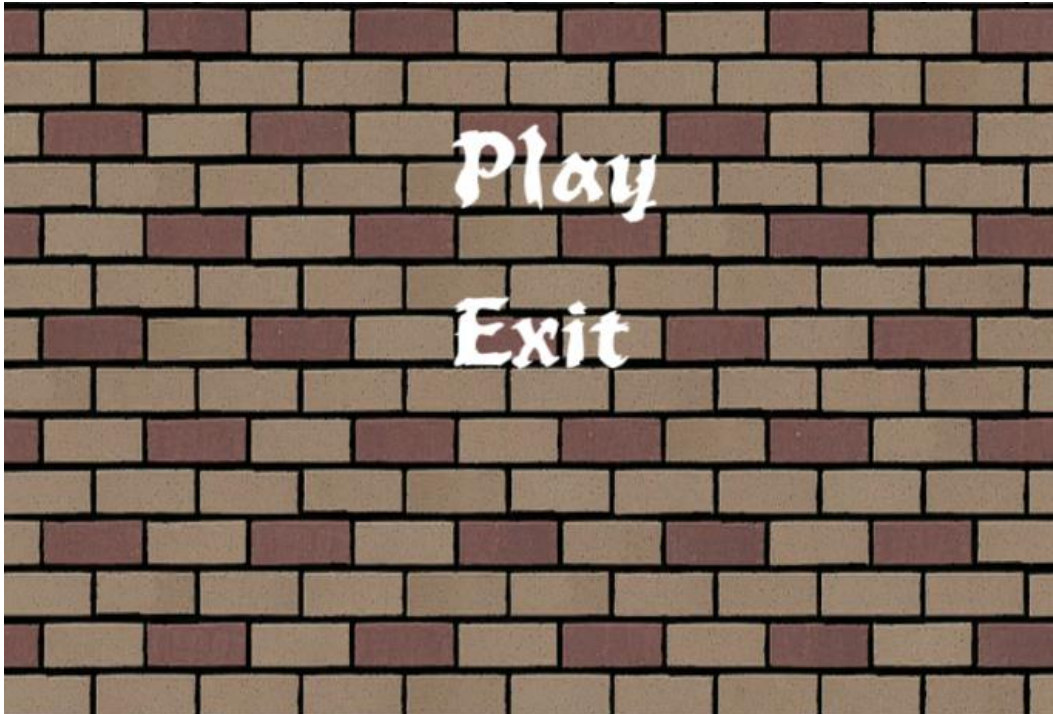
Background wall image

f) UI Elements

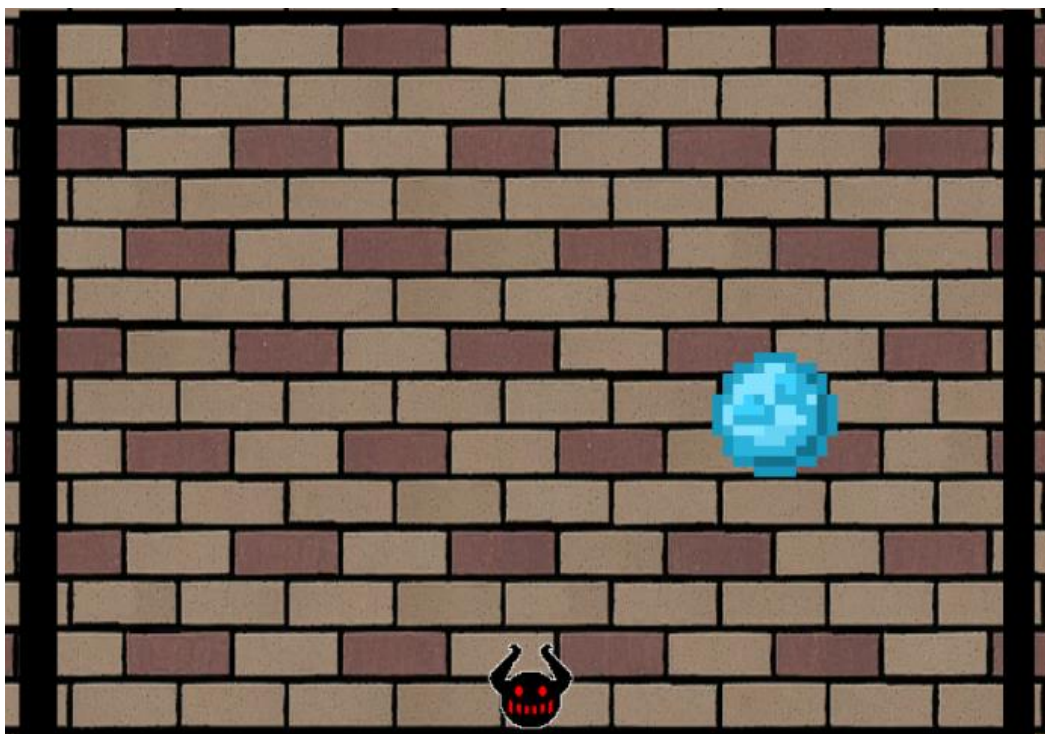
2 text buttons one to play game and one to exit.



g) Game Scenes



Main Menu



MainScene

AKA The game

<http://www.rebubbled.com/>

<https://www.youtube.com/watch?v=4jGVesn7O4g&t=2476s>

https://www.youtube.com/watch?v=zc8ac_qUXQY