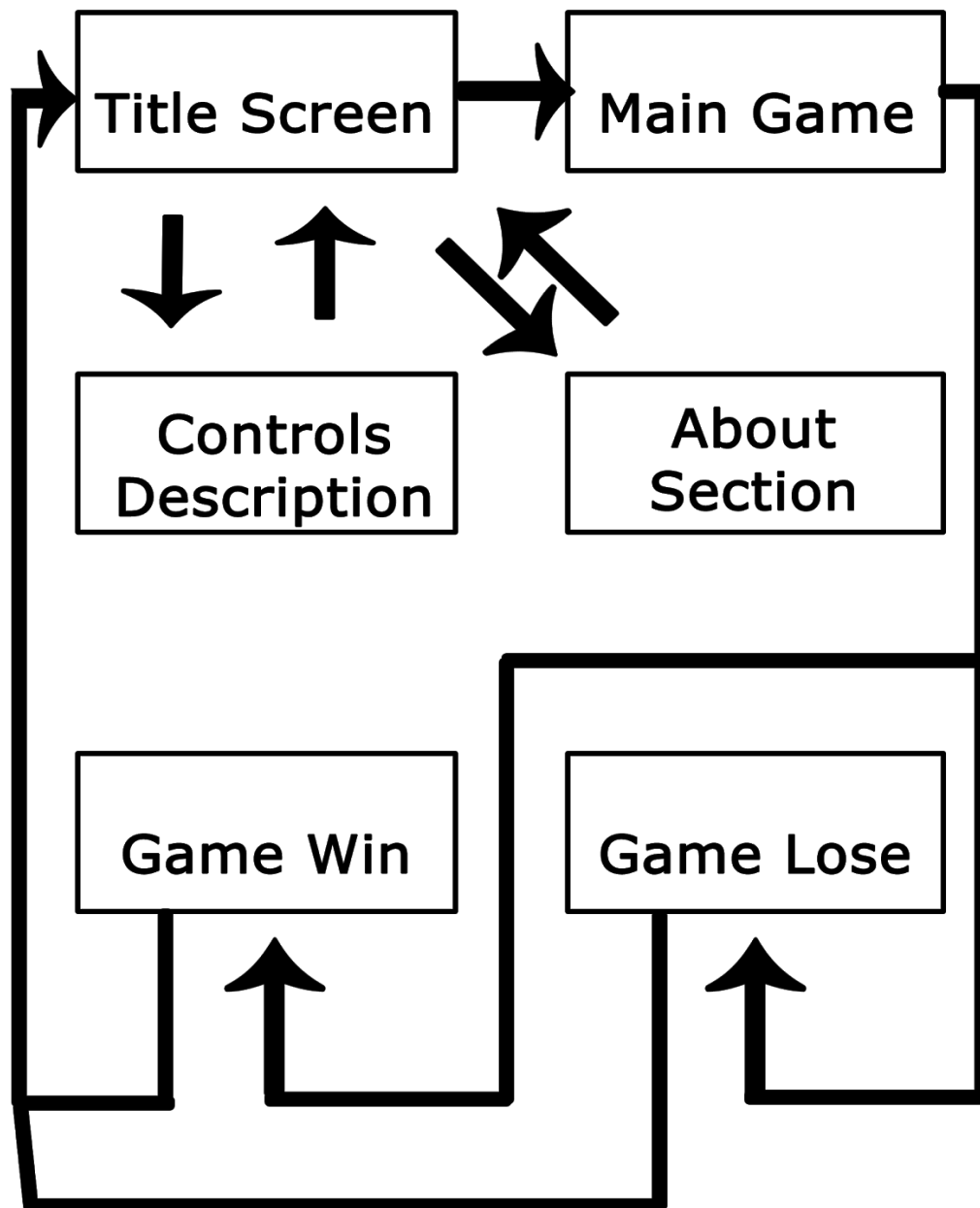


Game Scene Flow

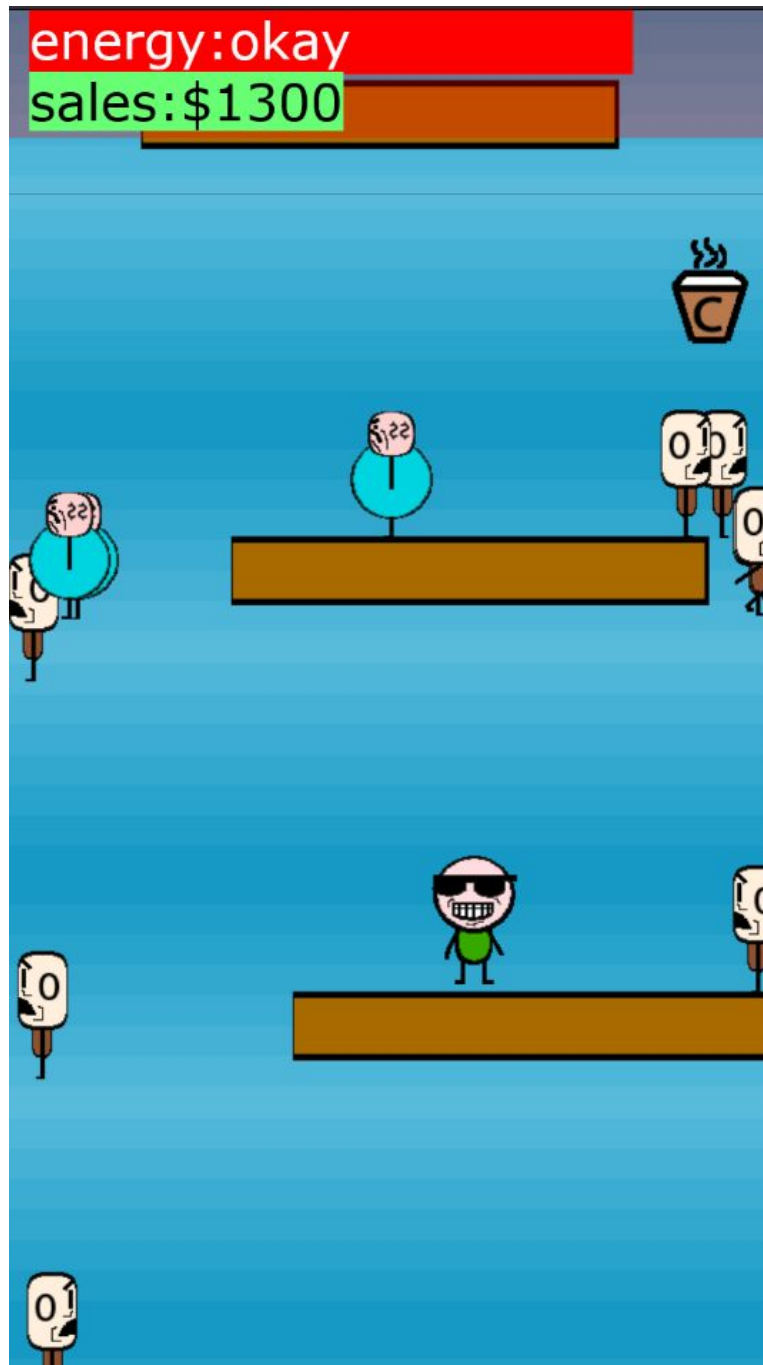
Navigation (Information Architecture)

As is typical of most popular games, a scene for each specific function of the game has been used for Sales Hemorrhage. From a main title screen, both a controls description scene, and an “about” scene are available. Both contain information for gameplay. From the title scene, the main game is accessible. During gameplay, only a win or loss will allow access to a main menu button, or a restart game button.



Main Gameplay

This game is designed as an endless ascending platformer. Upon starting the game, all assets will begin descending at different velocities. The user character is shown on screen with sunglasses. Other human like characters are the customers. These provide a sales while decreasing your energy level. The coffee cup health token will appear periodically to boost your energy levels back up. On Desktop, the arrow keys, or W, S and D provide jump, left and right movement. On touchscreen devices, the screen is sectioned into three areas: left, middle(for jump), and right. This is shown in the controls menu item.



Interaction Design

- Menu item buttons are simply touched or clicked on to access the content described by each button name. A click sound will be associated with each button to confirm a successful interaction.
- Customers animations are replaced by small dollar sign animations to show successful interaction, along with a sound effect.
- The sales target is determined by a scene prior to game play. It requests a target selection of \$10,000, \$100,000, or \$1,000,000.
- Music will play during each scene adding to the stress of reaching the target chosen.
- If they player dies or reaches their target, A modal will cover the screen with a dialog specific to the result. It will also offer an option to restart the level, or go back to the main menu.