

## **Game Development Plan**

**Name:** Port Pilot- Revised version

**Type:** Strategy/Fun

**All games must be made in AS3**

### **1.0 GAME SUMMARY**

**1.1** This game is a clone of the popular iphone and ipad game “harbour master” which can be found here: <http://www.imangistudios.com/harbormaster/index.html>, however our game is to be built on the flash platform.

### **2.0 SAMPLE GAME(S)**

**2.1** The game will be a clone of harbor master game, we also have two similar games already in existence on our website, “air traffic chief” and “space traffic chief” which can be found below:

<http://www.freeonlinegames.com/game/air-traffic-chief.html>

<http://www.freeonlinegames.com/game/space-traffic-chief.html>

### **3.0 OUR VERSION**

**3.1** The game play will be identical to that of the “harbor master”. The player will have to guide ships to the relevant dock to unload goods avoiding collisions with other ships. Once cargo is unloaded the player must then guide the ship out of the game screen.

The ships are controlled by drawing a motion path with the mouse which the ships will follow. Two or more ships colliding will cause an end of the game. The player will score points depending on how many items have been unloaded from the ships.

**3.2** There will be three classes of cargo ship, which hold 1, 2 and 3 items of cargo respectively. The ships will be three different sizes, small medium and large. The ships will also operate at three speeds, the smallest will be the fastest, the largest the slowest and a medium speed ship. The passenger ferries will be very large and travel at a medium speed. The sailing yachts will be the smallest and slowest of all of the ships.

**3.3** The game will be controlled entirely by the mouse. Ships will follow motion paths drawn with the mouse. The paths drawn from a ship will be red, however when a path is drawn from a ship to a dock there will be an audible signal to tell the player the ship has been directed correctly to a dock, also the path will turn from red to green to give a visual signal.

#### **3.4**

Once in a dock a cargo ship will begin to unload its cargo, each item of cargo will take 2 seconds to unload. As each item is unloaded it will simply disappear from the top of the ship. Once the ship is completely unloaded it can be removed from the dock by drawing a motion path. The ship will remain in play until it leaves the visible game screen.

#### **3.5**

Some ferries will have both types of cargo, a number of each colour, in that case, the ship must be first docked in one colour port and then moved to the other colour port after the first colour has been unloaded.

#### **3.6**

The player will get 1 point for each item of cargo unloaded, each ferry unloaded and each sailing yacht unloaded.

#### **3.7**

The difficulty of the game will increase over time; the rate at which ships appear will increase the longer the game continues.

### **4.0 GAME APPEARANCE AND GRAPHIC DESIGN**

**4.1** We have already discussed this.

**Please send at least 3 different options to choose from. These can be basic layouts with simple colours placed in just so we can decide on the final piece.**

### **5.0 ART STYLE**

**5.1** Already discussed

### **6.0 FRONT SCREEN**

**6.1** We have decided on a design; waiting on implementation of style.

### **7.0 IN-GAME PLAY SCREEN**

**7.1** Already decided

## **8.0 LEVEL AND/OR GAME COMPLETE SCREEN**

**8.1** The game consists of one continuous level and only ends once a collision occurs between two ships.

When a collision occurs, the player should be presented with the message “Game over” along with the game stats;

- Total points.
- Players High Score.
- Number of items of cargo docked.
- Number of Yachts docked.
- Number of ferries docked.

The player must also be presented with the following buttons:

- Add this game to your site
- Play more games
- Play again
- Main Menu

## **9.0 LOSE LEVEL AND/OR GAME OVER SCREEN**

**9.1** As above.

## **10.0 PAUSE SCREEN**

**10.1**

## **11.0 LEVELS**

**11.1**

## **12.0 SMALL DETAILS**

**12.1**

## **13.0 EFFECTS**

**13.1**

## **14.0 MODES**

## 14.1

## 15.0 SOUND

The following sounds must be included in the game:

- An audible signal when a ship is directed to a dock correctly.
- An audible alarm to warn of an imminent collision.
- The different classes of boats should have different engine noise (the sail boats will be silent). The engine noise should be a low volume unobtrusive sound.
- The background noise should include typical seaside sounds such as seagulls, the sound of water lapping at the edge of the shore, foghorns etc. The background noise should be peaceful and at a low volume.
- All of the buttons must have rollover and click sounds.

**15.1** This game should not include any music.

**15.2** This game should include an extensive complimenting library of sounds. Where ever appropriate. All sounds should be non-copyrighted. So all games delivered should have very good sounds but no music.

## TECHNICAL DESIGN

- Please leave 3 blank frames before the game begins so we can add our own in-house branding
- All .fla's shall be delivered so there is only one output .swf file. There should not be any external files such as .xml's, .txt files etc. loading externally. Everything should be coded into the .swf
- All coding for this game should be in English
- This game should not exceed the following: 670 width x 550 height
- This game should be made to look as pc standard and not just another programme. If you wouldn't love playing this game, don't make this game.
- You will NOT be credited in the final game. We own all credits and if you wish to view or display the game anywhere you must get our permission.
- We require all source code for the finished game as well as the above mentioned details.