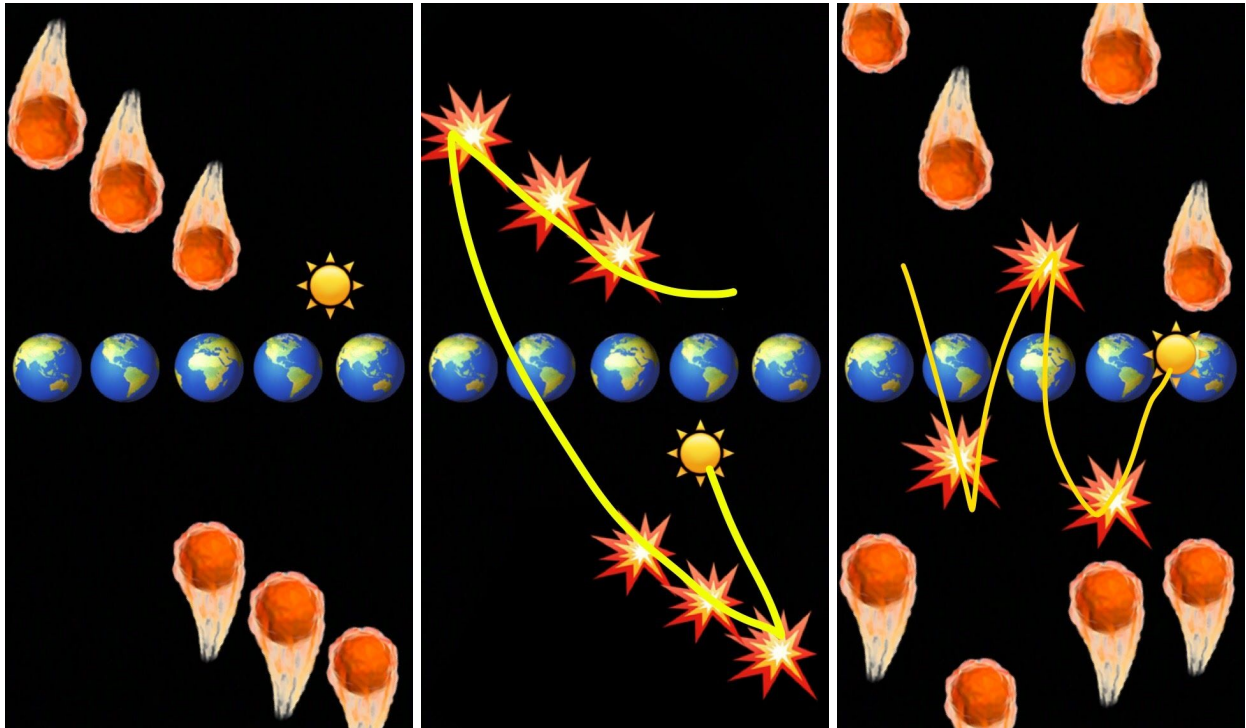


Sun Swiper

The Pitch:

You control the sun in a life-sustaining solar system. Destroy incoming meteors and protect planets with the power of a burning hot sun.



Assets:

The following sections describe the assets needed to complete our game and how they interact with each other. Any sentence marked with a bullet point (•) signifies a significant attribute that must be applied to an asset.



Sun:

//Mehrab, Doris

The sun is the player character.

- The sun has a 2d model.
- The sun can be controlled by the user.
- The sun is controlled by the user with the constant pressure of one finger on the sun.
- While pressure is applied to the sun the user can swipe the sun along the screen to move the sun in any x, y or z direction.
- Once the user releases pressure from the sun it will stop moving.
- The sun will make meteors explode upon contact.
- The sun has no effect on planets.



Meteor: //Emanuel, Noah, Doris, Mehrab

A meteor is a non-playable enemy character.

- A meteor has a 2d model.
- (1) A meteor spawns off-screen in one of 10 possible locations.
- (1) Once a meteor spawns it travels in a straight vector toward a planet.
- (2) A meteor will make planets explode upon contact.
- (2) A meteor explodes upon contact with the sun.
- (2) A meteor explodes upon contact with a planet.
- (3) Randomized Pathing



Planet: //Sonam, Mehrab, Doris

A planet is a non-playable user resources.

Planets visually represent the user's life bar.

Users protect the planets from meteors to continue playing the game.

- A planet has a 2d model.
- (1) A planet explodes upon contact with meteors.
- (2) When all planets have exploded the game will end.
- Planets are stationary and do not move.



White Dwarf: // Doris

The white dwarf is a non-playable player character.

The white dwarf is only displayed once all planets have exploded.

- The white dwarf has a 2d model.
- The white dwarf replaces the sun after all planets have exploded.



Explosion Effect: // Doris

A visual effect that conveys an object exploding.

- This effect will be applied to meteors and planets when they explode.

- The explosion is an animated effect.

Counter:

Game restart:

Music:

A song that conveys the feelings we want the user to experience during the game. This could change due to play testing.

- A 1-2 minute song that will play during the game, credits, and main menu screen, and pause screen.
- If the song is to be looped during gameplay the beginning and ending of the song should smoothly transition between each other. This will prevent a jarring audio experience for the user.

Explosion Sound Effect: // Noah

A sound effect that conveys an object exploding.

- This sound effect plays when meteors and planets explode.

Melancholy Game Over Sound Effect:

A sound effect that conveys a tremendous loss and the end of the game.

- Once all planets have exploded the game will end and this sound effect will play.

Joyous Game Over Sound Effect: // Noah

A sound effect that conveys a great accomplishment and the end of the game.

- Once the user destroys a certain number of meteors the game will end and this sound effect will play.

Main Menu: // Mehrab

A screen where users may select if they want play the game or view the credits.

- (1) “Start Game”: button that loads the game scene.
- (1) “View Credits”: a button that displays the credits.

Credits: // Edan, M,N

A scene where our names and roles are listed.

- A list of our names and titles.
- A small list of people we can thank.
- A thank you message to our users.

- Users can scroll through the credits.

Pause Button:

A button that pauses and unpauses the game.

- Pauses the game when pressed.
- Unpauses a paused game when pressed.