

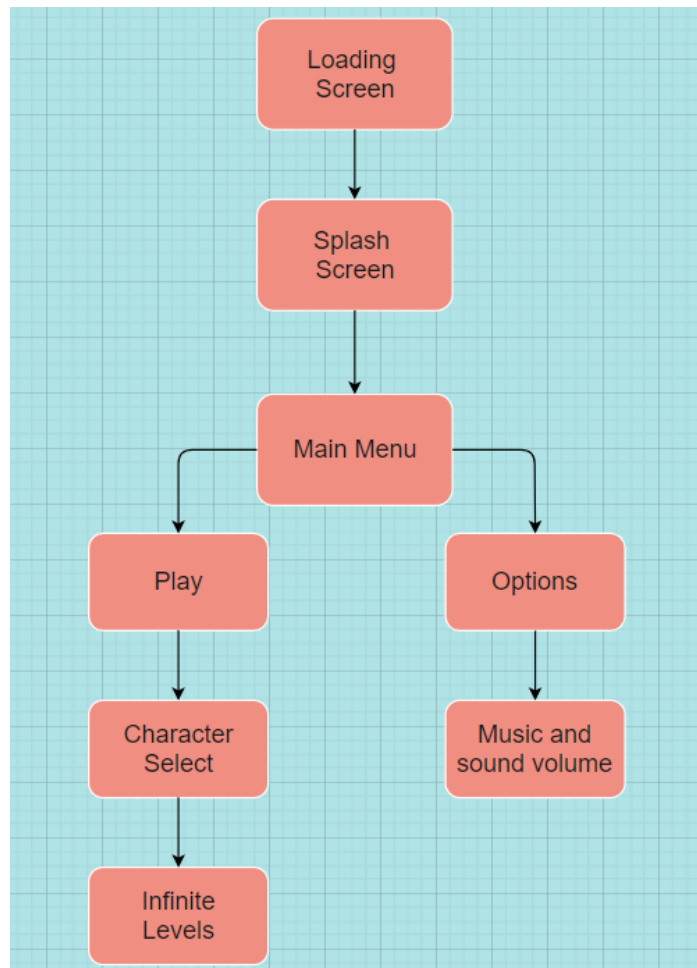
Task 1

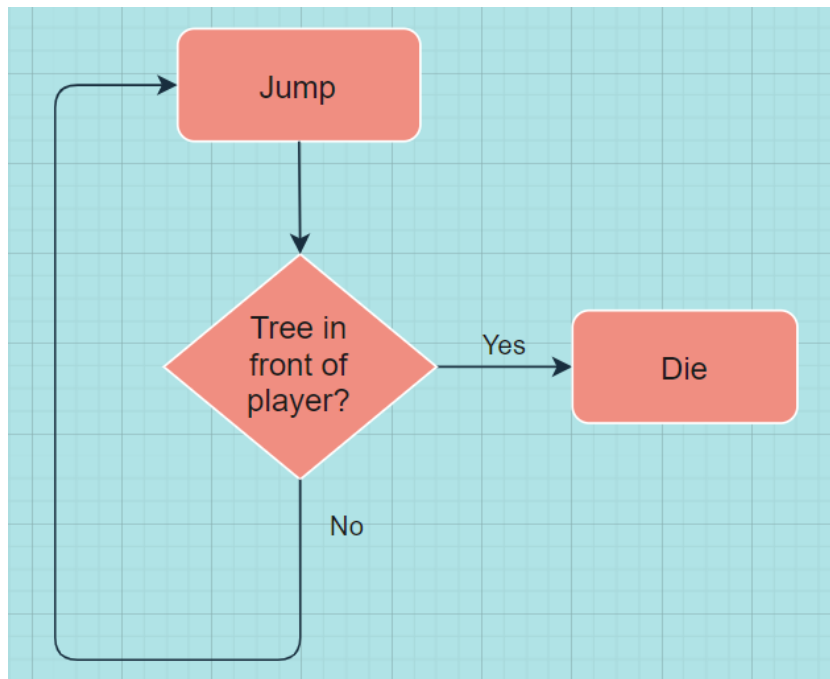
a. Target Device

Our target devices are computers. The resolution of the game will be 1920x1080, this is because most pc monitors are in this aspect ratio.

b. Gameplay Flowchart

Main menu





General gameplay

c. Pseudocode

Player Script

//If D key is pressed player moves to the right

//If A key is pressed player moves to the left

//If W key is pressed player dodges obstacles

Game Manager

//Every step the player takes, it adds 1 to score

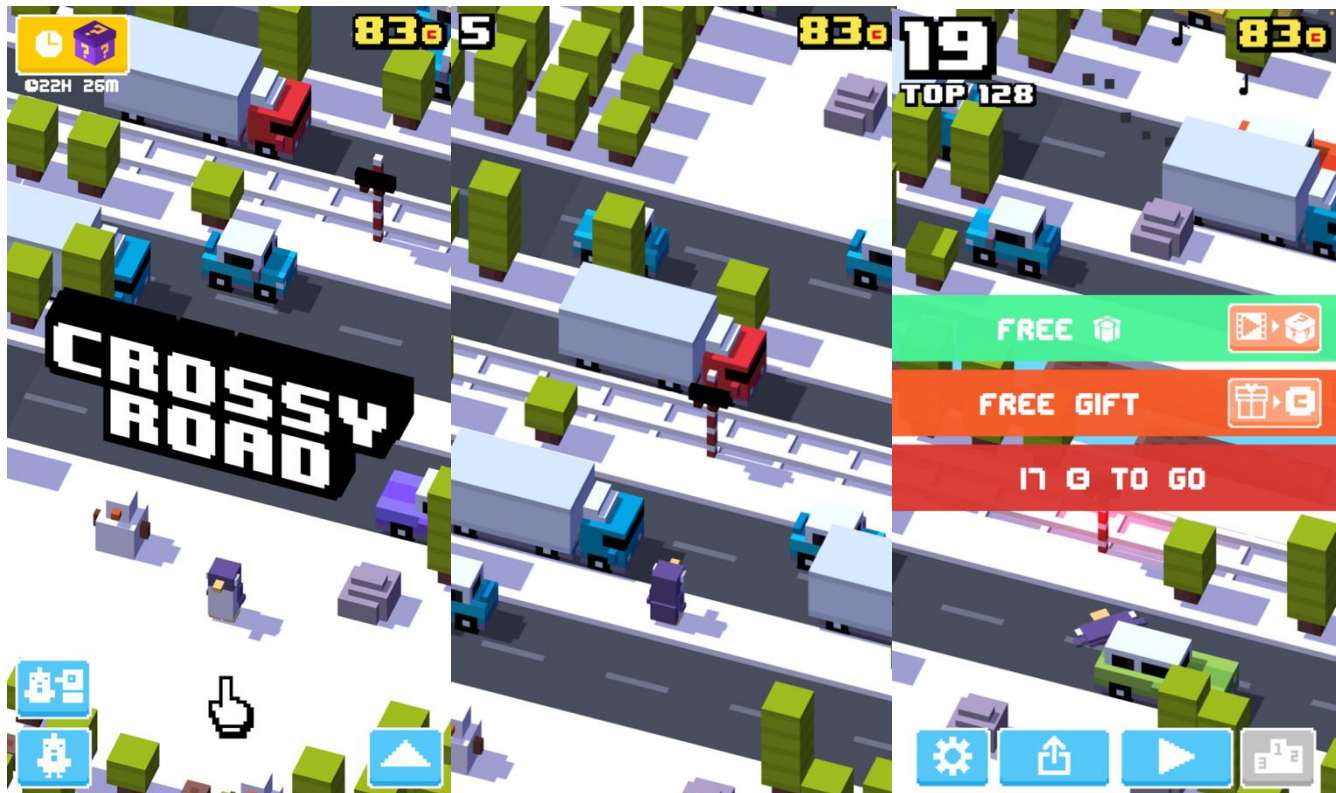
//When score exceeds a past high score, it will be set as the new high score

//If player hits obstacles/tree, 'Game Over'

//An option to restart will show up on screen when player dies

//If the retry button is pressed, game will restart from the beginning

d. Walkthrough



When you first open the game, you are met with the title screen and different options, one being to change characters. As shown in the pictures, one can instantly start playing the game without needing to select a game mode. Every time you tap on the screen, the player takes one step and goes forward, a swipe to the left makes the player go to the left and a swipe to the right makes it go to the right. When the player hits an object, it dies which causes the game to restart. The more you last in the game the higher the score gets.

e. Game Objectives

The game focuses on a forest spirit named Wisk (the player). Wisk loves to zoom by the grand, magical forest they inhabit. The person playing the game takes control of Wisk and guides them through the forest. The objective of the game is to try to get the furthest without taking damage.

f. Art Assets

The game has drawn 2D assets.



Designing the player.



Possible color palettes for Wisk.



Concepts of the Player's character.



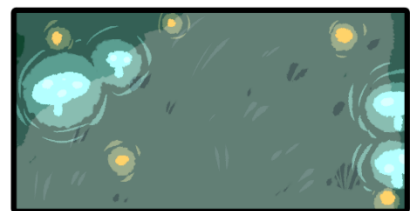
The obstacles the player must avoid.



meadow



Dappled light



Whimsical

Concepts of the backgrounds of the game.