**“Save the Bunny” (**Mega Mind**)**

Description

“Save the Bunny” is a game that player guess 4-digit (or more) number in as few guesses as possible, with feedback on the number of correct as well as the number of correctly positioned digits and unlock the lock with those 4-digit number for saving the bunny. There are 3 difficulty levels: Easy (4 digits), Medium (5 digits), Hard (6 digits). When player guesses and entered those numbers, some clue will be displayed. If numbers and positions are correct at the same time for some numbers, B (both) will be counted as much as matched codes. If only numbers are correct, N (number) will be counted as much as numbers matched. The number of guesses is limited to 15 times each try. Player can choose ‘play again’ and ‘quit’ when the game is done.

Design Statement

The design of game will include some rabbit pictures for saving bunny! Yellow and lavender colour will be preferred to use.

A play-by-play description of the user experience

* A player enters his(her) name.
* Computer generates 4 random digits.
* A Player presses the start button for starting the game.
* Player enters the 4 digits.
* If player gets the number and positions at the same time, number on letter B (both) will be increased as many as they reached.
* If player gets the number only, number on letter N (number) will be increased as many as they reached.
* Every time player clicks, number of attempts will be decreased.
* When player reaches to all numbers and locations exactly, a victory message will be displayed.
* Players can go back to game or quit.

List of the (anticipated) Game Elements

* input box and button for capturing player’s name
* instructions screen
* start button and level button
* input box and button for numbers
* attempt counts
* valid/invalid status
* victory screen
* play again button and quit button
* background music

List of the User Actions

* enter player’s name
* press the start button
* select level of the game
* wait for the computer generating random digits
* guess and enter the 4-digit (or more) number
* check how many digits and positions are correct
* try to guess and enter the number again
* check the result and repeat until guessed numbers are matched with random generated numbers
* select the button ‘play again’ or ‘quit’

A list of the system actions (functions)

* capture and display the player names
* wait for the player pressing the start button and selecting the level of game
* generate random numbers
* get the 4-digit (or more) code from player
* if player’s answer is not correct, display the result how many digits and positions are correct and decrease the attempt count from 15.
* if player’s answer is correct, show a victory screen with button ‘play again’ and ‘quit’

Individual Elements of the Game

* game title
* background music
* instructions screen
* buttons for submitting the name, numbers and starting the game
* buttons for playing again and quitting
* input box for writing the name and numbers
* logs that are player tried

List of Functionality

* button-name
* button-start
* button-submit
* input-name
* input-number
* button-play-again
* button-quit
* log: storing the numbers player tried