

Game Outline: What is a Central Line?

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Section 1: Game Description

Game Concept:

The aqueducts stretch over miles of mountains and valleys in Panacea. Like a central line, which carries medicine swiftly into your body, the aqueducts carry water that the farmers of Panacea need to grow food.

You are a traveler looking to explore the farthest reaches of Panacea. You decide to ride the aqueducts because that's the fastest way to travel.

You'll find all sorts of objects in the waters of the aqueducts. Collect as many coins as you can, dodge the fish, and keep an eye out for powerups!

Game Rules and Mechanics:

The game is based off of *Jetpack Joyride*, which is a fast-paced 2D scrolling game. The player character will be traveling horizontally and its height will be increased by presses anywhere on the screen. When there is no press detected, the player automatically decreases in height.

The goal of the game is to travel as far as you can. You can accomplish this by dodging the sick fish and the walls. If you hit too many obstacles then your health will decrease to 0, and the game will end.

By collecting coins, you will be able to purchase accessories and powerups in the game store. Accessories will change the way your player looks in the game, and powerups make the game

easier to play. These powerups are activated as soon as you start the next game. You will also be able to come across powerups throughout the game, which will be activated immediately upon collection.

Game Objects

- *Player* — this is the character that travels through the aqueducts, controlled by presses to the screen
- *Coins* — collect coins to use in the game store to purchase accessories or powerups
- *Sick fish* — colliding into these fish will cause the player to lose health points
- *Walls* — colliding into walls will also cause the player to lose health points
- *Powerups* — these items give powers that improve your performance in the game
 - Invincibility — you will not lose health points as long as this is active
 - Magnet — attracts nearby coins so you can collect more of them
 - Heart — recovers a portion of your missing health points
 - Tough — reduces the damage you take from obstacles
 - Lucky — increases the number of coins you encounter
 - Reflect — deflects sick fish so that they cannot damage your health

Section 2: Scene Descriptions

Start Scene

- This is the landing scene for the game — everything starts from this scene
- Buttons:
 - *Play* — leads to introductory scenes and the gameplay scene
 - *Shop* — leads to the game store scene
 - *About* — leads to About scene that shows the names of our client and supporters

Introductory Scenes

- These scenes help establish the story behind the game
- Tap once on each scene to move on to the next scene
- Intro scene 1 contains:
 - Text: “Like a central line, which carries medicine into your body...”
 - Text: “the aqueducts carry water that the farmers of Panacea need to grow food”
 - Button: <= *Go Back* — leads user back to the Start Scene
- Intro scene 2 contains:
 - Text: “Riding the aqueducts is the fastest way to reach the farthest lands in Panacea.”
 - Button: <= *Go Back* — leads user back to Intro Scene 1

- Intro scene 3 contains:
 - Text: “Collect coins along your way and avoid the sick fish!”
 - Button: *<= Go Back* — leads user back to Intro Scene 2
- Intro scene 4:
 - Text: “Press the screen to lift the player, release to drop the player”
 - Button: *<= Go Back* — leads user back to Intro Scene 3
- **Recommendation:** the text displayed is actually part of an image file that contains the text and enclosing blue box, we recommend that you replace these images with UILabels to display the text instead to improve accessibility for players who use audio assists

Game Scene

- This is where you play the game until you run out of health
- You control the player character represented by an image of a diver
- Coins, walls, sick fish, and powerups will spawn randomly as you play
- Buttons:
 - *Pause* — pauses the game and brings up a popup with options:
 - *Quit* button to quit the game
 - *Resume* button to resume the game
 - *Mute* button to mute background music
- Labels:
 - *Health* — green bar that displays current amount of health
 - *Distance* — current distance traveled by the player in the game
 - *Coins* — current number of coins collected

End Scene

- This scene appears when you run out of health and lose the game
- Labels:
 - “Game Over”
 - *Coins Collected* — total number of coins collected in the game
 - *Distance Traveled* — total distance traveled by the player in the game
- Button: *Play Again* — leads to a new game scene

Game Store Scene

- This scene is where you can view store items, read their descriptions, and choose to buy them
- Each row of the display contains the store item name and price in coins
- Click each item to reveal the item description and the *Buy* button

- *Buy* button allows you to purchase the item if you have enough coins to buy the item and if you have not already purchased the item since the last game
- Contains two categories of items:
 - *Powerups* include invincibility, lucky, reflect, and magnet
 - *Skins* are items that modify the player appearance in the game
- **Note:** tough and heart powerups are not available in the game store — they are only available in the game
- **Recommendation:** current skin item is based on the appearance of the previous design for the player, so we recommend creating a new design for the skin to match the current player design