

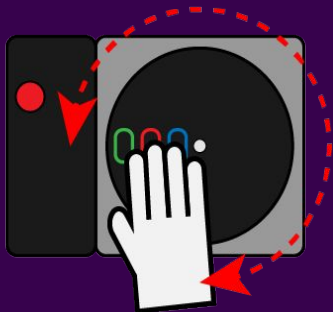
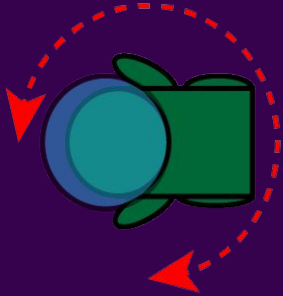
AstroFrog Visual Design Guide



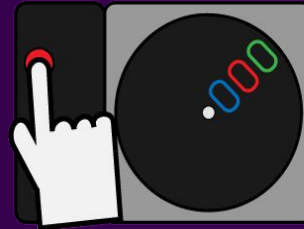
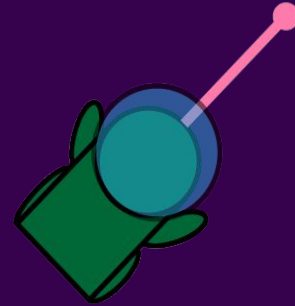
EDG-220-06 | Team 1 | Project 3 | Sprint 3 | Willow O'Hara

Visual Design Summary

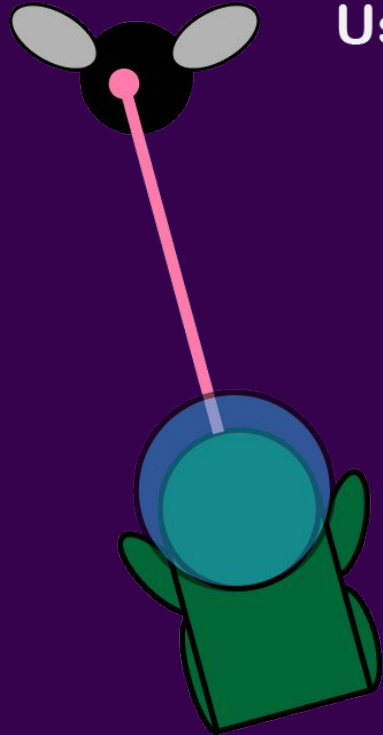
Rotate the turntable
to rotate AstroFrog.



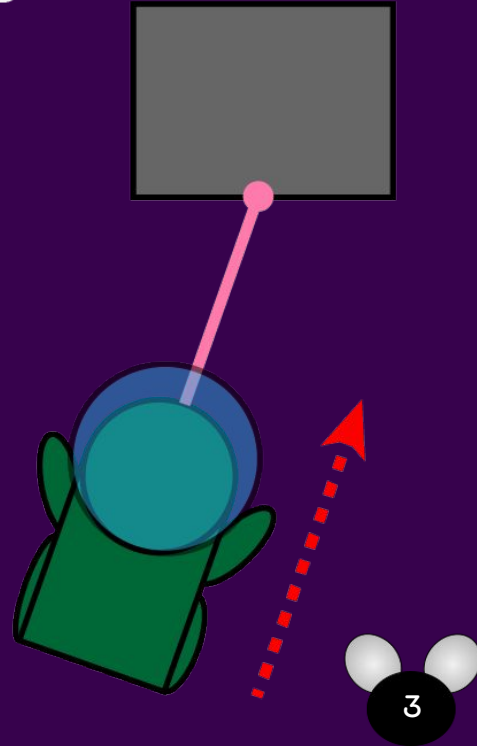
To shoot your **Tongue**,
press the glowing button.



Visual Design Summary (cont.)

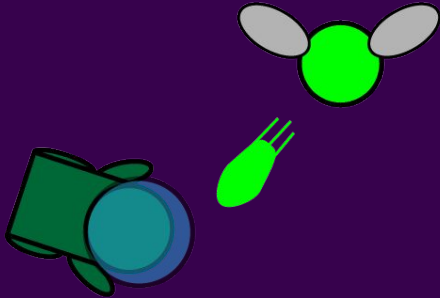


Use your tongue to **Grapple** walls
and **Collect** flies.

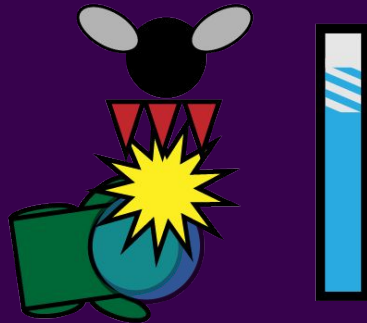


Visual Design Summary (cont.)

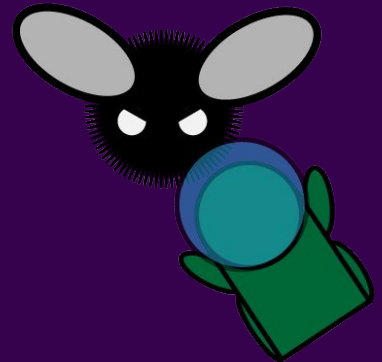
Look out for **Attacks**
from some enemy flies.



Oxygen is your timer
and your health. If you
run out, you lose the
level.



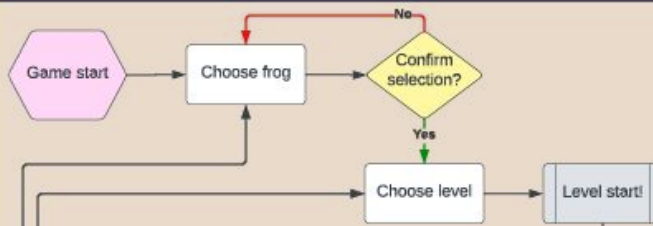
Catch the **Boss Fly**
to win the level.



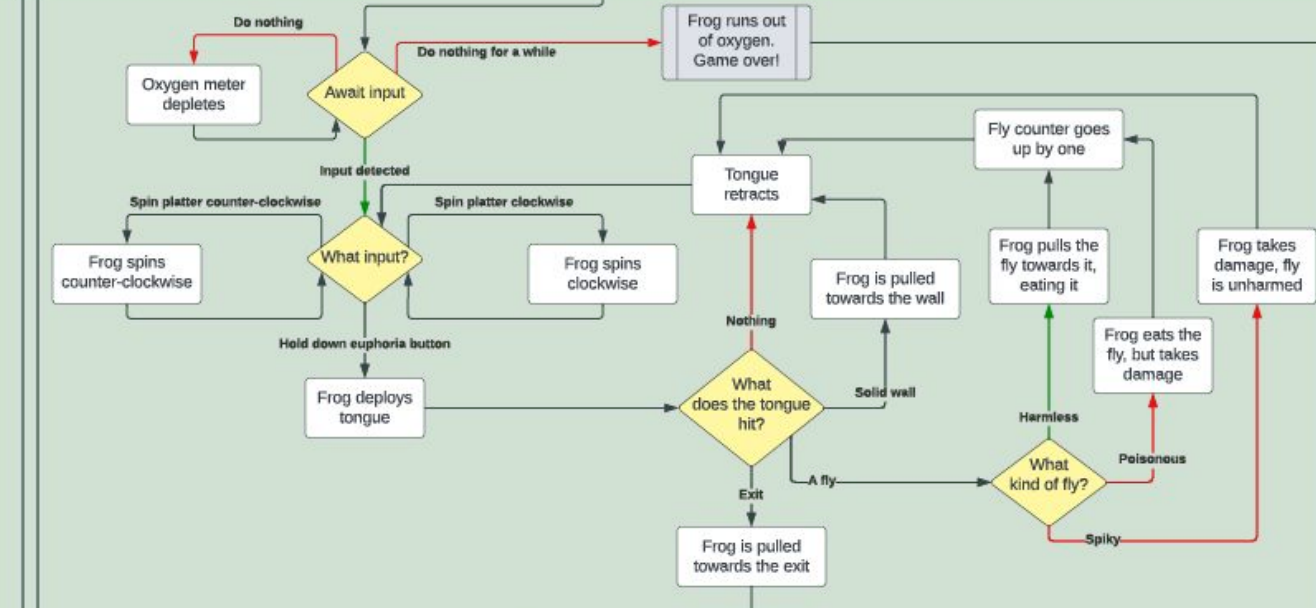
ASTROFROG GAME LOOP DOCUMENT

by Natalie Froelich

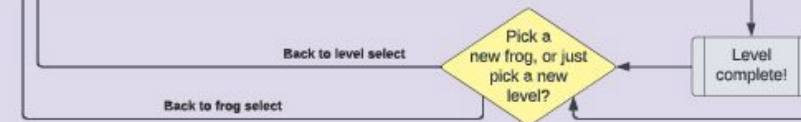
Menu



Gameplay



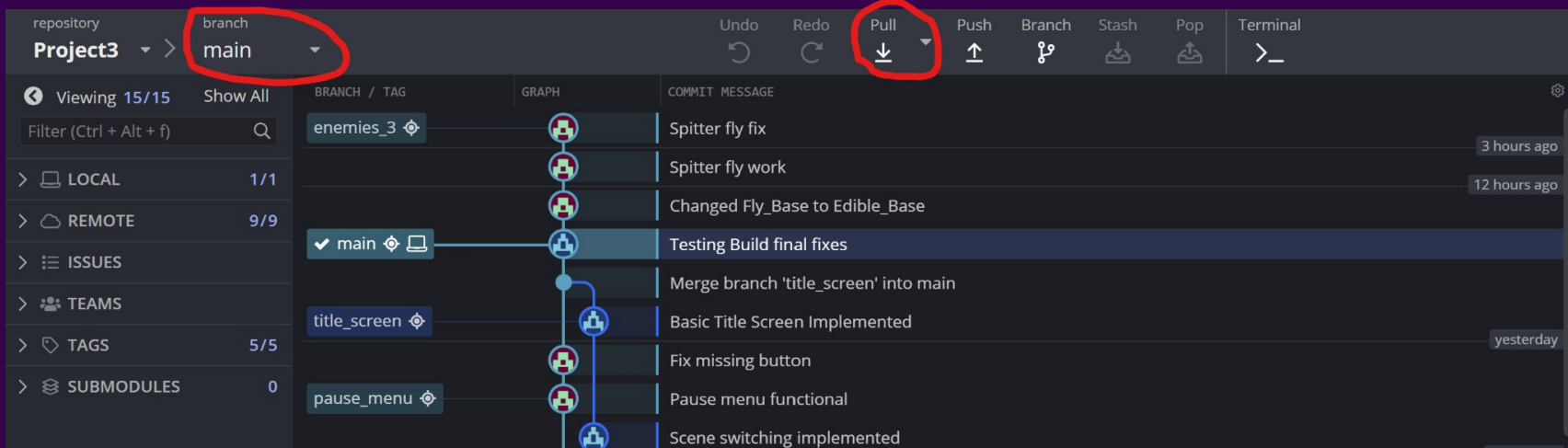
End of Level



Pipeline - General

Step 1:

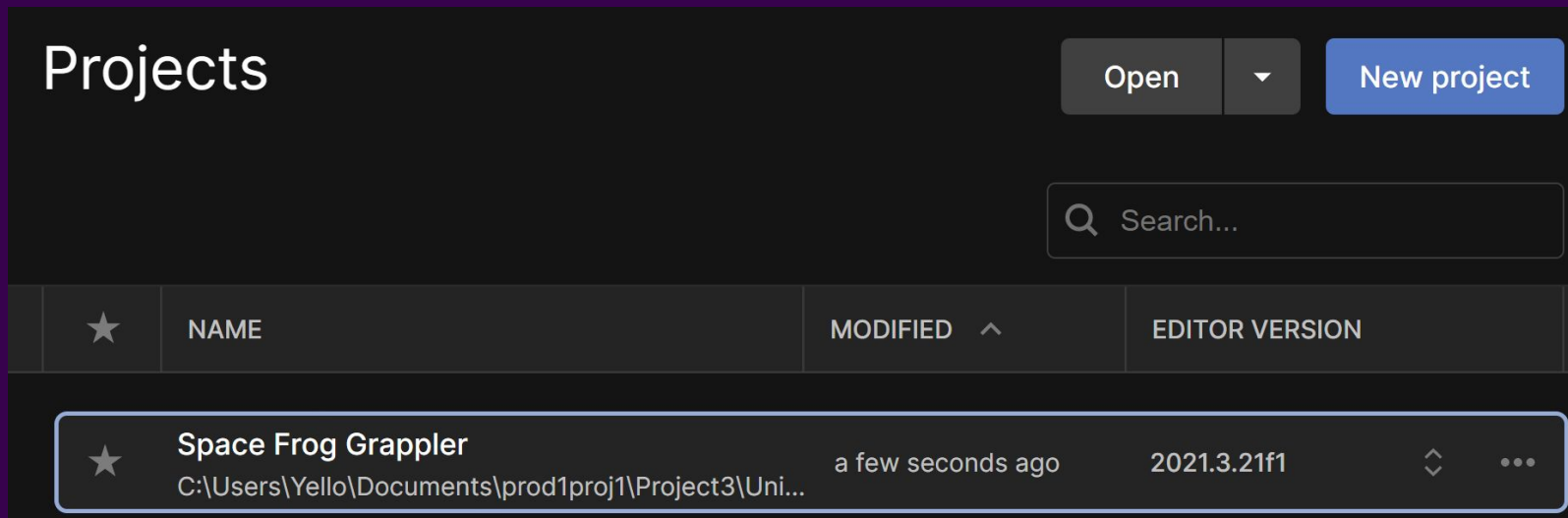
Pull the desired branch from the repository. Usually, this is main.



Pipeline - General

Step 2:

Open the project in Unity version 2021.3.21f1.



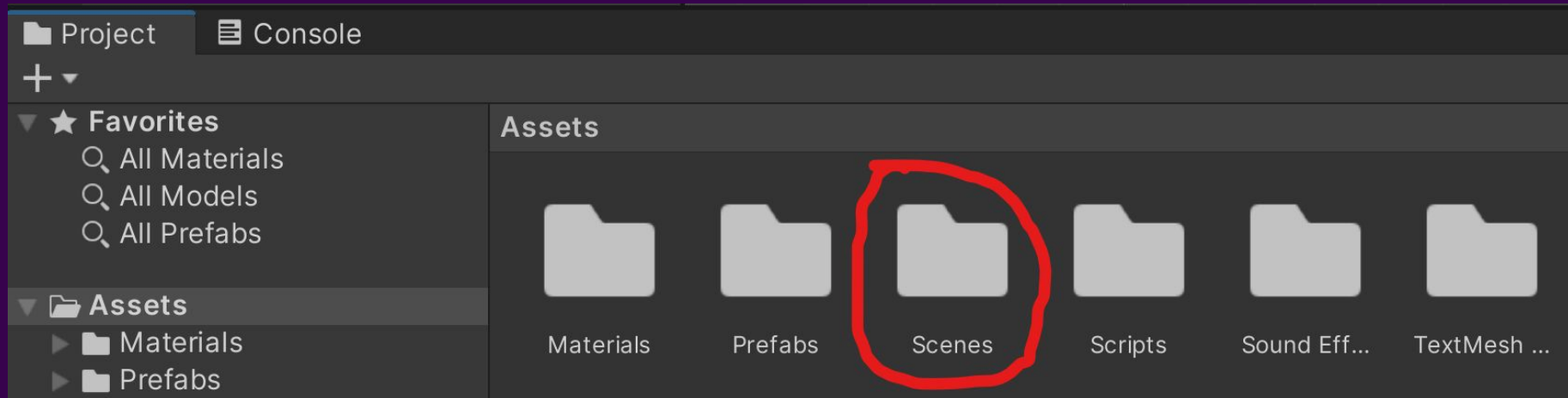
The screenshot shows the Unity Projects panel. At the top, there is a title 'Projects' and two buttons: 'Open' and 'New project'. Below these is a search bar with a magnifying glass icon and the text 'Search...'. The main area is a table with columns: a star icon, 'NAME', 'MODIFIED' (with an upward arrow), and 'EDITOR VERSION'. One project is listed: 'Space Frog Grappler' with a star icon, a path 'C:\Users\Yello\Documents\prod1proj1\Project3\Uni...', a modification time of 'a few seconds ago', and an editor version of '2021.3.21f1'. There are also expand/collapse and more options icons for this project.

★	NAME	MODIFIED ^	EDITOR VERSION
★	Space Frog Grappler C:\Users\Yello\Documents\prod1proj1\Project3\Uni...	a few seconds ago	2021.3.21f1

Pipeline - General

Step 3:

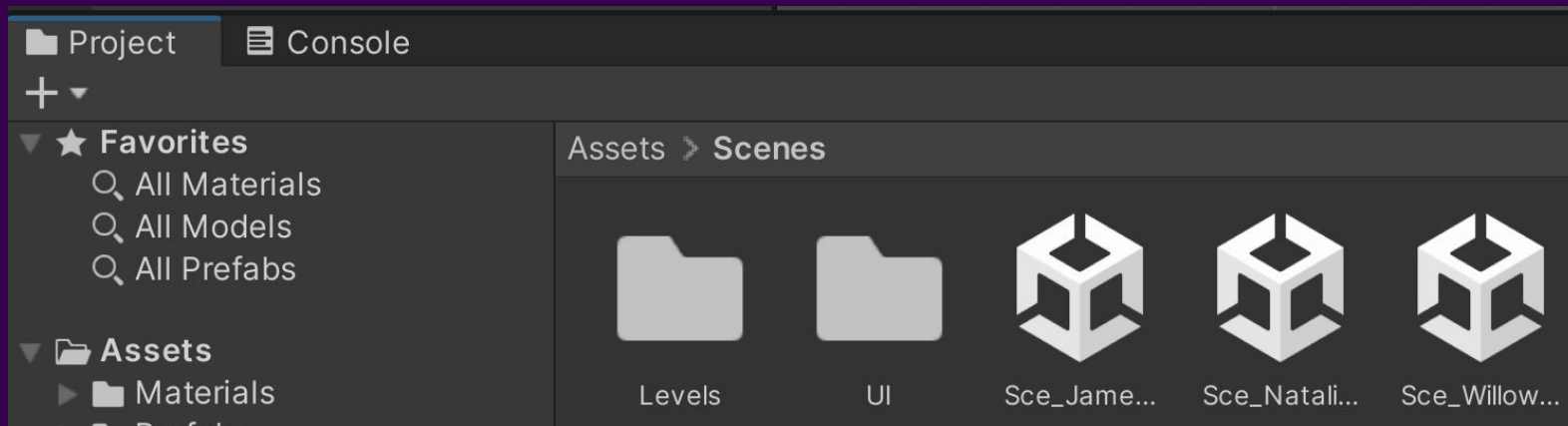
In the Project tab, navigate to Assets > Scenes.



Pipeline - General

Step 4:

If working in your personal sandbox scene, open/create a scene named “Sce_[Your Name]_Testing”. If working in a level intended for the final product, open the Levels folder and open/create a scene named “Sce_[Internal Level Name]”. If creating a new level, follow the steps in the “New Level” section of this guide.



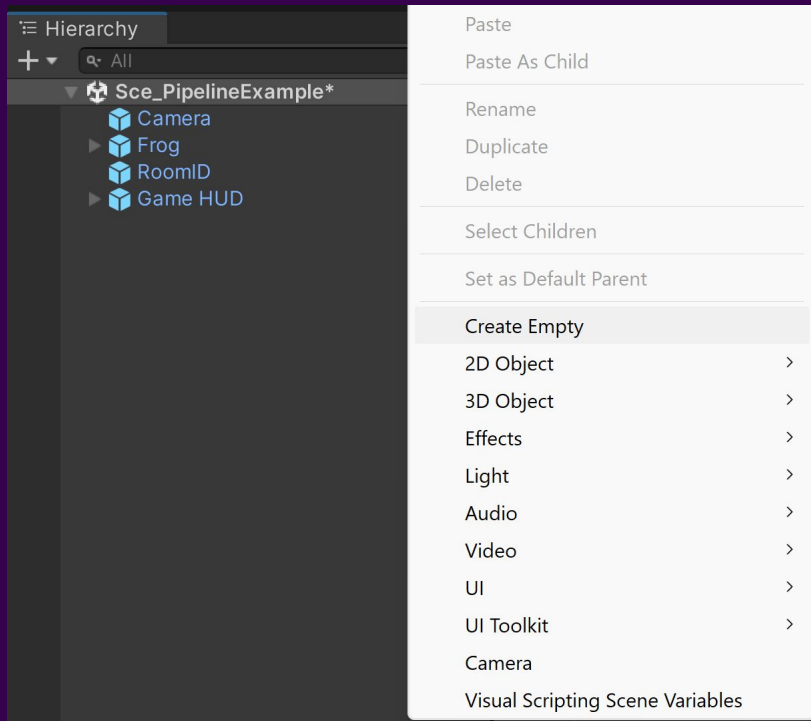
Pipeline - New Level

Step 1:

After creating a new scene, delete the default “Main Camera” object that gets created alongside it, then navigate to Assets > Prefabs and drag the following prefabs into the scene:

- Frog
- Camera
- Game HUD
- RoomID (found in “Managers” subfolder)

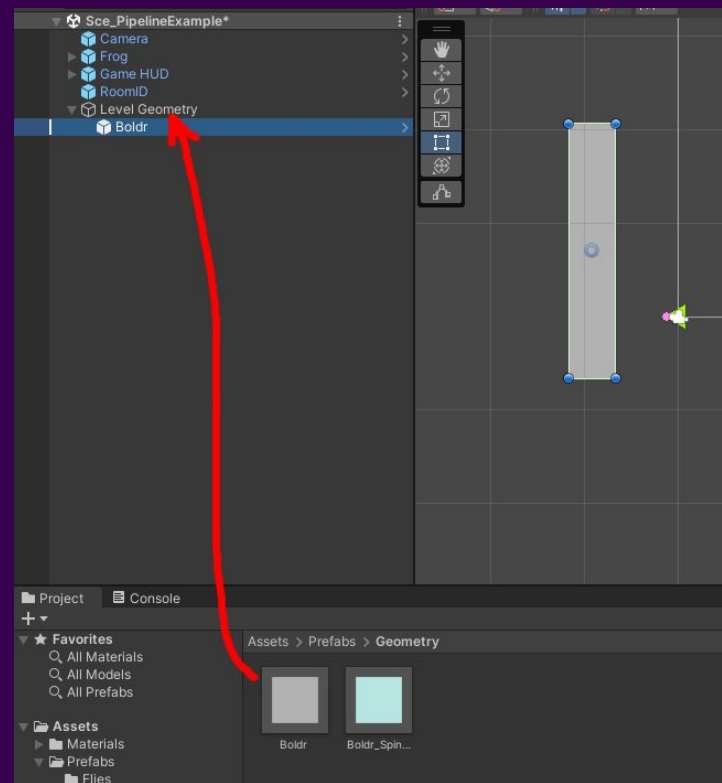
Finally, create an empty object and name it “Level Geometry.”



Pipeline - Levels

Step 2:

To add geometry to a level, navigate to Assets > Prefabs > Geometry, then drag one of the prefabs found in that folder on top of the “Level Geometry” object, making it a child of Level Geometry. Once Boldr is in the world, use the scene editor’s built in tools to move, rotate, and scale the wall as you like. Further walls can be added by repeating this method or by duplicating an existing wall, which can be done by selecting a wall and pressing Ctrl + D.



Sources

Frog Icon: [Frog icons created by Freepik - Flaticon](#)