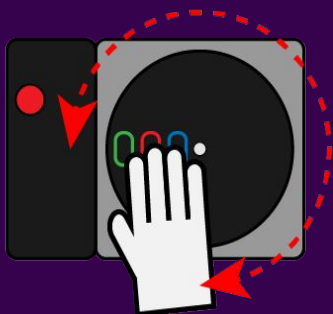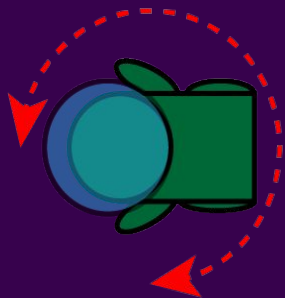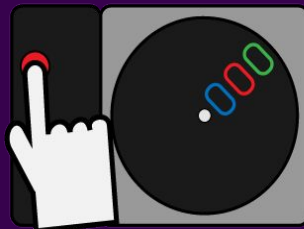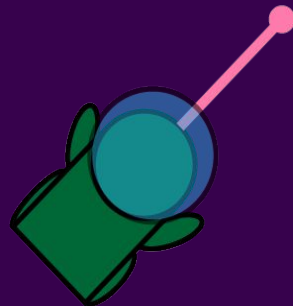# AstroFrog Visual Design Guide

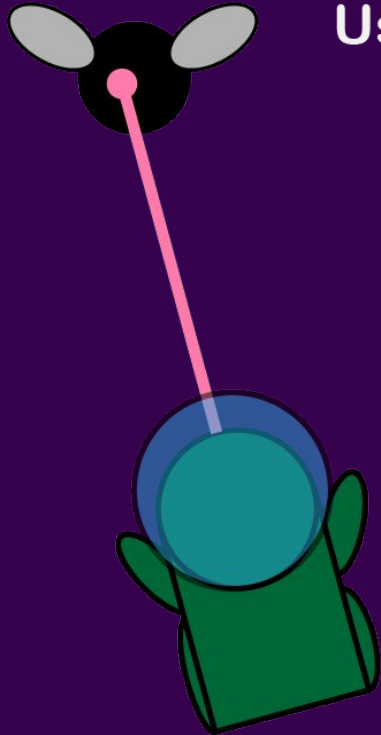EDG-220-06 | Team 1 | Project 3 | Sprint 3 | Willow O'Hara

Visual Design Summary
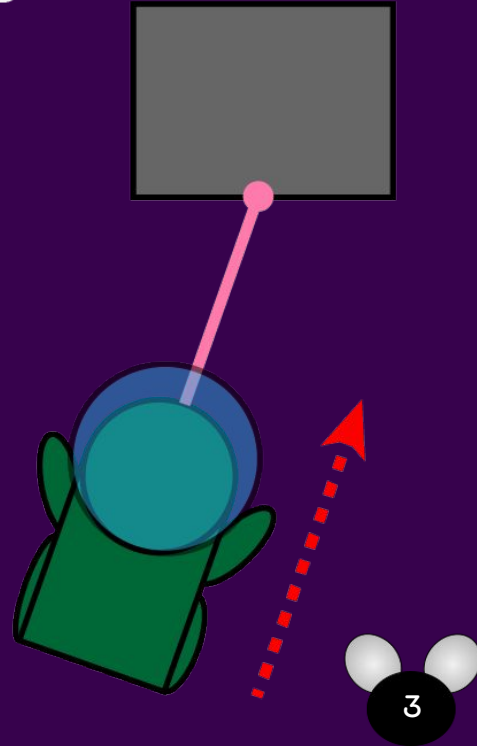
Rotate the turntable to rotate AstroFrog.

To shoot your **Tongue,** press the glowing button.
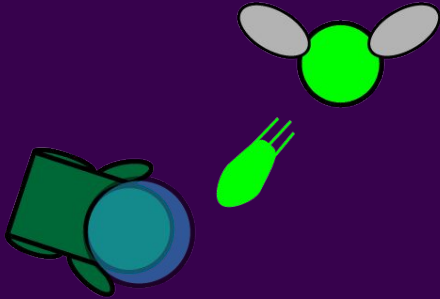
Visual Design Summary (cont.)

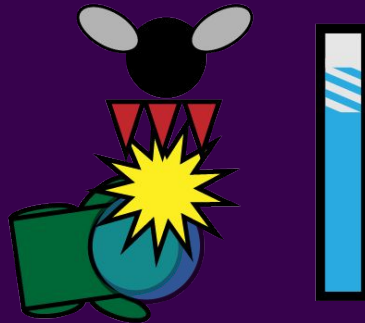Use your tongue to **Grapple** walls and **Collect** flies.

Visual Design Summary (cont.)

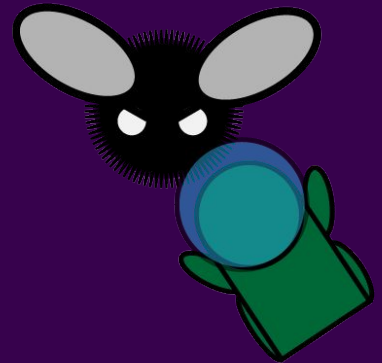Look out for **Attacks** fom some enemy flies.

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

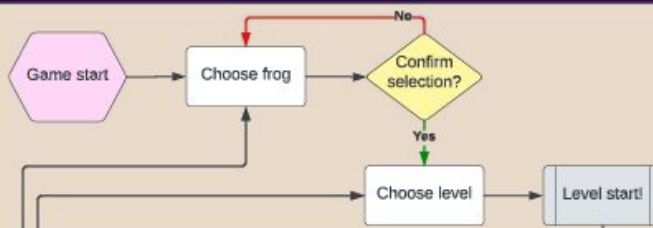Catch the **Boss Fly** to win the level.

4

ASTROFROG GAME LOOP DOCUMENT
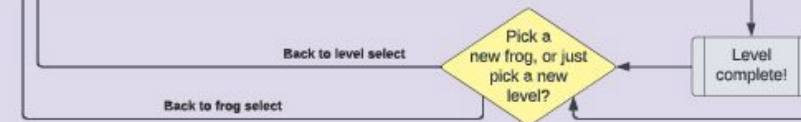## by Natalie Froelich
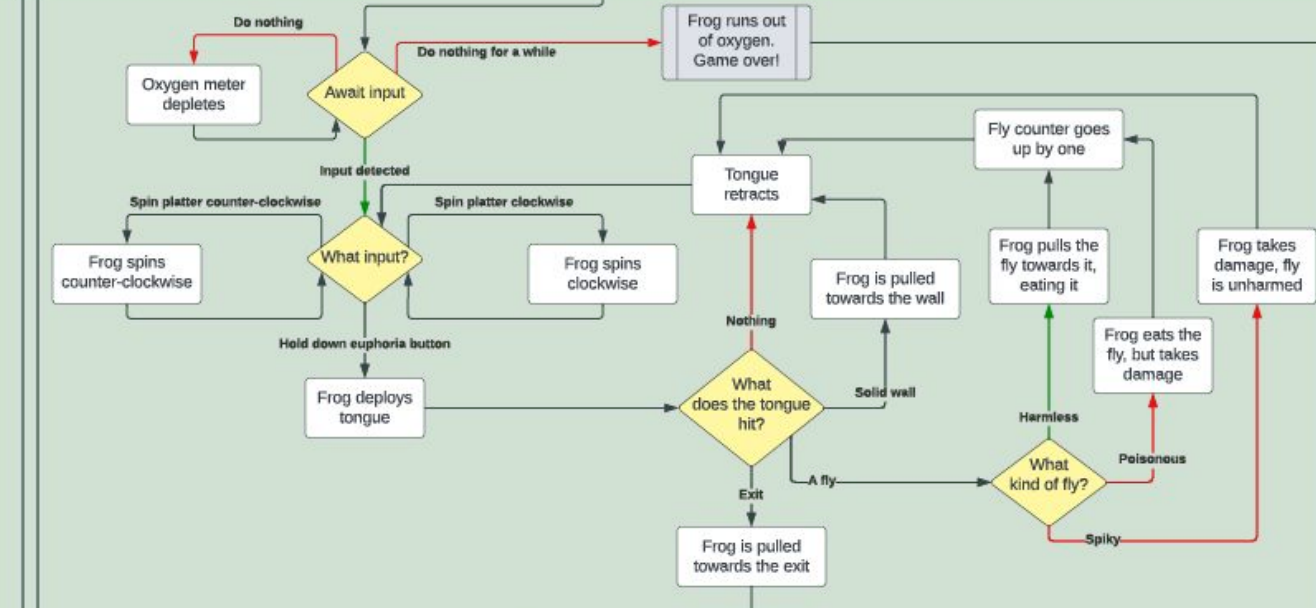
Pipeline - General

Step 1:
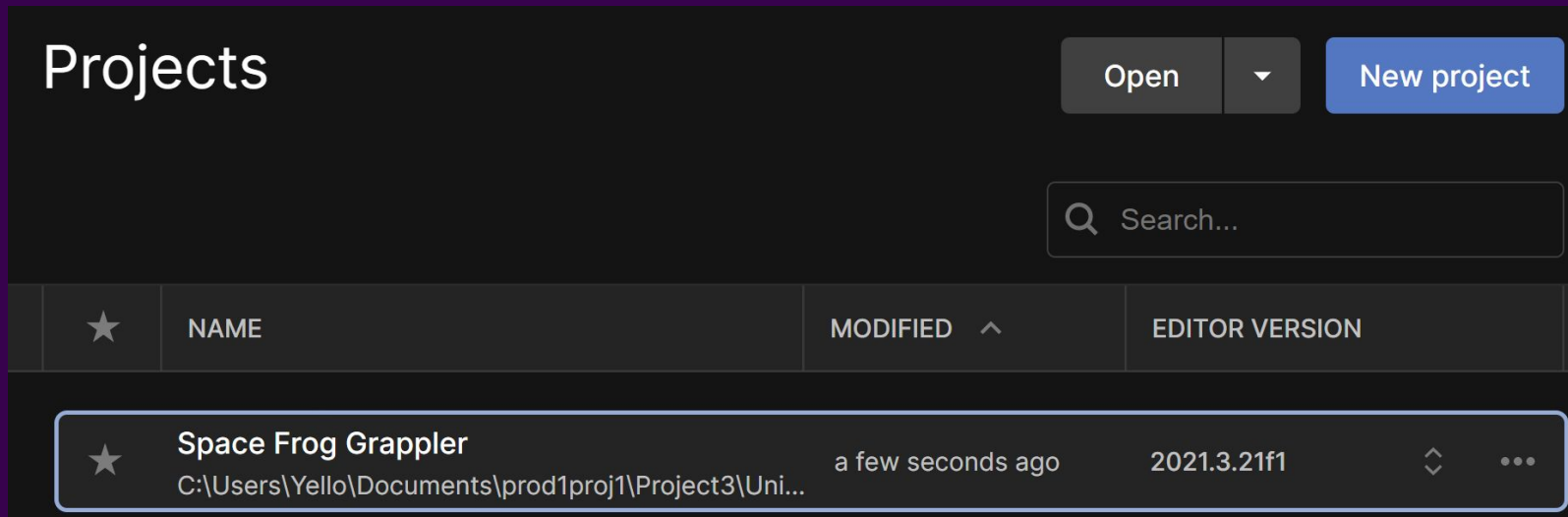
Pull the desired branch from the repository. Usually, this is main.
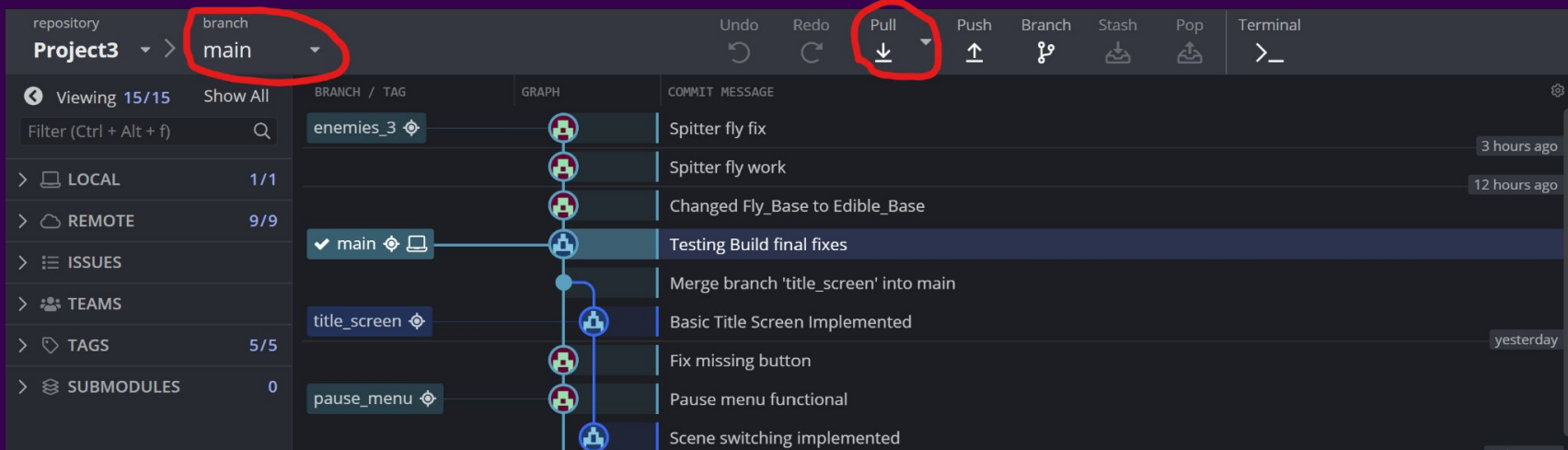
Pipeline - General

Step 2:

Open the project in Unity version 2021.3.21f1.

Pipeline - General

Step 3:

In the Project tab, navigate to Assets > Scenes.
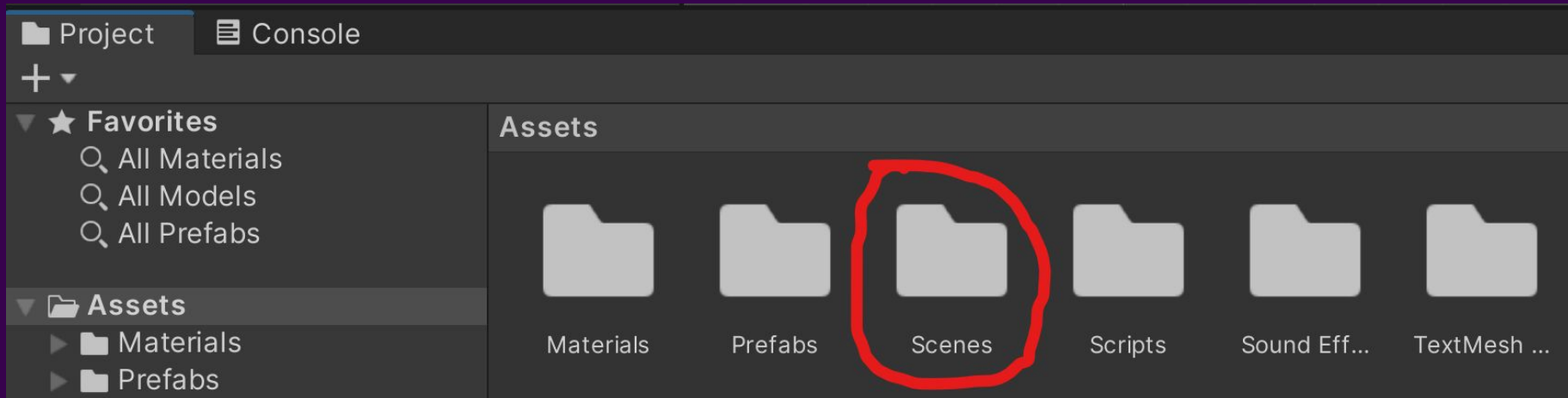
Pipeline - General

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.
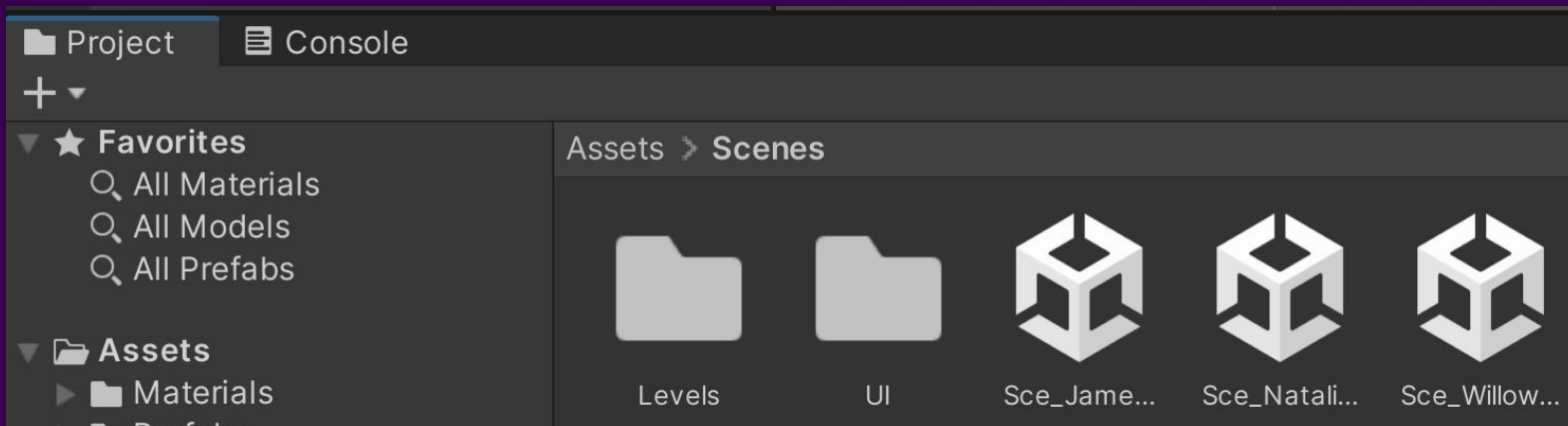
Pipeline - New Level

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."
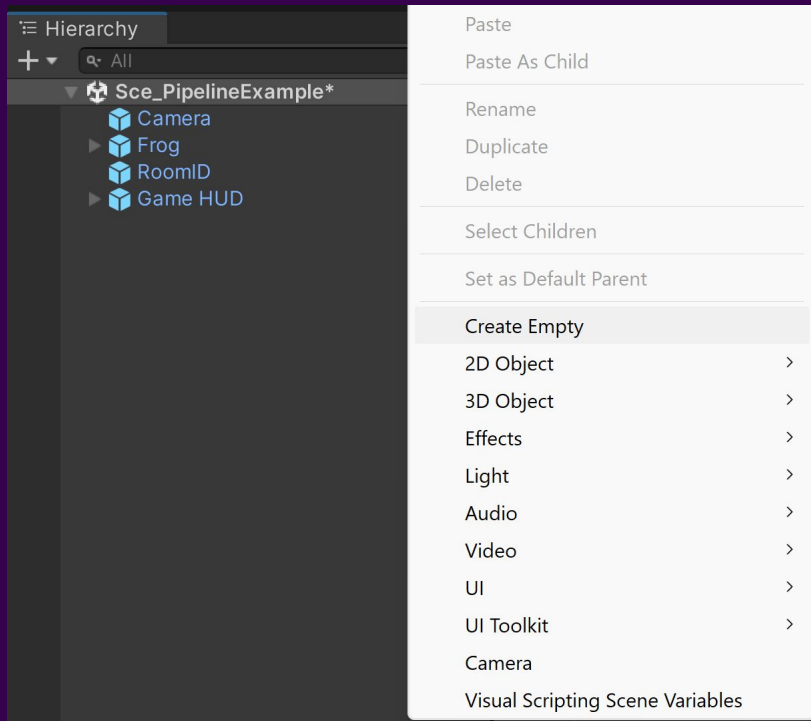
Pipeline - Levels

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.
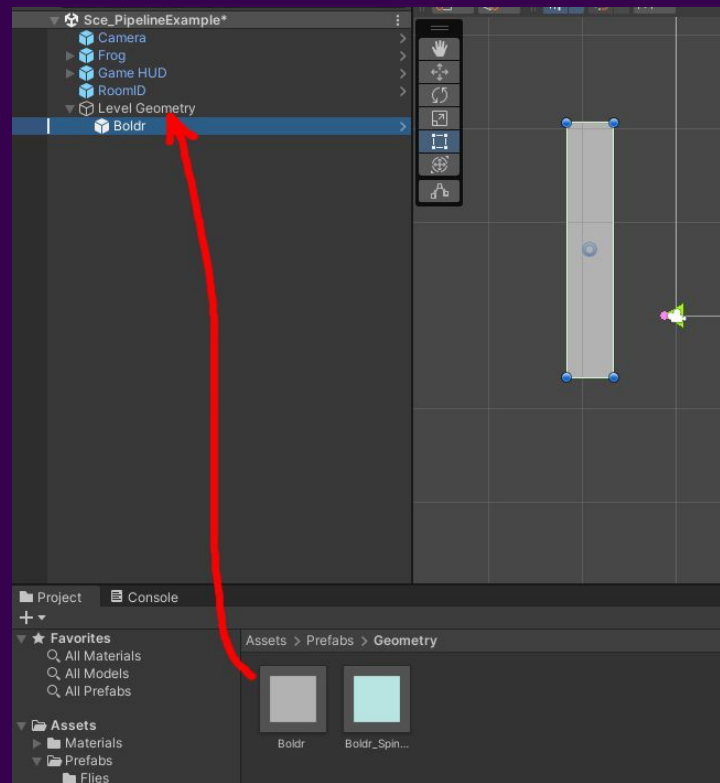
Pipeline - Flies

There are 6 different varieties of flies, which can be found in Assets > Prefabs > Flies. To add a fly to the level, drag the prefab from the folder into the level. The following slides describe the functionality and editable values of each fly currently implemented.

Assets > Prefabs > **Flies**

Fly   Fly_Invers...   Fly_Puffer   Fly_Shield   Fly_Spitter   Fly_Two_...   Poison_Spit
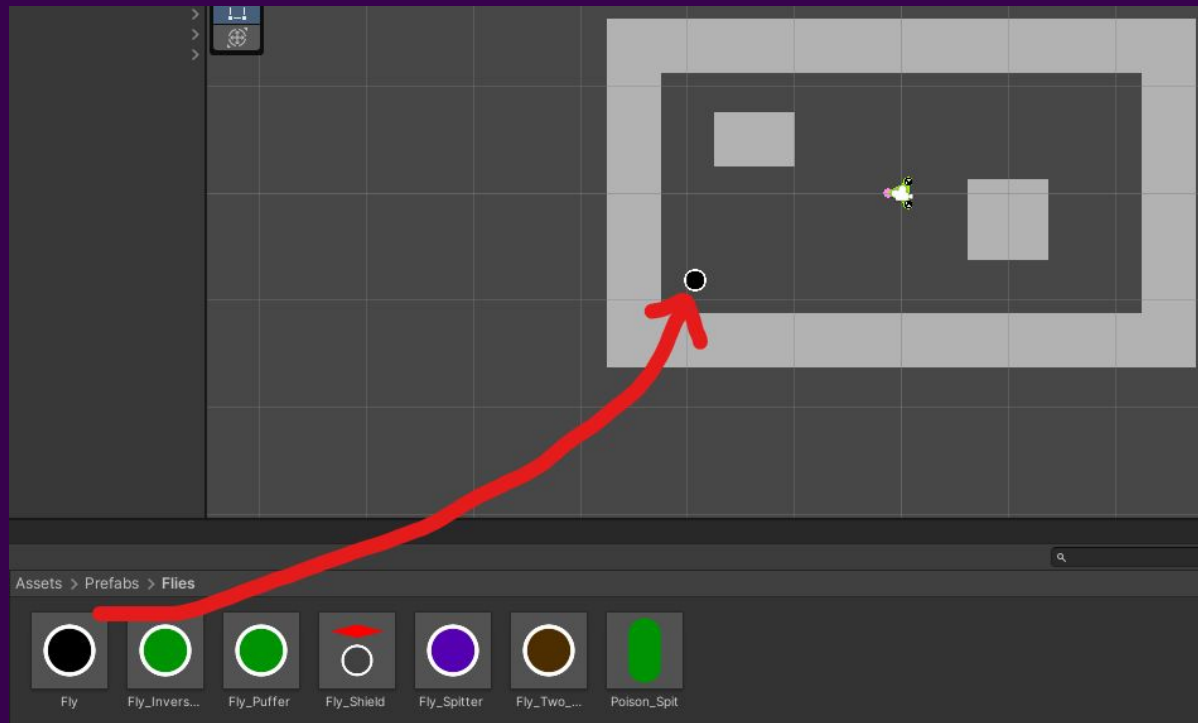
Basic Fly

A harmless fly that stays in one place and does nothing.

Editable Values:

None

Puffer Fly

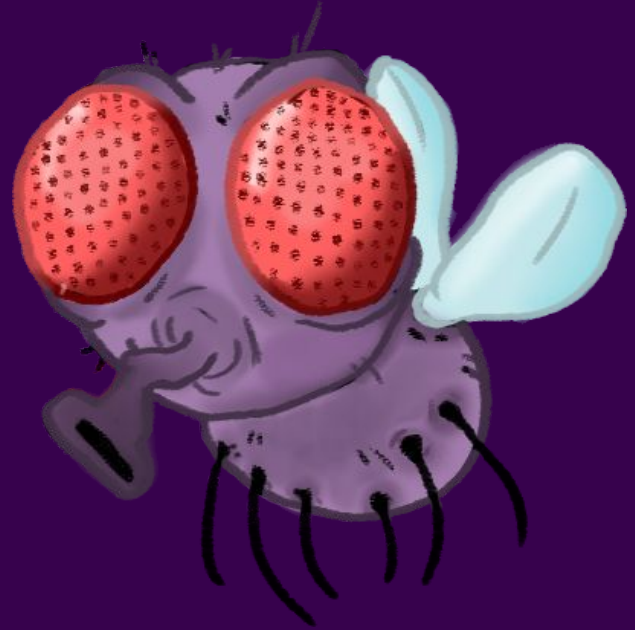If AstroFrog is too close, it puffs up and turns green. While puffed, it will damage AstroFrog if they touch it.

Editable Values:
None

Inverse Puffer Fly

An alternate version of the Puffer Fly is currently in the prefabs folder, which puffs up when AstroFrog is too far rather than too close. We don't want to confuse the player by mixing the regular and inverted puffer flies, so this will likely be removed in a future revision. Do not use it in your levels.
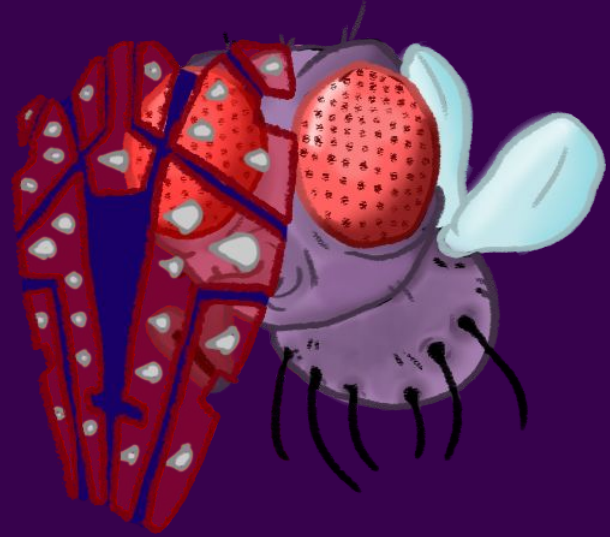
Shield Fly

Carries a shield in front of it that damages AstroFrog if they touch it, forcing AstroFrog to eat it from a different angle.

Editable Values:
None

Spitter Fly

Shoots harmful projectiles at a regular interval.

Editable Values:

Spit Direction: The angle at which the projectiles will be spit towards.

Foreswing: The amount of time to wait before spitting.

Backswing: The amount of time to wait after spitting.

(Currently, foreswing and backswing basically work as just two addends to the time between spits, but backswing time is skipped for the first spit after spawning in.)
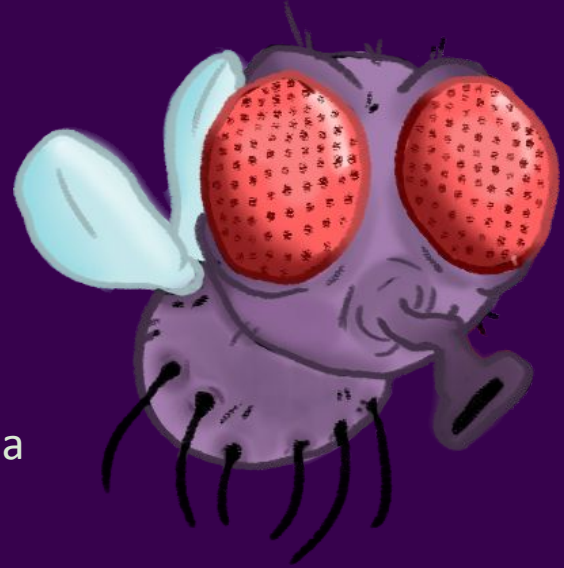
Two Way Fly

Moves in one direction, then begins moving in the opposite direction after hitting a wall.

Editable Values:

Movement Speed: The speed at which the the fly moves.

Movement Angle: The angle that the fly starts moving at (and the opposite of the angle that the fly will move at after hitting a wall).
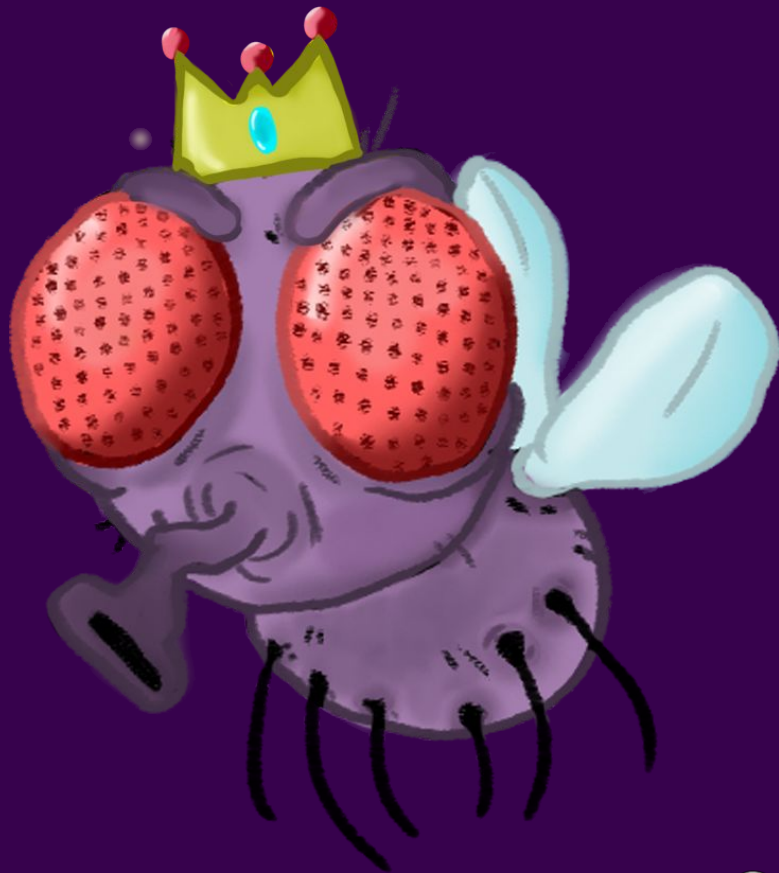
Boss Fly

The goal for each level. When this fly is collected, the level immediately ends and the player wins the level.

Editable Values:

None

Sources

Frog Icon: Frog icons created by Freepik - Flaticon