MAGIC GENIE GAME DESIGN DOCU,{670c9097-2152-4283-870b-fc246ff2d984}{206},10,6.666666666666667U,{670c9097-2152-4283-870b-fc246ff2d984}{211},10,6.666666666666667

Sprites/text

**I do not have any sprites in this game because it is a text game. But if I had to describe what I want the player to see, it would be a text prompt that explains the concept of the magic genie game, with a space for the user to type their wish. The size would be taking up almost the entire width of the screen.**

**There are no standard or custom sprites because this is a text game but I do plan on using sound effects.**

**The text is born on screen from the player pressing start and running the python code. It technically dies when the player wishes for something and the game generates a response because the game ends once this is completed.**

**The text does not move on screen besides appearing and disappearing. It is under both user control and computer control.**

**There will be no motion mechanics because it is a text based game.**

UI

**The concept of the game will be explained at the beginning before the user has a chance to do anything to make the gameplay easy to understand. Something like “Welcome to the Magic Genie Game, type your wish to see if the Magic Genie will grant it…”**

**The feedback given will be prompting the user to type their wish, and the other feedback will be the “genie” either granting or refusing to grant your wish through randomly picked responses.**

**The only UI elements in this game will be 1. the initial game explanation to understand the instructions 2. The text telling player to start game 3. The prompt allowing the player to type something to start the game. 4. The prompt allowing the player to type their wish. 5. The random picked response to grant or not grant your wish. 6. The text that appears if the user types an invalid response.**

**In this text game the text information is not updated, but rather you are only allowed to type certain things, if your response is invalid, the game is coded to tell you your response is invalid so you can try again.**

**These elements will be positioned towards the bottom of the screen because I am using Thonny and the whole game takes place in the console.**

Game State

**The game states begin with a starting introductory state, explaining the game to the user and how to play. This state also includes the prompt to start the game. There is also a state if you type an invalid response trying to start the game. The next state will be the prompt for the user to wish for something from the magic genie. The final state is the random response from the magic genie, granting or denying your wish.**

**The game transitions between states through specific keyboard inputs.**

**All of the needed information is communicated through the onscreen text in each state.**

**The entire game eventually ends when the user wishes for something and their wish is either granted or denied.**

Sound effects

**The only sound effect that I will need is the wish sound effect. This sound will play regardless of whether your wish is granted or denied.**

**I will be recording all of my own sound effects.**

**The sound effect plays when the player wishes for something and the magic genie gives a response.**

**It would be best to place the code for the sound effect in the same general area as the magic genie response.**

Background image

**I will not have a background image because this is a text based game.**

**Yes all of the gameplay elements are visible the whole time.**

Intellectual property

List where each image or sound effect came from

**The text and sound effects are original by me, James Porzio.**