<Your Game Picture Here>

<Coin Grab>

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Version: 1.0

Overview

The game is set in an old school arcade where the goal is to collect enough coins in the limited amount of turns given. Players must swap coins to create a row or column of the same color of coins.

Game Description

Objective – The objective of the game is to achieve a score of 50 and the player only has 10 turns to do so in either game mode.

Gameplay – The game is based solely on the mouse location and clicks. The menu at the begging to pick a game mode you click the black box surrounding the text of that game mode. Once the game actually starts you click a coin and it becomes surrounded by a grey box and then the next coin you click they switch positions. If the game mode is hard then there will be blocks that cannot be moved and act as barriers.

Controls – The controls are based off where the user clicks. The keyboard is not used at all in the game.

Assets Used

* Images
  + Menu background Image
    - Downloaded from Google
  + Game arcade Background
    - Downloaded from Google
* Sound files
  + Background music
    - Got from chosic.com
  + Cha-ching noise after coins in a row
    - Got from chosic.com

User Menu

To start the game, the player must choose a game mode to play either easy or hard. The quit button on the menu just exits the program and the how to play button displays the user Manuel. Once the game starts the user must achieve a certain score in a limited amount of time. Each time the user moves a circle the board updates based on how many coins are in a row or column. If there are more than 2 coins of the same color in a row or column then these coins are replaced with random colored coins and for each coin in the sequence a point is added to the score until the player reaches 50. Players are allowed to swap two coins anywhere on the board and each swap takes up one turn. The player must achieve a score of 50 in order to win the game in the allotted amount of turns (10 turns).