



# GAME ENGINES TASK 1

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BA HONS IN GAME ART & VISUAL  
DESIGN YEAR 2  
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# SUSHI SLICER

## TINGLY GAMES

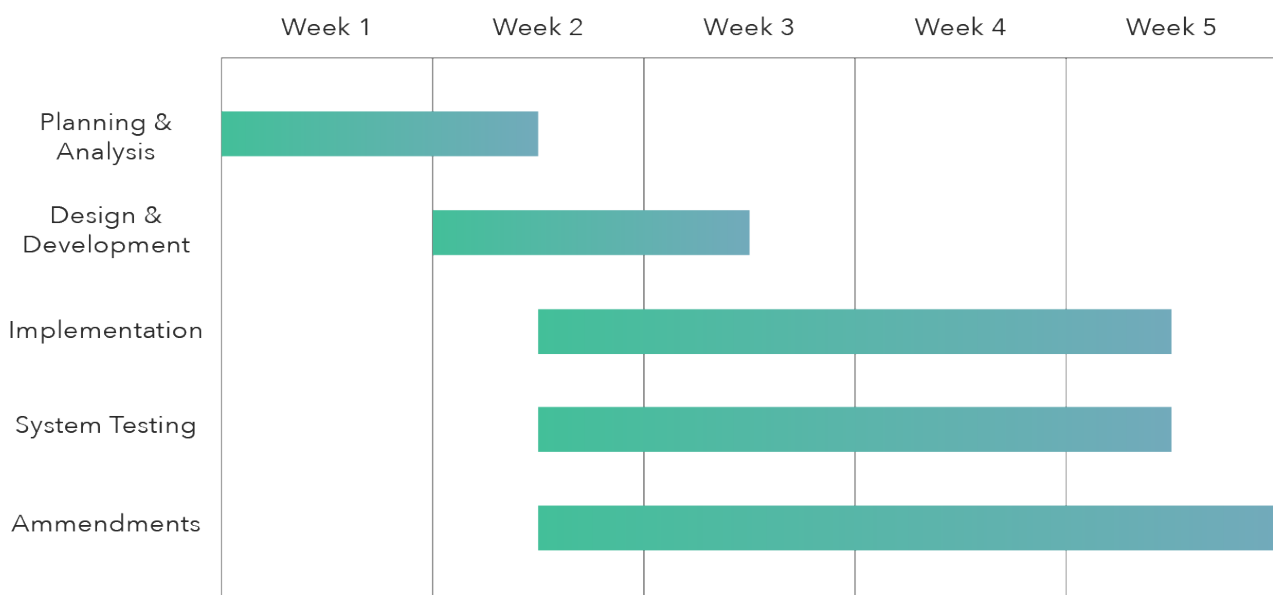
*Sushi Slicer* is an arcade video game developed by Tingly Games in 2014. The game's objective, much like Halfbrick's *Fruit Ninja*, is for players to slice sushi appearing across the screen, increase their high score and become the master of sushi slicing. The player must avoid slicing any bombs or missing any sushi, or else three strikes from their health or an instant death from a bomb explosion will end the game.

For my version of the game, I intend on keeping the game's mechanics the same, but will also implement different fonts and my own assets for some of the User Interface and sushi sprites.



Figure 1: Sushi Slicer gameplay (Google Play, 2018)

## PRODUCTION TIMELINE



## CRC CARDS

### UIMANAGER

Manage game state:  
Main Menu  
Gameplay  
Pause menu  
Game Over screen

Manages timeScale

Manages Trail  
Renderer emission

Displays score, high  
score and stage  
number

Increases stage, score,  
and high score when  
player slices sushi

Displays HeartCount

Decreases HeartCount  
when player misses  
sushi

GameOver when at 0  
hearts

Displays final score &  
high score on  
GameOver

PLAYER

BOMB

SUSHI

### PLAYER

Moves player sprite

Slices objects

BOMB

SUSHI

### SPAWNMANAGER

Spawns sushi at  
random positions

Stops spawning on  
death

SUSHI

### SUSHI

Moves up

Destroys on collision  
with player

Adds score by 1 for  
each hit

References Score &  
HeartCount

Destroys when y  
position is at -7

PLAYER

SUSHISPLIT

UIMANAGER

### MENUMANAGER

Manages game start

Manages timeScale

Displays score and  
stage counter as 0 on  
start

### BOMBSPAWNER

Spawns bombs at  
random positions

Stops spawning on  
death

BOMB

### BOMB

Moves up

Explodes on collision

GameOver on hit

PLAYER

BOMBSPAWNER

UIMANAGER

### SUSHISPLIT

Pushes split sushi to  
opposite sides

Destroys when y  
position is at -7

SUSHI