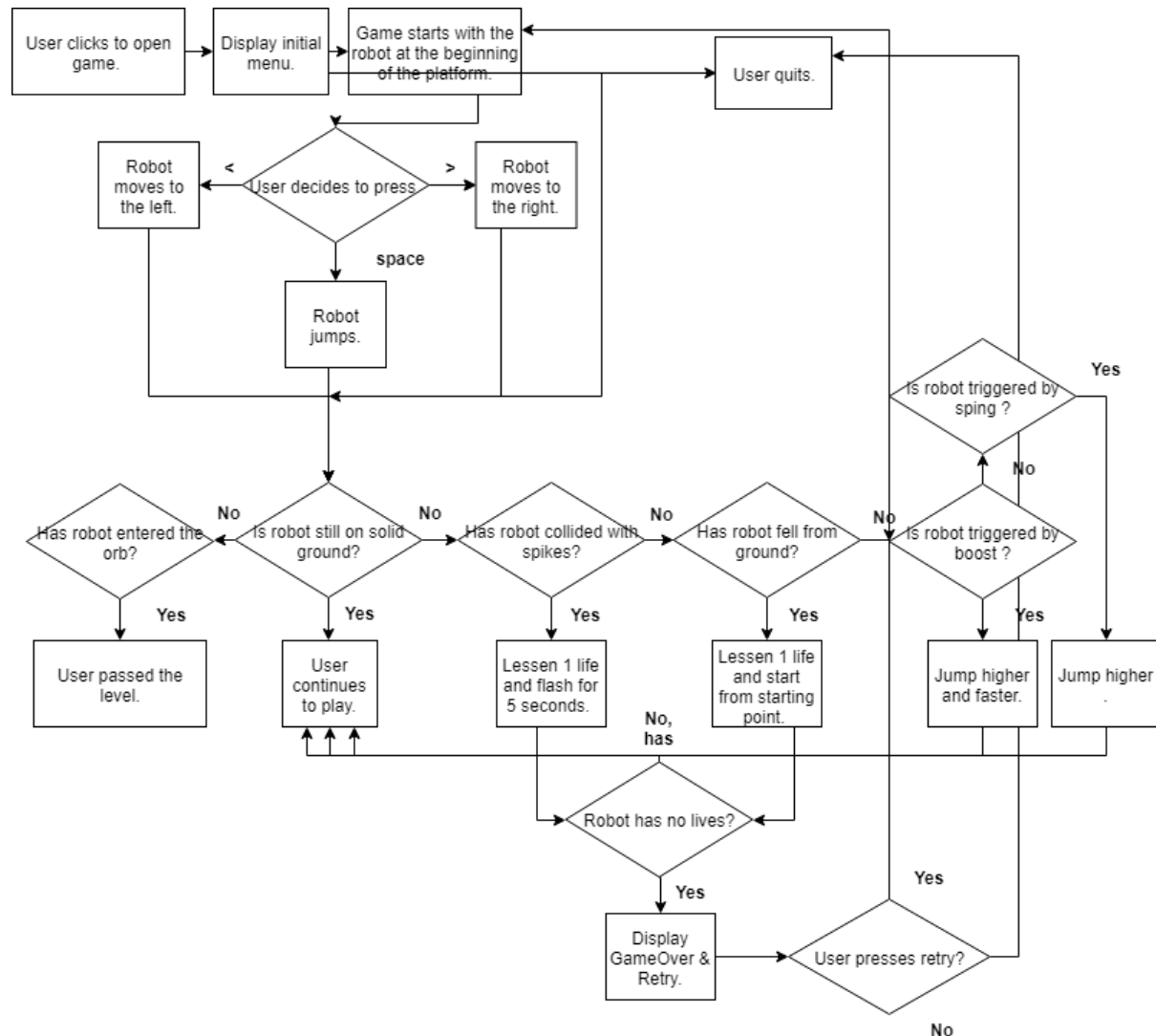**Phase 2; Design Brief.**

Rakel Borg & Matthew Agius

Target Device: Build for Windows' desktop.

Gameplay Flowchart: General gameplay mechanism flowchart.

Game Mechanics: The main game mechanics of the game are the;

- Right Key: Character moves to the right.
- Left Key: Character moves to the lef.
- Space Key: Character Jumps.

Game Objective: The main objective of the game is for the player to finish the whole level.

Visual Assets:

Background

We wanted to convey a deep-futuristic, post- apocalyptic feel to the game. We made the 8-bit purple monochromatic background ourselves and placed it at the back. Below are the scenes.

Character

Unity's robot sprite was perfect for this role as it stood out of the whole scene however, still corresponded with the theme in mind.

Ground

We also did this ourselves keeping in mind the theme and style. Here we needed two types; one solid metal ground and another which seemed in air and corroding.

Life

We used the heart to symbolise how many lives one would have as an indication for the player. When the player starts four are displayed on the top right of the screen.

Yikes Spikes

Spikes are an enemy to the character as when the character is collided with them one loses a life. There are three forms of spikes. Those who are at the ground always still, another one which is rotating from left to right held up from a chain and others who are thrown off at the end in level 2. These are incompatible with the 8bit style, indication that they may harm the character.
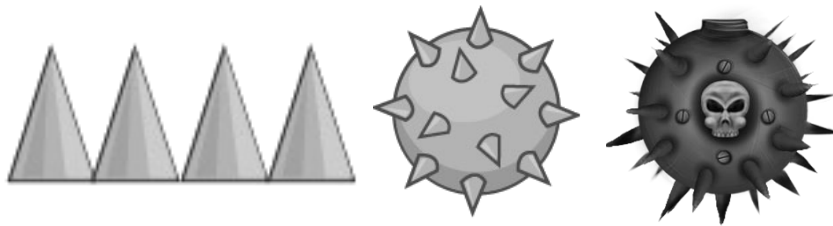
Boost, arrows and particles

The boost and arrows are quite self-explanatory as they give the player indication regarding direction. The boost seems more powerful than the plain arrow as it has more colour. Particles where added to floating ground to create a more flowy impact.

Orb

Found at the end of the level. When the player goes in the orb one proceeds to the next level.
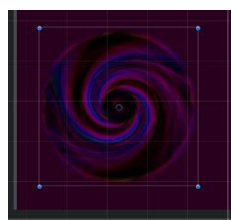
UI Elements:

Instructions

For the player to know what to do we did basic instruction elements as shown below. These were also used to explain the boosts and springs.

Intro, Retry & Game Over

Game Scenes:

The game consists of two levels. One level starts with the basic instructions of the controls which then continues to level two when the character enters the orb. If the player dies it goes to a game over scene where there the player has the choice to retry by clicking on the word itself.