CT60A8000 - Game Development Project.
Personal project: Design document

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1 General theme

The game will be a tribute to the first two video games I played, Arkanoid and Space Invaders. The player must destroy all the blocks in the screen to win the game. Its name is Fruitinoid (Spacenoid at the beginning). The player must destroy the fruits meanwhile he avoids the assassin oranges.

1.1 Genre

The genre of the game is **arcade**.

1.2 Main characters

There will be three characters in the game:

- **Player:** a bar that will move forward, backward, left and right.

- **Fruits:** the player must destroy them to finish the game. There are four types of fruits, bananas (hits to kill: 4, points: 500), oranges (hits to kill: 3, points: 350), watermelons (hits to kill: 2, points: 200) and pineapples (hits to kill: 1, points: 100),.

<center>1</center>

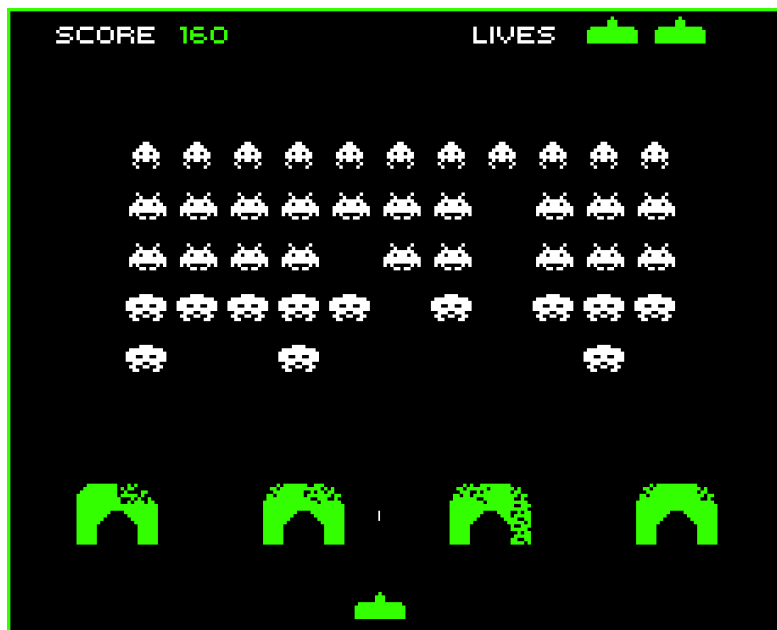Figure 1: Arkanoid. http://www.mobygames.com/images/shots/l/31388-arkanoid-nes-screenshot-the-first-levels.jpg

Figure 2: Space Invaders. http://nodebox.net/node/documentation/concepts/subnetworks-space-invaders.png

- **Assassin oranges:** oranges that kill the player. They fall randomly over the screen. Take care because they can interact with the ball and fruits!! (Space Invaders part, the enemies fall to your position)

2 Features

- Punctuation for the player.

- Fast motion to increase the difficulty at the end of the level.

- Shadows and lights.

- Two levels.

3 Technical decisions

I have used Garage Band to create the music of the games. I have used sprites and sounds created under the license Creative Commons (CC). I have used Unity3D to develop the game.

4 External help

I have used this material downloaded from internet.

- Fruits sprite was downloaded from `http://m484games.ucoz.com/index/item_gfx/0-40`

- Background level 1 downloaded from `http://1.bp.blogspot.com/-C-YZWj6gJV8/UUjmDqQIzXI/AAAAAAAALhE/OlpvgqYNKuY/s1600/Playa-tropical.jpg`

- Background level 2 downloaded from `http://fondosg.com/wp-content/uploads/2011/12/playa-palmera.jpg`

- Winner background screen: PokedStudio `http://www.pokedstudio.com`

- Fanfare when the user wins downloaded from `http://www.freesound.org/people/pfranzen/sounds/254049/`

- Sound when the user loses downloaded from `http://www.freesound.org/people/suntemple/sounds/253174/`

- Chop when the ball hits something downloaded from `http://www.freesound.org/people/lolamadeus/sounds/159655/`