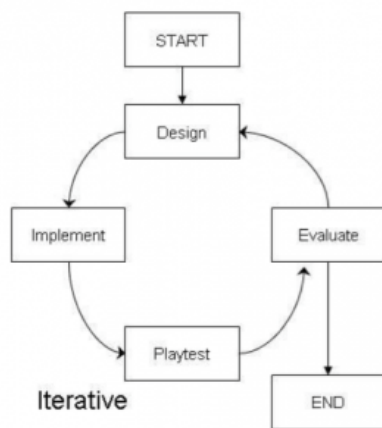


# Phase One Task One: Analysis

Hyper casual games have been popular for the last couple of years, due to them being great to pass the time with. It is a requirement for them to be easily understood, instantly playable and more often than not, are one-tap games because they are meant to be filler applications, not ones to spend a dedicated lot of time to them. The Hyper casual game which shall be recreated is **Color Switch**, which was released in 2015 by Fortafy Games.

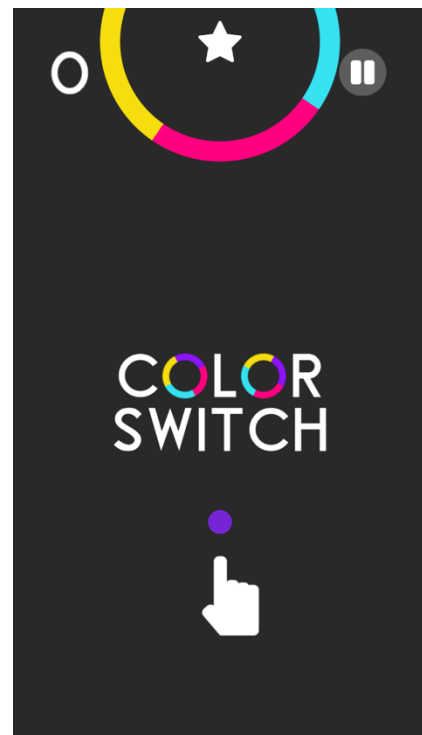


When it comes to the Development Life Cycle, the developers were more likely to follow the Spiral Model, since it is simple to follow and easy to implement. It helps the developers avoid coming up with a game that has a lot of features and then struggle with which one is the most important.

The first stage of the life cycle is the design phase, wherein the features that will be implemented during the cycle are decided upon, before moving onto the implementation, which is the actual writing of the code and development of the game, before

playtesting and finally evaluation. If more features are to be implemented, then the cycle starts again, and when all the features are finalized and the game is working cohesively and smoothly, then the game can be released. This process is advantageous since it provides the developers with prototypes quite early on in the life cycle of the game, allows for quick changes and gives priority to the main features. The risk isn't as high when using this life cycle because if something from the previous iterations isn't working well, it can easily be changed.

This particular game is quite simple when it comes to components, since it doesn't have a large number of sprites. On the right, there is a screenshot from the classic version of the game. The obstacles have a rotator, as well as a collider and Rigidbody, so that if and when the player (the ball) collides with the wrong colour, the game would be over. The player would also have a Rigidbody and collider, while also having a jumpforce so that it



would be able to go upwards (the camera follows the player upward). The colour changer is important to give the game a slight challenge, since they are situated between obstacles and will change the player's colour every time the player collides with them. The stars at the centre of the obstacles are the points the player has to collect, and the point system works on a high score basis.

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