Task Two: Design Documentation

a. Target Device

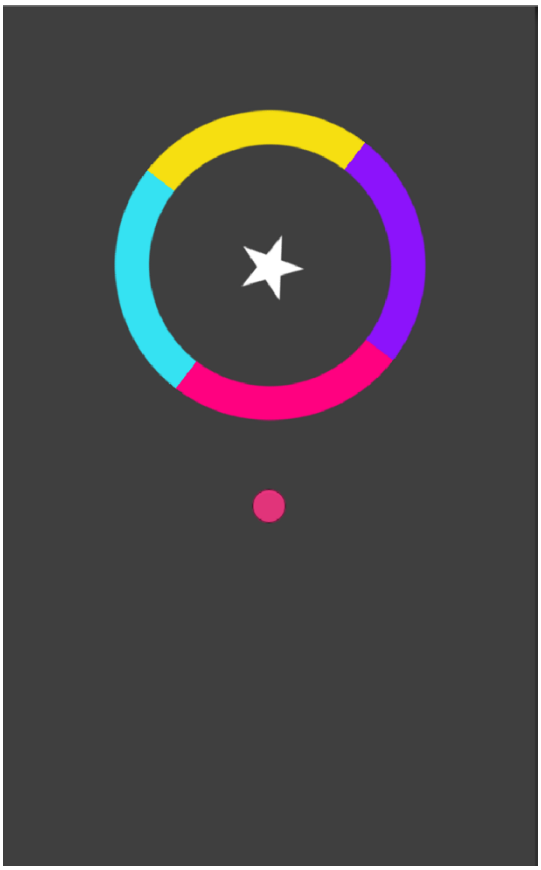
The target device for this game is Mac OS X and the resolution is set to High. The main inputting methods are the space bar and left mouse button

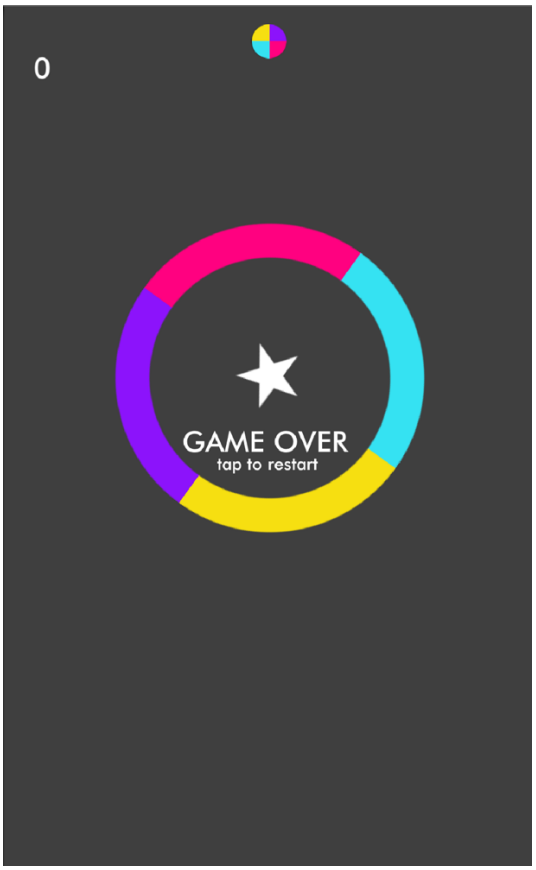
b. Controls and Mechanics

The main controls are simple; either press the space bar or click the left mouse button to make the ball jump. The main mechanic of the game is of course jumping and collecting stars for points.

c. Game Screens

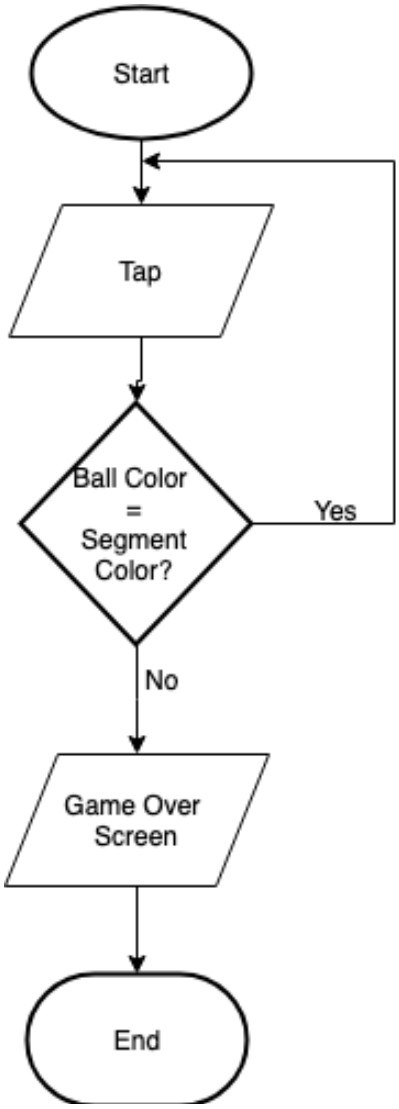
The game is constructed of an infinite screen, with randomly generated obstacles. The camera follows the player as they jump up, but not as they fall down as that would mean that they have lost the game.





On the left you see the first obstacle encountered by the player, whilst on the right, you can see the game over screen, which occurs after the player attempts to pass the ball through the wrong colour.

d. Game Flowchart

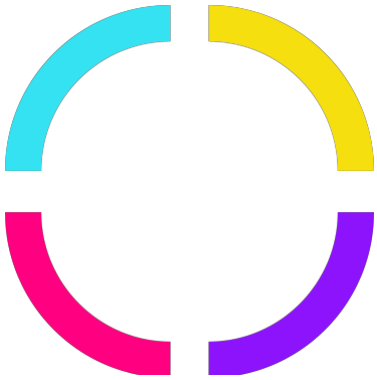


A straightforward flowchart that depicts the flow of the game; the user taps the space bar or the left mouse button, if the colour of the ball matches the colour of the segment they are trying to get it through, then they can continue tapping to get more points, but if the ball colour is not like equal to the segment colour then the game is over.

e. Game Objectives

Tap the screen at the right time to make the ball pass through the right colour; keep trying to get the best score you can.

f. Visual Assets

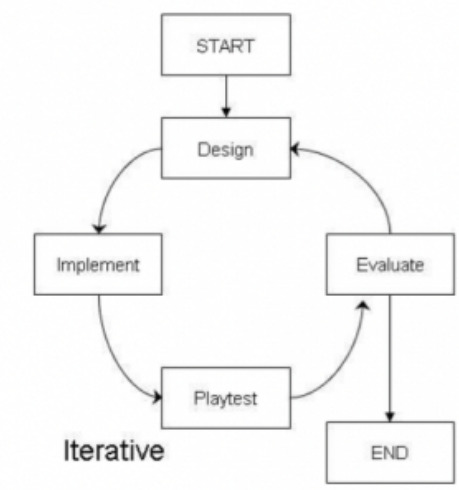


The player is a default Knob sprite from Unity which upon the start of the game, is assigned a random colour. The circle obstacle is made up of four different coloured segments which are implemented as four separate sprites, to make the assignment of their colours easier to control. The obstacles have different sizes. The colour changer is a sprite of a circle that has all four colours of the game in it. The points are represented by stars, which are found in the centre of the circle obstacles.

g. UI elements

The main UI elements are the score at the left hand side of the screen, and the game over message, both of which have the font *Futura Medium* assigned to them.

h. Development Timeline



Phase One: Find sprites and UI elements
Phase Two: Start applying functions to the sprites, specifically the player and the rotating obstacles. After the core of the game is functional, get the points system going.
Phase Three: Playtest after every element is implemented
Phase Four: Evaluate after every playtest; once all elements are implemented and the game is fully playable, that marks the end of the development.