Game summery

Lyda is an endless game where you die after collecting three skulls and lowering healthy to zero hearts.

Core mechanics

The player plays as a spider. He has to jump from one platform to another without hitting the skulls whilst collecting bug coins. Each skull lowers the spider health by one heart.

Gameplay:

There are platforms which keep spawning endlessly at a random order. The player has to just from one platform to another in order to stay within the camera view.

Music / sound:

The music will be synthwave/retrowave genre to resemble arcade games music but less upbeat. The music will play in the background during gameplay.

Art style:

I will be using pixel art as the style of this game. The spider will be black with red eyes. As for the main menu, help menu and gameplay background, the principle colour will be purple. I will add accents of blue and black to bring out certain buttons.

Gantt chart

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Planning	██							
Designing		██	██	██	██	██	██	
Coding			██	██	██	██	██	██
Finishing							██	██
Building								██

CRC cards

Enemy
- Reduces player health on collision
- Destroys itself after collision

Player, UI manager

Game manager
- Loads game scene on game over

Joystick movement
- moves player by mouse click / screen touch on mobile (Jump, left, right)

Player

Pause controller
- Pauses game on clicking Pause button
- Shows pause panel

Load Scene

Player
- Dectates how many lives the player has
- Animates the player
- Sets player velocity
- Reduces / Adds score when colliding with Skull / coin.

Enemy, UI manager

UI manger
- Sets lives sprites and gameover text

Player, Enemy

Load Scene
- Loads scene according to their index
- Adds quit button function

Pause controller

Parallaxing
- moves background layers with a parallax effect

Platform Destroy

- Destroies platforms, enemy and ~~pow~~ big coins after 5 seconds

Platform Spawner

Platform Spawner

- Spawns platforms, coins and skulls

Platform destroy

Destroy Background

- Destroies background after 20s

Background Loop

- Loops background with the camera