

## ***Workspace and assets for game development***

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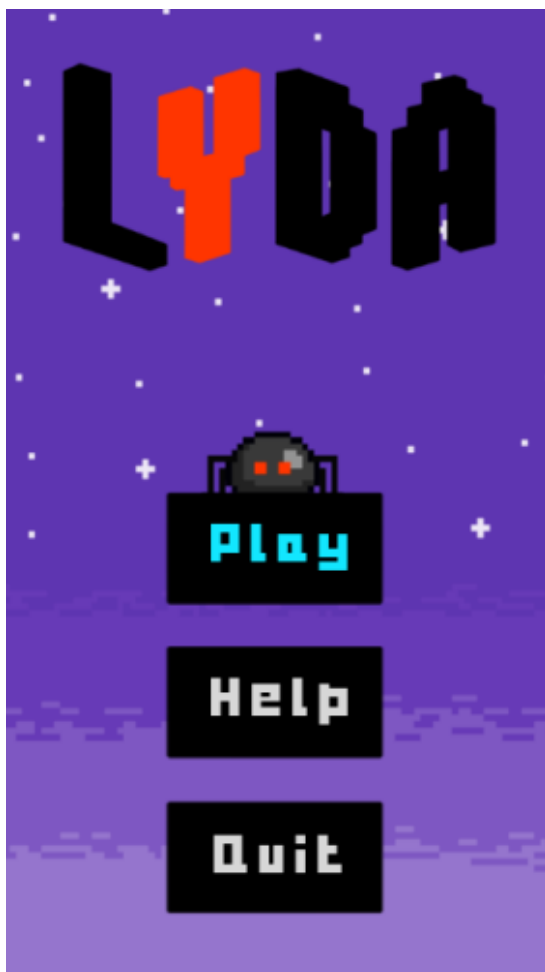
### **Target Device / Input methods**

The target device for my game is a smartphone. The resolution ratio is 9:16 which is the standard mobile phone screen of today. The game will be touch based but can be played with a mouse on PC.

### **Control methods and game mechanics**

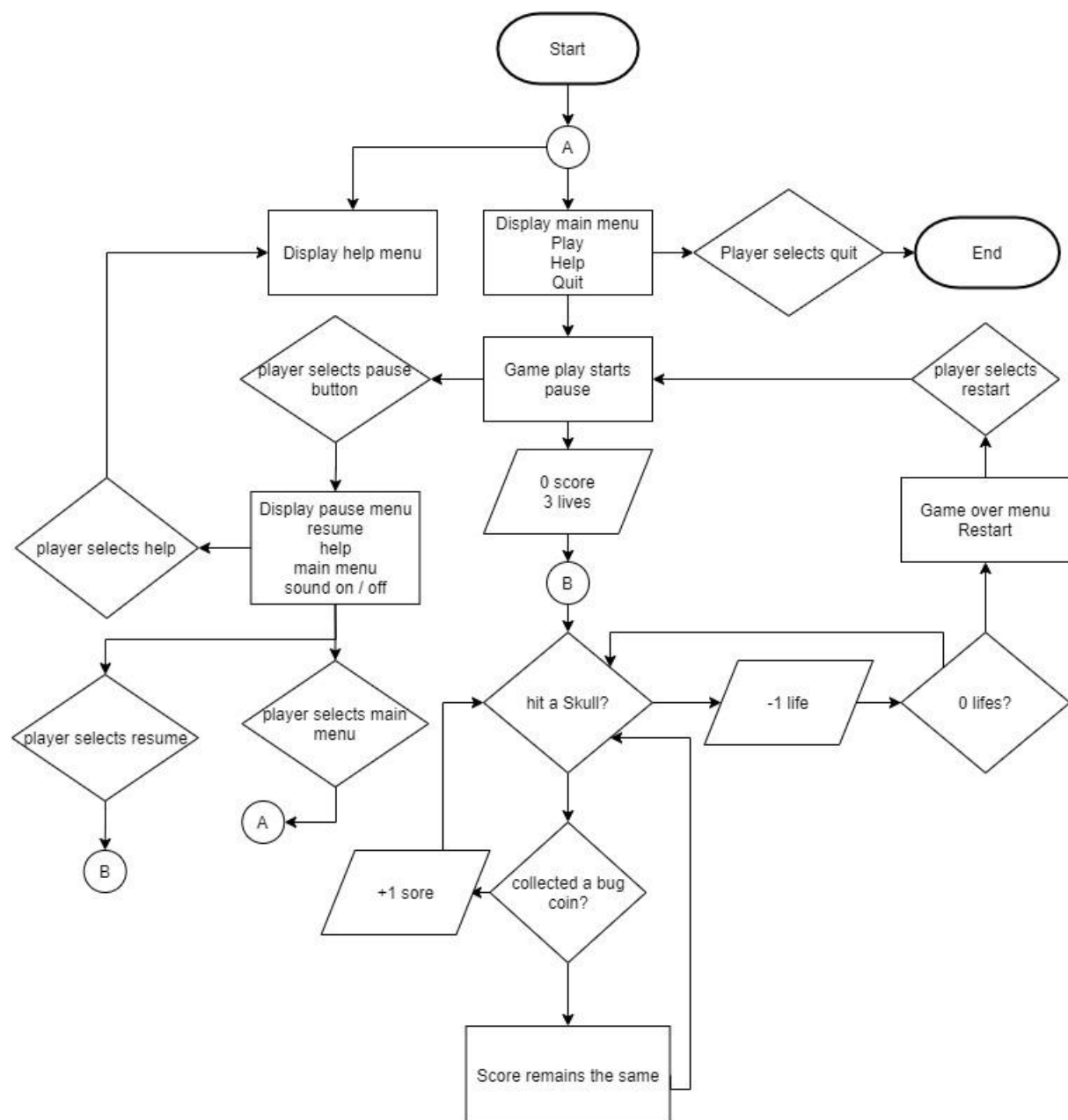
The player plays as a spider that has to jump from one platform to another. In order to jump one has to tap on the screen and swipe to move from left to right. It is a two dimensional platform game. In order to gain score the player has to collect bug coins. The player will lose health once hitting a skull. It is an endless game therefore one just has to beat his own score for that feeling of achievement.

### **Game Screens**





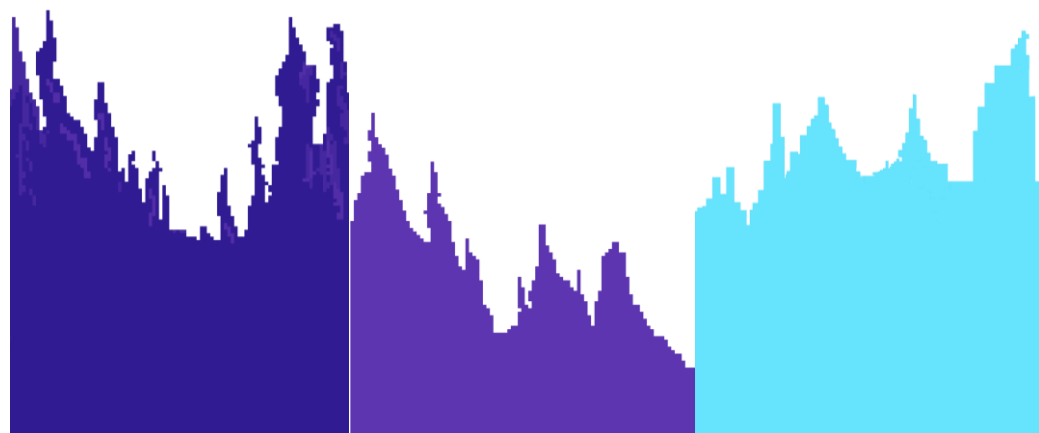
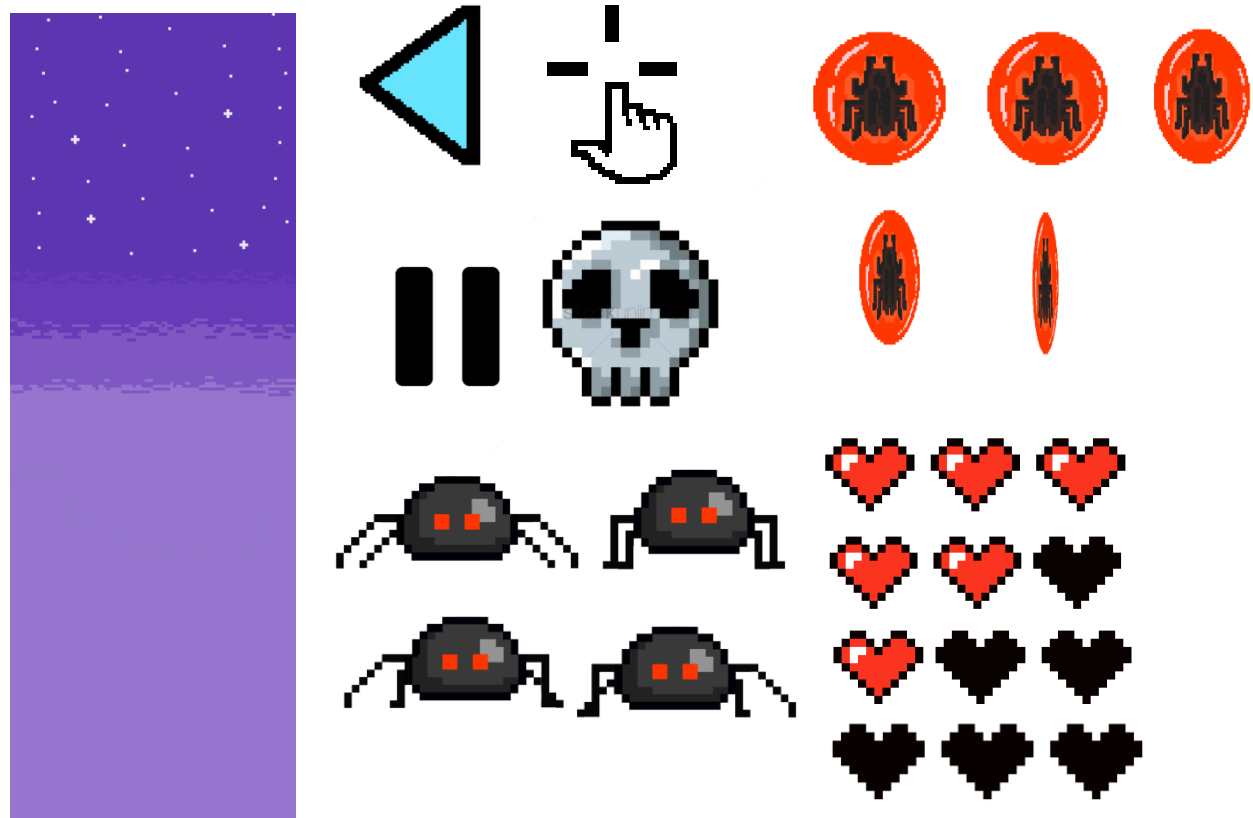
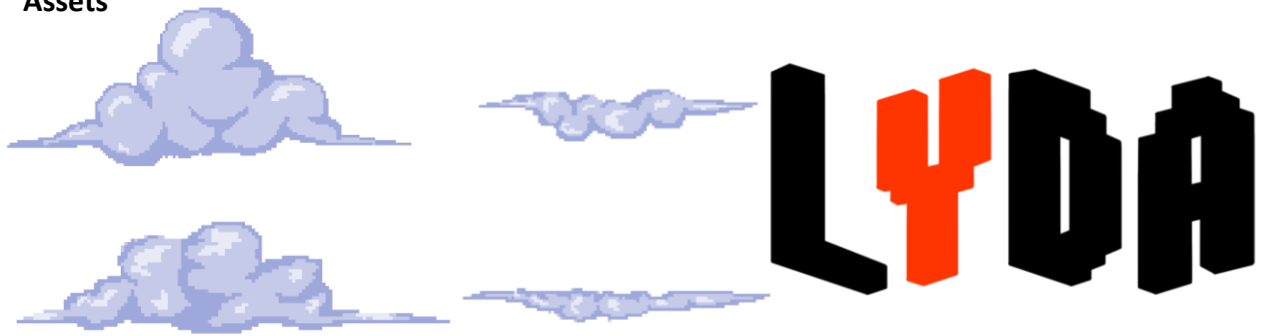
## Flowchart



## Objective

The objective of this game is to collect as much bug coins as possible without touching the skulls and getting a higher score than the previous one.

## Assets



## User Interface Outlines

