

ColorGenBerry!

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ColorGenBerry is one of the Mindful Garden minigames. Its mission is based on performing concentration exercises by playing a short game where the player can concentrate, perform one or two tasks at a time, count numbers, distract themselves to voluntarily change the focus of attention from their thoughts and sensations to another stimulus that allows them to reduce anxiety and train attention. In the minigame, the player will have control of a strawberry. This strawberry will go up or down depending on what the player decides. The strawberry's objective is to reach the finish line, but in order to get there, the player will have to help the strawberry on its journey, avoiding the obstacles that are in the way, and freely, depending on the player, collecting extra coins every time the strawberry makes contact with another strawberry of a similar color.

Getting Starter







Start Menu

The Start menu shown on the right will appear after the player selects the ColorGenBerry minigame in the minigame selection scene. To play the minigame, the player must select "Play." To return to the Mindful Garden minigame selection scene, select "Return to Main Menu."



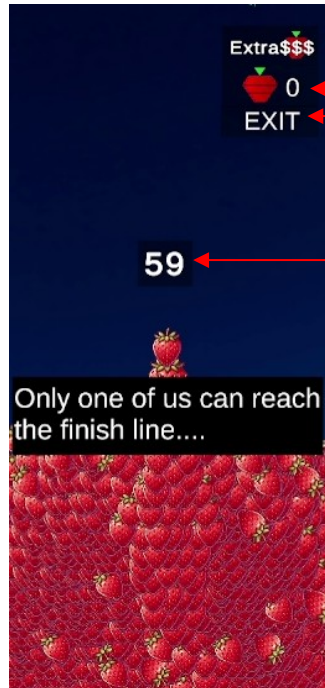
Basic Controls

Learn about the game's controls

Touch Gesture	Mouse	Action
<p>Tap(or click)</p>  <p>(Briefly touch surface with fingertip)</p>	<p>Left Button</p> 	<p>Menu Screen (Start Menu)</p>  <p>execute/accept</p> <p>Gameplay Screen (Game Screen)</p>  <p>execute/accept/move strawberry up/unpause game</p> <p>Options Screen</p>  <p>execute/accept</p>
<p>Press</p>  <p>(Touch surface for extended period of time)</p>	<p>Right Button</p> 	<p>Game Screen (Gameplay Screen)</p>  <p>cancel/pause the game</p>

Navigating the Game Screen

The following is a comprehensive listing of the main user interface components found on your screen.



Extra Coins:

The player will earn extra coins every time the strawberry makes contact with a strawberry that has the same color. The amount that the user will receive is varied; each color will give you a greater or lesser amount of extra coins.

Exit:

If the player wants to exit, they just have to touch the exit text, and they will return to the main menu of the ColorGenBerry minigame.

Timer:

The player will have 60 seconds to complete the level; if the timer reaches 25 seconds, it will change to red, and if the time runs out, the game will restart, and the player will have to start the journey again from the beginning.



Extra Icon - Flying Text

Messages such as +1, +2, +3, or +4 will be displayed each time the player makes contact with a strawberry that has the same color.



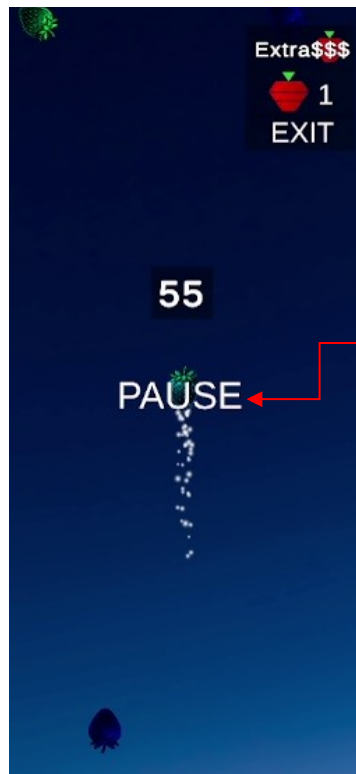
Collision Effect

Every time the player collides with a strawberry that has a different color, the collision effect will appear, making the strawberry disappear and restarting the scene, causing the player to have to start from the beginning again.



Level Complete! – Flying Text

The Level complete message will appear every time the player reaches the finish line.



Pause – Flying Text

The Pause message will appear every time the player touches the screen and leaves the finger pressed for a few seconds, this will cause the game's playability to stop until the player wants to continue.



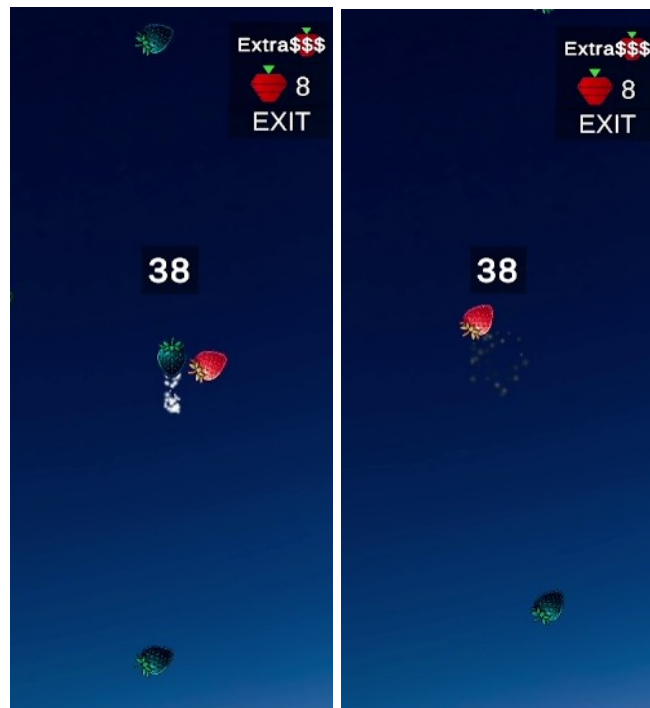
Time's Up! – Flying Text

When the time is up, the time's up message will appear and the game will restart, forcing the player to start from the beginning again.

Gameplay

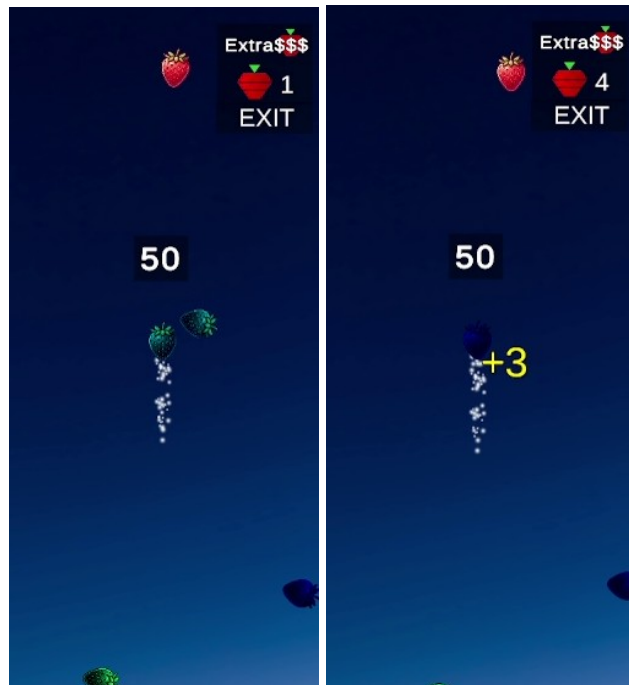
During the journey the strawberry will encounter several obstacles. These obstacles are classified into two categories:

Different Colors



These obstacles are strawberries of different colors. If the strawberry makes contact with a strawberry that has a different color, then the strawberry will collide and the player will have to start over from the beginning.

Similar Colors



If the strawberry makes contact with a strawberry that has the same color, the player will win an extra coin, and each color of a strawberry has a different value.

Extra Coins



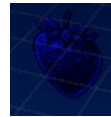
You will get 1 extra coin if both strawberries are red.



You will get 2 extra coins if both strawberries are green.



You will get 3 extra coins if both strawberries are blue.



You will get 5 extra coins if both strawberries are dark blue.

The player is free to collect the extra coins, but the strawberry's journey will depend on the player's concentration to avoid the obstacles and reach the finish line.

Earnings

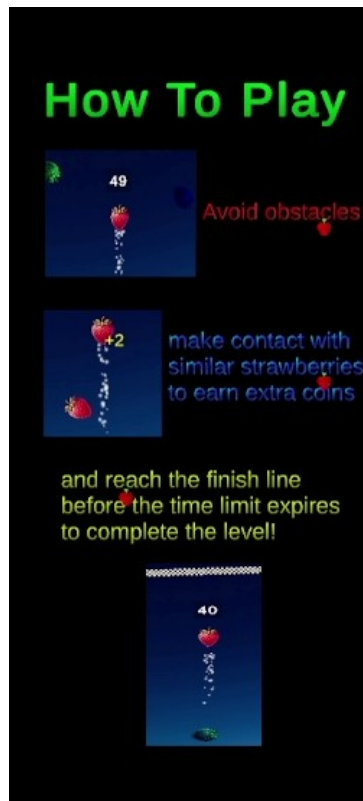


When the finish line is reached, the player will be rewarded with 100 coins and if he collects extra coins during the journey, these will be added and he will obtain a greater number of coins as a reward.



After the player gets their rewards for completing the game, then the options screen will appear asking the player what they want to do? If the player selects the option to play again, then the player will return to the game screen and the game will restart. If the player selects the option exit to the main menu, then the player will return to the main menu screen.

Active Help



A small introductory guide will be visible every time the player accesses it from the game's start menu.