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CS427 - Game Development and Visualization
Midterm Project Report

1. Game name: Ariel – The next Story
2. Storyboard: On the seven seas, when "The Little Mermaid" we've heard got ended. This story is 10 years after Ariel and The Prince lived a happy life together. They married and have a daughter-in-birth. The little princess is beauty, and got a voice that could sing well. But she is haughty. Ariel and The Prince is very sad about that. They make a swimming competition – the winner will get the crown and become the next king of the Seven Seas Kingdom.

   Because of the princess's arrogant, she worries about the throne will belong to anyone but her. She decied to take part in this competition. But the major problem is… she don't know how to swim.

   Your mission is to help her and win that competition.

3. Main game idea: Using keyboard arrow to move the character around the map, it hard to control at the beginning but easy at the end (because the Princess don't know to swim).
4. Features:
   - Obstacles: To help the character stand on specific terrain.
   - Enemies: If step into enemy, you have to play from beginning.
   - Time-counter: You have to complete before time runs out, or else you will be considerd as loss.
   - Keyboard and mouse detect: To move and interact with the character, game.
   - Background music and sound effect.
5. Techniques:
   - Rigidbody2d
   - Unity physics
   - UnityEngine
   - UnityEngine.UI
   - UnityEngine. SceneManagement

6. Resource references
   - Free music and audio effect by © Youtube
     http://youtube.com/audiolibrary/music
   - Background images by © Disney and devianart.