

# ISCG6420: Internet and Website Development

Assessment #2 | Semester 1, 2024

## Part 2: Game Storyboard – Interactive Video Game

Safe Swimmer – Parakai Springs

## Title Screen and Loading

Assets load, and the screen shows a loading message

### Components:

- Loading text and progress percentage
- Hidden canvas
- Title "SafeSwimmer Game | Parakai Springs"

Switches to: Game controls screen



Loading game assets...  
100%

*Figure 1: Loading Game Assets*

## Game Settings & Setup

Users choose the sound level, difficulty, and duration of the game. The game has buttons to start and restart.

### Components:

- Time selection (1 or 2 minutes)
- Slider for volume
- Selector for difficulty (Easy, Normal, Hard)
  - o The difficulty determines how quickly the toys fall. Toys fall slow when it is set to easy and toys fall fast when it is set to hard.
- Start and Restart buttons

User Behaviour: Select values > click **Start Game**.

Switches to: Game canvas and instructions.



Figure 2: Game Settings & Startup

## Game In Progress:

Canvas comes to life. The swimmer/character is animated by movement, and toys fall.

### Components:

- Background image (water)
- Character sprite (centred, animated)
- Floating toys (radial gradient circles)
- Score update and time countdown

### Gameplay:

- The swimmer is moved via the **Arrow/WASD** keys
- **Spacebar** attempts to collect toys
- Toys go through 4 stages: appear, float, sink disappear.

Switches to: Game over screen when the timer goes off.

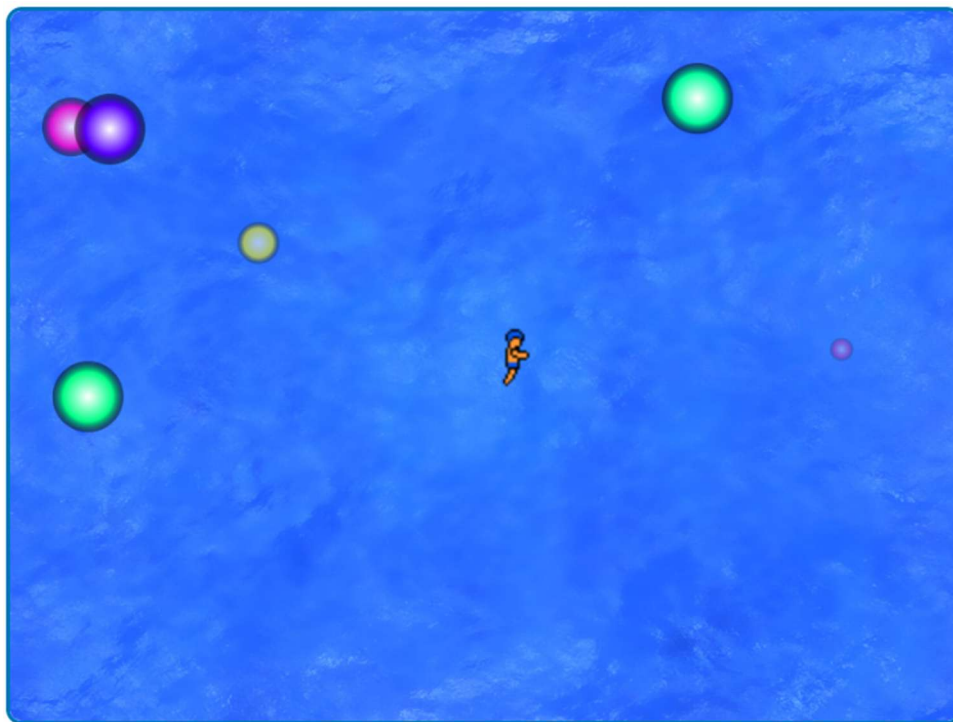


Figure 3: Game In Progress

## Game Over Screen:

The timer hits zero. The final score is shown.

### Elements:

- “Game Over!” text
- Final Score
- “Play Again” button

User Behaviour: If you want to start over from the setup screen, click the **Play** Again button.



Figure 4: Game Over