**Scratch Programming**

Design stage template

**Game Title:** WINGS

**Purpose of application**

The purpose of this game is to have the user control the ‘wings’ sprite using the cursor(mouse) and evade the pillar in the game. If the ‘wings’ crash into the pillar, then the game stops. In order to win the game, the user need to pass certain amount of scores.

**Extended features**

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| **Feature** | **Purpose** |
| Scoring | The scoring in the game is determined by how long can a user survive without crashing into any pillar in the game. Each second of survival will award the user with one point in the game. |
| Levels | If the user manages to score 20 points in the first level, he/she can advance to the second level. If the user manages to score 30  points in the second level, he/she win the game. |
| Menu | The main menu consists of the game title, a sprite to start a new game and a sprite to open the guide on how to play. The character menu consists of two character that can be chosen by the user. |
| Mouse controls | The user controls the ‘wings’ sprite’s movement in the game using the mouse controls. |
| Restart | The user can restart the game by using the restart button after the game ended. |

**Sprites**

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| **Sprite name** | **Purpose** |
| Syabil | To show my picture in the introduction backdrop as the maker of the game. |
| New Game | The sprite need to be clicked to start a new game. When it is clicked, the user will advance to the character selection part. |
| How to Play | When the sprite is clicked, a backdrop that show the guide on how to play the game will appear. |
| Back Button | A sprite that need to be clicked to return from the How to Play backdrop to the Main Menu backdrop. |
| Furry | A character that can be chosen inside the game and can be controlled using the cursor(mouse). |
| Metal | A character that can be chosen inside the game and can be controlled using the cursor(mouse). |
| Pipe Type | Obstacles inside the game that need to be evaded. |
| Continue Button | If the user pass the first level, he/she need to press this sprite to continue to the second level. |
| Restart Button | When the game ended, the user can choose to play again by clicking on this sprite. |
| Final Score | This sprite will show the user their final score when the game ended |
| Name | This sprite will show the user’s name at the end of the game |

**Backdrops**

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| **Backdrop name** | **Purpose** |
| Introduction | To show the game is made by me. The backdrop consists of my name. ( alphabet : SY BIL) |
| Main Menu | This backdrop show the title of the game and consists ‘New Game’ and ‘How to Play’ sprites. |
| Character Selection | This backdrop is shown after the user click ‘New Game’ and consist of two sprites as the character that need to be selected. |
| How to Play | This backdrop is shown when the user click ‘How to Play’ and show the guide on how to play the game. |
| User’s Name | This backdrop is shown when the user want to insert his/her name. |
| Level 1 | The backdrop contains the background for level 1. |
| Level 2 | The backdrop contains different background for level 2. |
| Smooth Flight | The backdrop is shown to congratulate the user if the user manage to pass level 1. |
| Crashed | The backdrop is shown when the ‘wings’ sprite hit the pillar and the game ended. |
| Congratulations | The backdrop is shown to congratulate the user if the user manage to pass level 2 and win the game. |

**Storyboards**

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| **Backdrop 1 :** Introduction |
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| **Backdrop 2 :** Main Menu |
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| **Backdrop 3 :** Character Selection |
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| **Backdrop 4 :** How to Play |
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| **Backdrop 5 :** User’s Name |
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| **Backdrop 6 :** Level 1 |
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| **Backdrop 7 :** Level 2 |
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| **Backdrop 8 :** Smooth Flight |
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| **Backdrop 9 :** Crashed |
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| **Backdrop 10 :** Congratulations |
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