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Mini Game Design Document

Original Challenge

My original challenge received all points and there were no changes required for this section.

Visual Change

The visual changes were done differently for the win and lose conditions. If the player wins the game, the background will scroll faster. This was done through scripting by setting the scroll speed variable to -50 in the game controller script. The particle system for the stars was also speed up and it was done through an addition to the game controller script that would set the active to false and a new star system object to true. If the player loses the game, the background will stop scrolling and the stars will get bigger, also in the same fashion as before.

Audio Change

The audio change was done by implementing new background music whenever the player wins or loses. Both changes occurred in the game controller script by stopping the old background music and then reassigning a new audio clip to start playing. The author’s name was added to the win and lose text.

GamePlay Change 1

The fist game change I made was adding a hard mode version to the game. I added text at the top to make the player aware which button they need to press to make this change. Pressing “H” will load a new scene and take the player to hard mode. Here the enemy objects will move faster and there is a higher change of enemy ships appearing. From this scene, the player can change back to the original version by pressing “E.”

GamePlay Change 2

The second change was adding a new pick up that makes the player faster as well as making the shot bigger. The power up from the pick up will be activated if the player triggers the pick up with the ship (not through the shot). They will get 5 “power” shots. The shot is a new prefab that was added as a variable and it’s put into effect through the player controller script. The speed is raised to 20 also through this script and returns to normal after all power shots are fired.