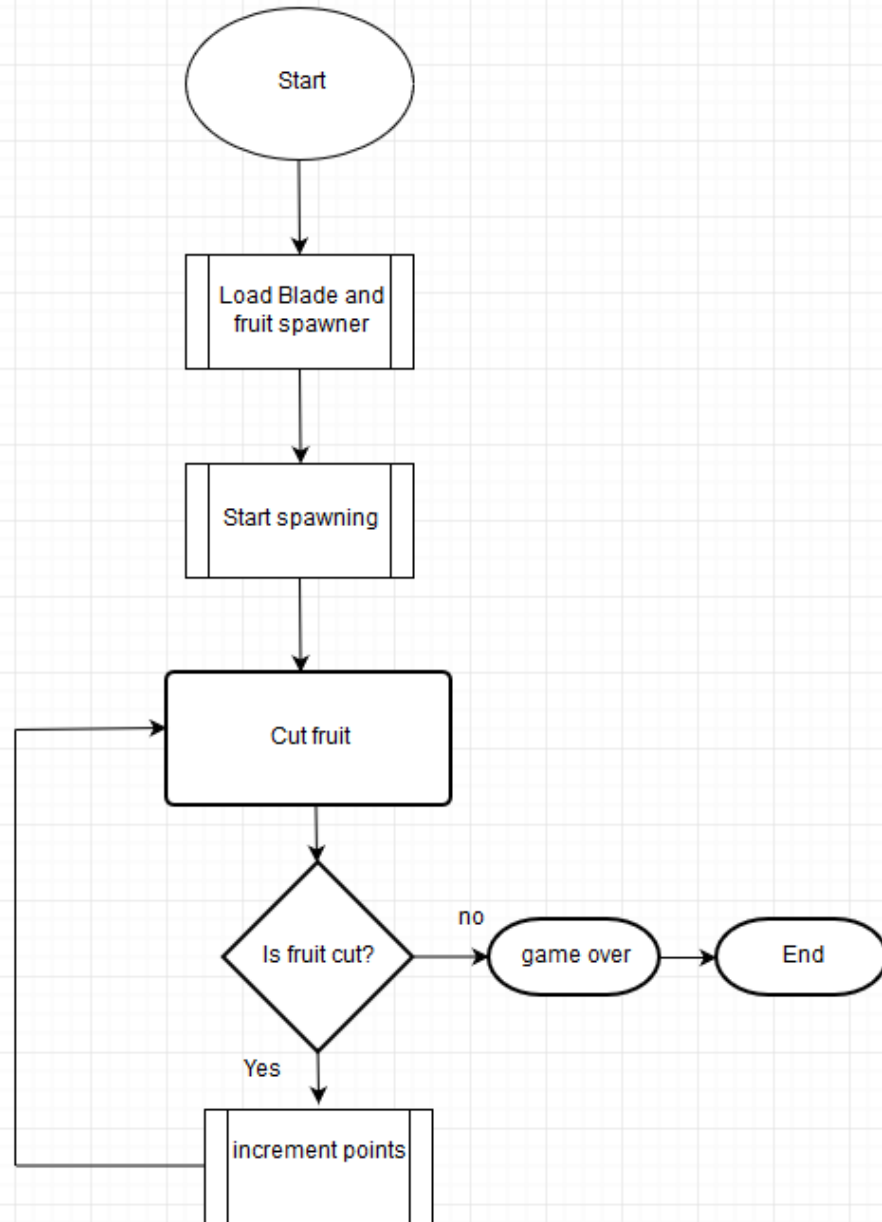


Phase 1 - Documentation

LO2: Prepare workspace and assets for game development.

1

- Target Device:** For Fruit Ninja, I intend to make it for Desktop since I will be using the left mouse button to slice the fruit.
- Gameplay Flowchart:**



c. **Game Mechanics:**

Hold mouse button, drag it, and cut fruit.

d. **Game Objectives:**

Cut fruit to earn points. Game is lost when fruit leaves the scene.

e. **Visual Assets:**

Watermelon:



Watermelon (cut):



f. **UI Elements:**

I will be using basic unity buttons and text.

g. **Game Scenes:**

I will have the Title Scene which will have the play button which when pressed it will take you to the Game Scene which holds the game itself.