BUBBLE DOUBLE

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1. Team TryCatch++

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2. What is this about (Concept)?

This game mainly offers the experience with popping bubbles. Bubbles will be suddenly appearing in random positions. What you have to do is, just tap on bubbles in order to pop them and raise your score.

3. Aims and Objectives

➢ Fun and excitement will be offered level by level with multiplayer experience.
➢ Also, there is a medical aspect regarding exercising eyes, especially for those who suffer from crossed-eyed vision.
➢ Also, this game teaches the user, how to be cautious in sudden situations.
➢ We'll be targeting both children and adults.

4. Game Functions

There are several levels which the user has to unlock by achieving the expected score for a particular level.

Example -

1st Level will be over when user achieve a score of 1500

2nd Level will be over when user achieve a score of 3000

Main target of this game to chase a HIGH SCORE. Also, the level change happens automatically and you can notice it when the movement of bubbles are suddenly changed. If a player life is reduced to zero, the game will be OVER, and he/she has to start the game from the beginning, again.
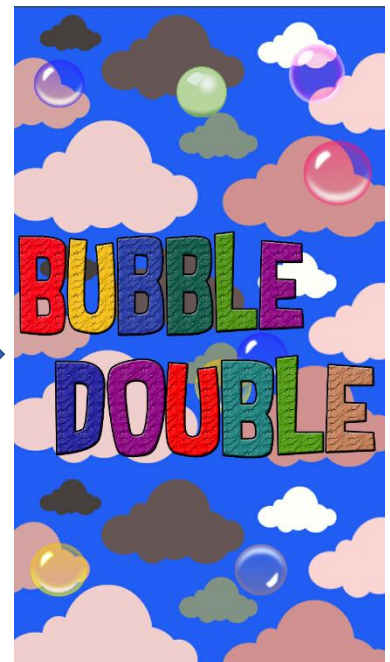
There are many sort of BUBBLES like,

- Which increase your score
- Which decrease your score
- Which increase your life
- Which decrease your life

There are BOOSTERS which provides so many facilities. You can buy boosters by collecting COINS, which will be appearing when you are playing the game.
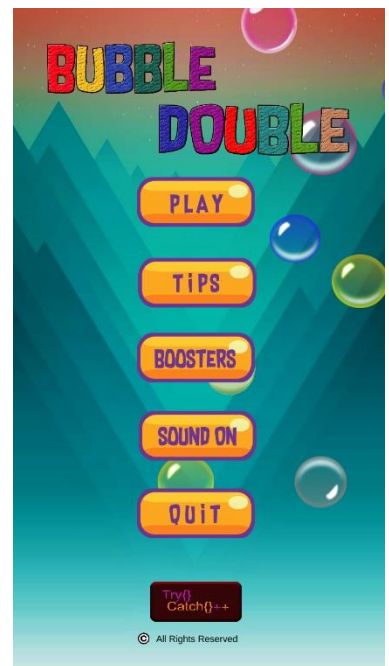
5. Describing Screens and Buttons of the Game

1. Splash Screen

This is the Splash screen of the game, which you can see when you open the application. You will be directed to main menu in few seconds.
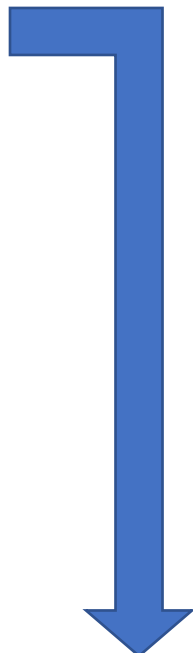
2. Main Menu (Home Screen)

This is the main menu. You can choose different options from here.

PLAY Button

When you click "PLAY" button - you will be directed to the game screen.

BOOSTER
LIFE BAR

This is the
LIFE BAR.
Full red
indicates
that you
have full life.

RESTART BUTTON to
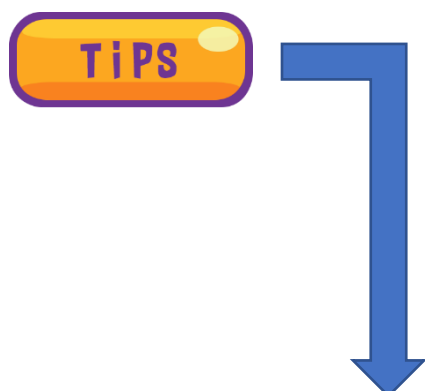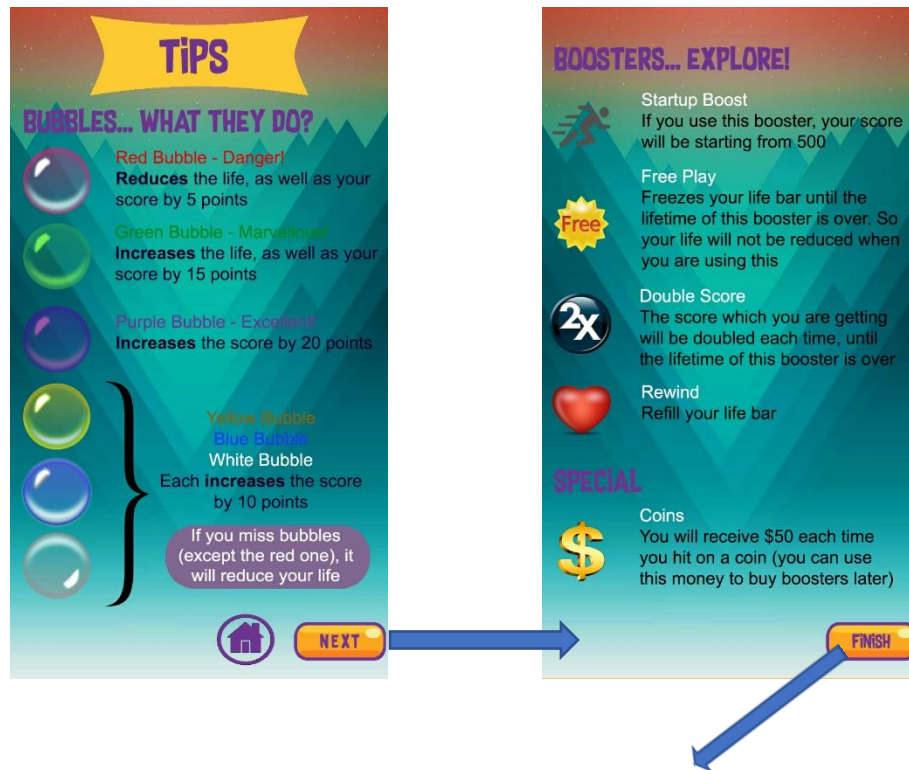restart the game.

HOME BUTTON to
return to main

BOOSTER LIFE BAR - When you are using FREE PLAY booster your main life bar will be freezed until this life bar is over.
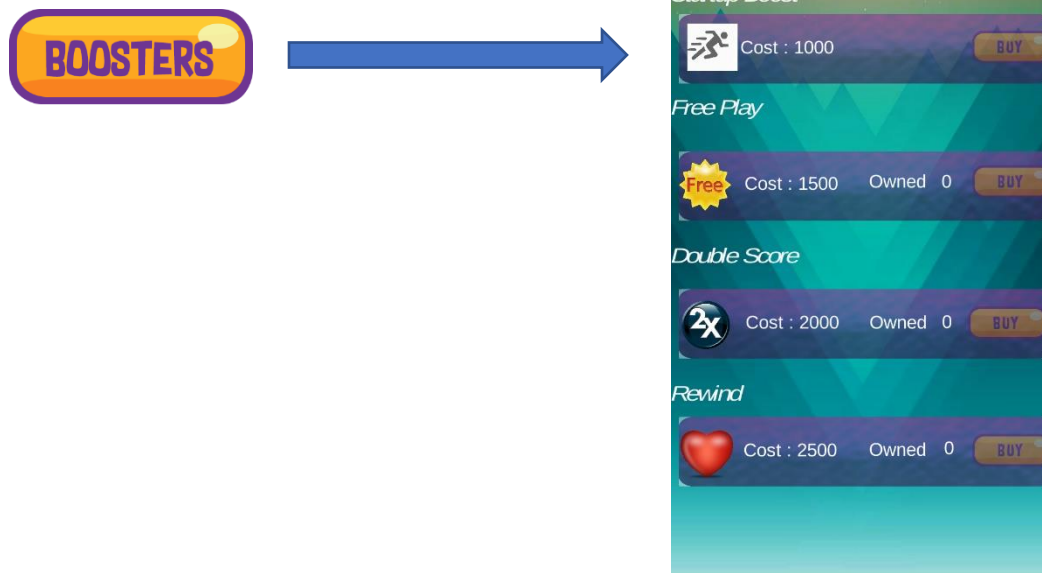
TIPS Button

When you click "TIPS" button - you will be directed to the tips menu which describes how to play the game and the usage of boosters.
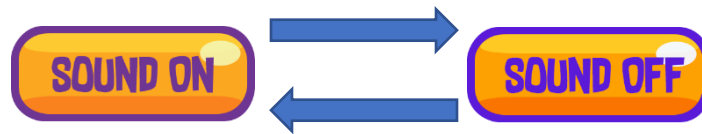
Return to main menu.

BOOSTERS Button

"BOOSTERS" button will explain about the boosters, what they do?
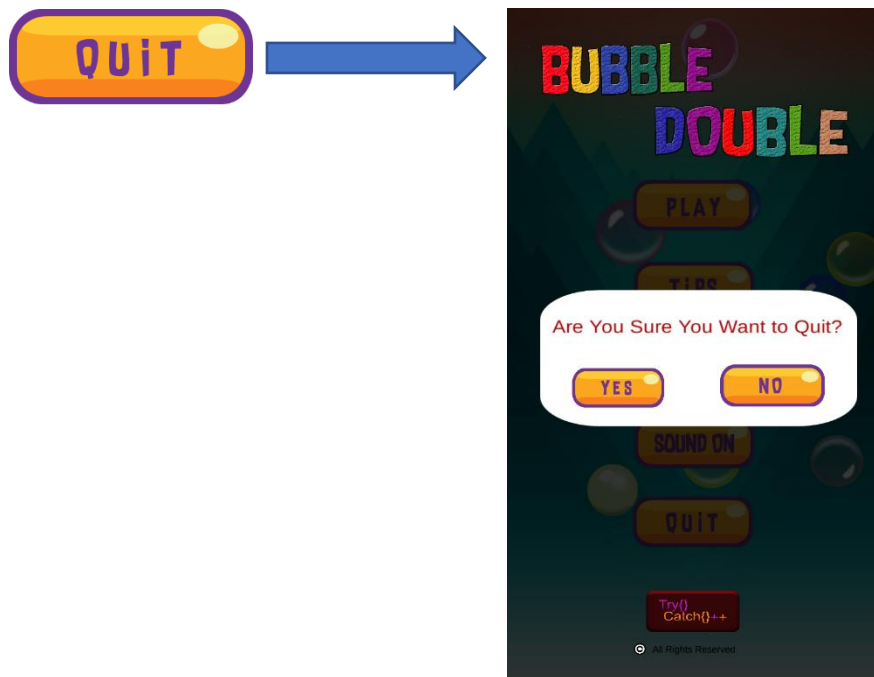
SOUND ON/OFF Button

"SOUND ON/OFF" button can be used to turn ON/OFF sound.

QUIT Button
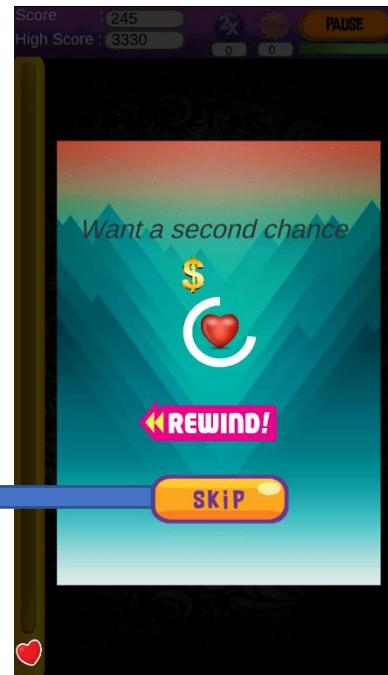
"QUIT" button prompts the user to close the application.

3. Rewind Screen

When you have purchased a REWIND booster, after the game is over you will be directed to this REWIND SCREEN indicating that you have a second chance. You can skip this by clicking SKIP if you do not want to play again.

Return to main menu.

4. Game Over Screen

When the game is over, following screen will be displayed.

6. Technologies Used