

Lucky Duck

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Version: 1.0

Overview

A duck must navigate through a pond and collect coins while avoiding the greedy leprechauns. The leprechauns chase the duck, and if they catch him before he can collect all the coins, the game ends. The player wins the game when the duck has collected all the coins successfully. The narrative of the game is that the duck begins the game as a normal duck and wants to become a lucky duck and the only way to do so is to collect all the coins to put in his pot of gold.

Game Description

Objective

Collect all the coins on the game window using your up, down, left, and right keys while avoiding the leprechauns.

Gameplay

When you open the game, it will direct you to a home screen. With your mouse, select “easy” to play in easy mode, “hard” to play in hard mode, or “?” to learn how to play.

- If you select “?” it will take you to a “How-To” screen. Click the duck with your mouse to begin playing in easy mode.
- If you select “easy” from the home screen, the easy game screen will pop up. Use your arrow keys to steer the duck up, down, left, or right. Collect as many coins as you can while avoiding the leprechauns.
- If you select “hard” from the home screen, the hard game screen will pop up. Use your arrow keys to steer the duck up, down, left, or right. Collect as many coins as you can while avoiding the leprechauns.

- In easy mode, there will be 20 coins to collect and 3 slow leprechauns to avoid. In hard mode, there will be 30 coins to collect and 4 fast leprechauns to avoid.

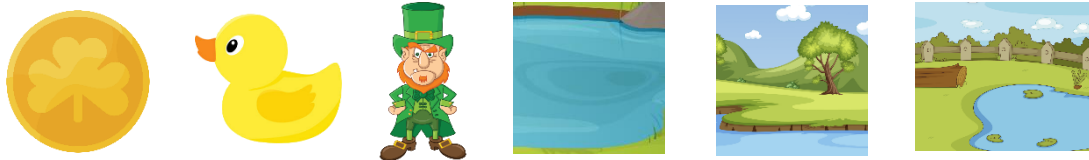
When you successfully collect all the coins while avoiding the leprechauns, a screen will pop up saying that you won. If a leprechaun touches you before you are able to collect all the coins, a screen will pop up saying you lost. To play again, click the “play again” button with your mouse, and it will take you back to the home screen.

Controls

The user uses the mouse to select whether they want to play easy or hard, whether they want to play again after a game is over, and whether they want to see a “How-To” guide.

Assets Used

Images



All images were sourced from Canva Images.

Sound files

backgroundmusic.mp3 - Glitter Blast by: Kevin MacLeod on <https://uppbeat.io/>

coinCollect.mp3 – Collect Points by: Liecio on <https://pixabay.com/sound-effects/search/coin/?order=trending>

User Menu

Use the arrow keys to move the duck. Collect all the coins and avoid the leprechauns to win.

Roles and Responsibilities of Each Team Member

RACI chart – Responsible, Accountable, Consulted, Informed

	Andrea Contreras	Sam Soto	Pablo Moreno
Creating Canva images for each screen	I	R	I
Creating object classes	R	A	I
Testing and debugging	C	C	R
Creating comments for code	A	I	R
Making user manual and documentation	R	I	C
Developing user interface (interaction with mouse and keys)	I	R	A