A cartoon duck in a pond

Description automatically generated

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

A yellow rubber ducky on a black background

Description automatically generated**Images**

A gold coin with a clover

Description automatically generatedA cartoon leprechaun with a green hat and a red beard

Description automatically generatedA cartoon of a pond

Description automatically generatedA cartoon of a pond

Description automatically generatedA landscape with a river and trees

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All images were sourced from Canva Images.

**Sound files**

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

coinCollect.mp3 -

User Menu

Describe how to play the game. List hotkeys if any

Roles and Responsibilities of Each Team Member

List the responsibilities of each team member (use RACI chart or similar)