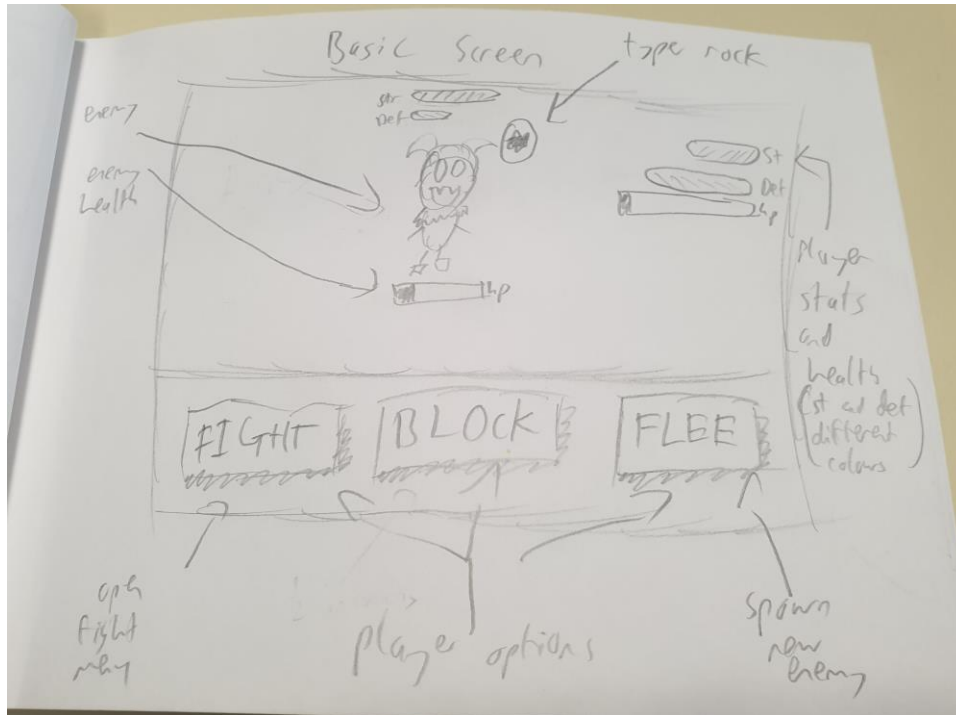


Design Pages

Basic Screen Concept Art:



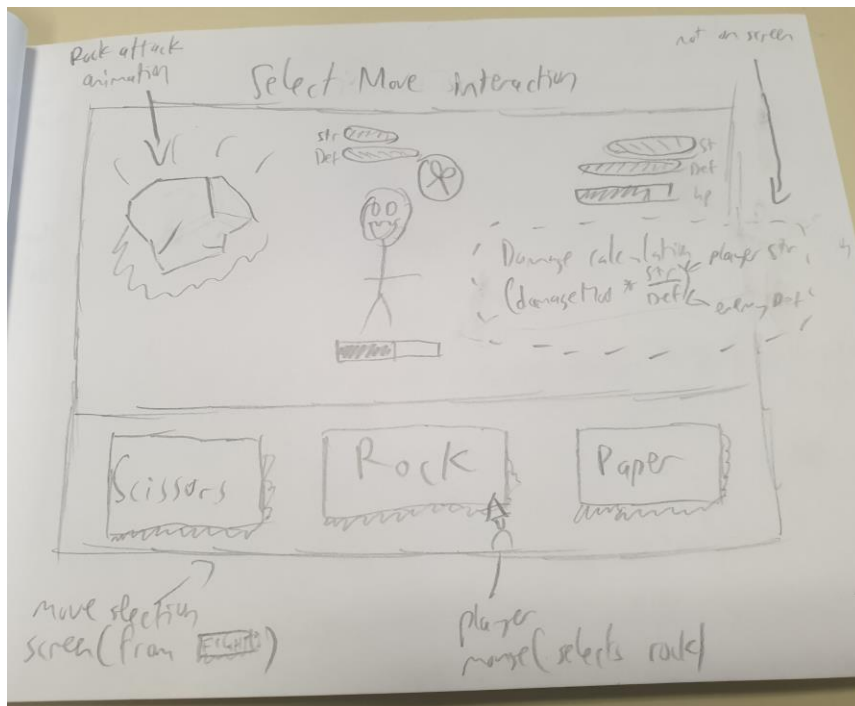
Player and enemy will have 3 stats, health (Hp), strength (Str), and defence (Def). Player stats are displayed on the right of the screen, while enemy stats are displayed above (Str and Def) and below them (Hp). The graphics for Str, Def and Hp will all be coloured differently to allow the player to immediately tell them apart.

The bottom of the screen will also display three options for the player, "FIGHT," "BLOCK," and "FLEE." The player can select one of these options with their mouse. The "FIGHT" option will change the bottom options to how they appear in the "Select Move Interaction." The "BLOCK" option will change the below options to how they appear in the "Block Option and Damage Taken Interaction." The "FLEE" option will spawn a new enemy to replace the one already present on screen, complete with new stats.

The Enemy Sprite will also have a symbol above them that displays what “type” they are (i.e. Rock, Paper, or Scissors). This will help the player determine what move they should use.

Button presses will be measured by when the button is released to allow the user more control over what buttons they press. The button the player is hovering over will also be highlighted by an outline that will be drawn when the mouse is in a certain position.

Select Move Interaction Concept Art:



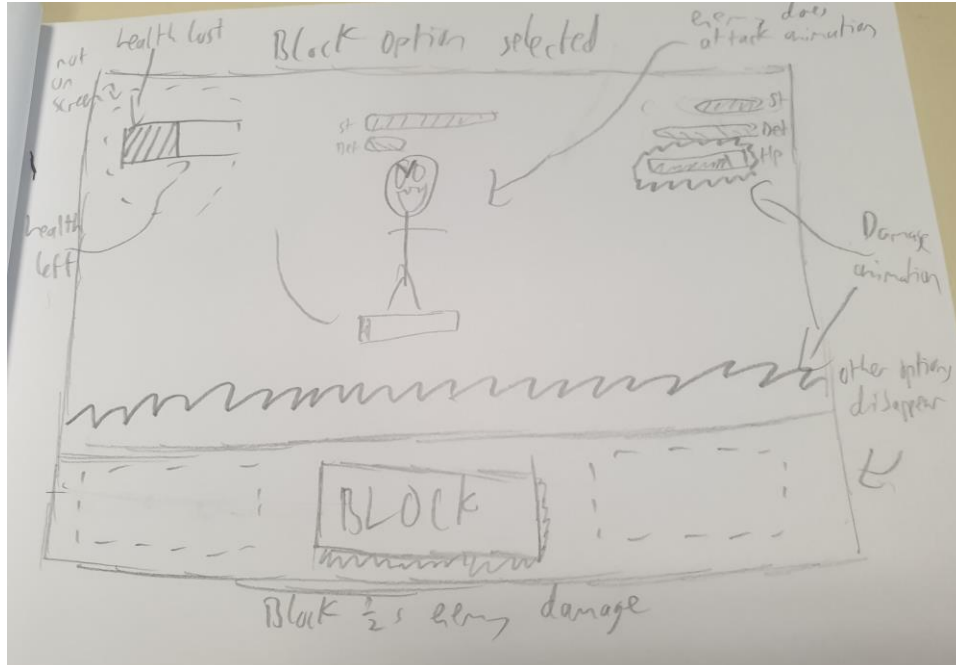
This interaction occurs when the user selects the “FIGHT” option. The options at the bottom of the screen will change to display each of the three damage types, Rock, Paper, and Scissors. The player will now select which option to attack with to counter the enemy’s displayed type (in this example, choosing Rock to counter a Scissors enemy). There will be a unique damage animation for each damage type that will appear to the left of the enemy. The concept art also features a note on the damage calculation. The formula will be:

Damage Modifier (Weak, Neutral or Strong) * (Str / Def)

The Str in this formula refers to the Str stat of the attacker, in this example, the Player. The Def in the formula refers to the Def stat of the defender, in this example, the Enemy. The Damage Modifier refers to a modifier applied based on how the attack type and enemy type interact. For example, a Rock attack against a Scissors enemy is considered “Strong”, a Rock attack against a Rock enemy is considered “Neutral”, and a Rock attack against a Paper enemy is considered “Weak.” Different modifiers will be applied to each of these three outcomes. Similar rules apply to the other damage types, using their standard interactions based on the rules of Rock, Paper, Scissors.

The <esc> key can be used to exit this menu and return to the basic screen in case the user has changed their mind or misclicked.

Block Option Selected and Damage Taken Interaction:



In this interaction, the player has selected the “BLOCK” option. As such, it has now moved on to the enemy’s turn in combat. They will attack, dealing an amount of damage based on the previously mentioned calculation. An animation will appear

on the bottom of the screen and on the Player's health bar. The enemy will also do a specific attack animation.

Due to the player selecting the "BLOCK" option, a new modifier is applied to the damage calculation. This modifier will half the incoming damage. It is also made clear that the "FIGHT" and "FLEE" will disappear temporarily and will reappear once the damage interaction is complete.

This piece of concept art also outlines how the Hp display looks. The shaded portion is the health lost, while the clear portion is health left over. This "Hp Bar" will change in accordance with the total Hp the Player could have and the current Hp they have. A close-up of this display is on the concept art, but that zoom in is not an actual display on the game screen. This will be achieved by drawing 2 rectangles on top of each other, with one rectangle shrinking as damage is taken which revealed the other rectangle underneath.

Necessary Assets:

Enemy Sprite Sheet, Enemy Sounds, Sprite for "FIGHT" "BLOCK" and "FLEE", Animations for Enemy (using Sprite Sheet), animation for damage taken on health icon and "battle bar", icons for health Str and Def, Background texture, background music, icons for rock paper and scissors, sprites that appear for using a rock paper or scissors attack.

Necessary Mechanics:

Mouse pointer location, mouse clicks, sprites and textures, text, enemy class, player class, Attack class, animation for damage, for enemy, for attacks, Str Def and Hp variables, randomly generated stats for each enemy, damage calculation, random chance to hit, drawing an outline over a button when it is hovered over by the mouse, text to appear describing