

# SAVE the DINO

The game

<https://terithedesigner.dk/save-the-dino/index.html>

Paper prototype

<https://youtu.be/0NvCLQdmlK8>

Asset list

<https://terithedesigner.dk/save-the-dino/assets.html>

Terezia Hrdlovicova



The goal of the game is to collect 30 balloons in 1 minute to help little Dino escape the Earth and fly to search for a new home. One must be careful not to hit the falling asteroids, because for each hit they lose 1/3 lives.

# SAVE the DINO



I heard there is an asteroid flying towards the Earth. Please help me to collect enough balloons so I can fly to a new planet.





# HOW TO PLAY

You have a time of 1 minute to catch 30 balloons



while asteroids fall down



and destroy the Earth. Be careful not to hit  
the asteroids, for each hit you lose a life.

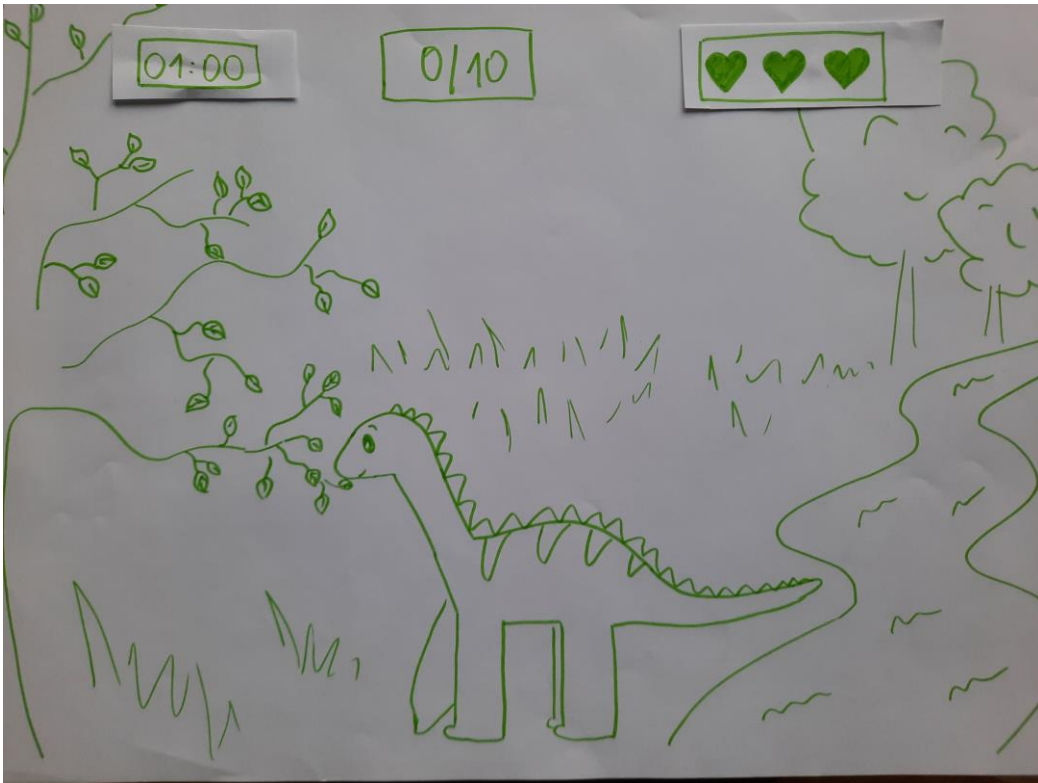


Are you ready to save the Dino?



# Game Background

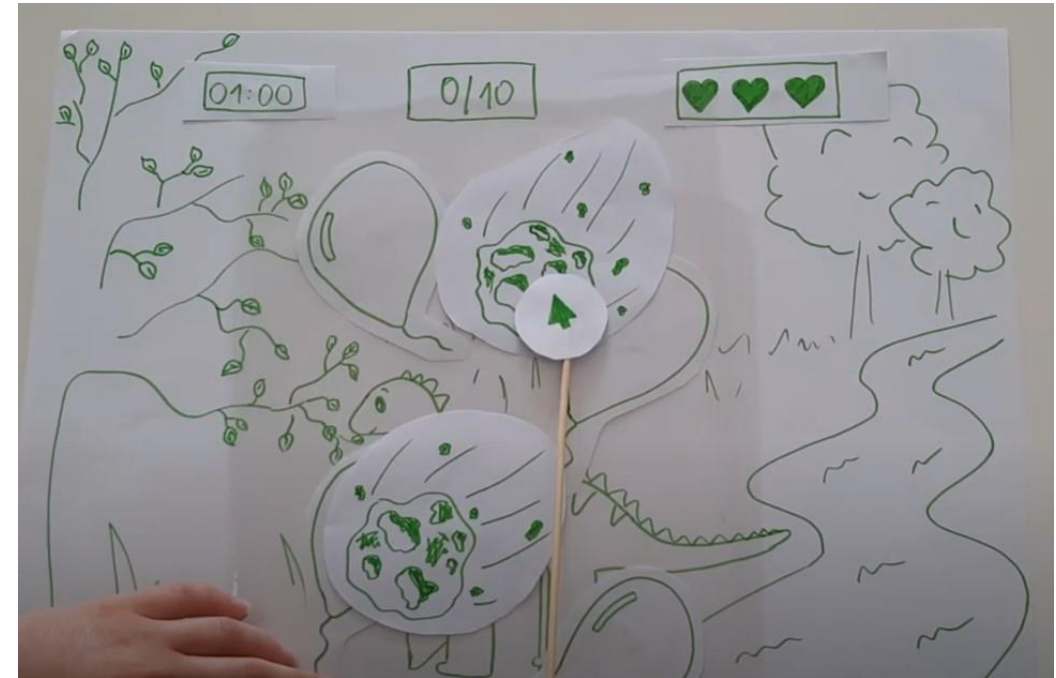
The game is set in a jungle with many trees and plants in the foreground. To create depth, the mountains in the background have light green colour which creates contrast with the dark purple in the foreground.





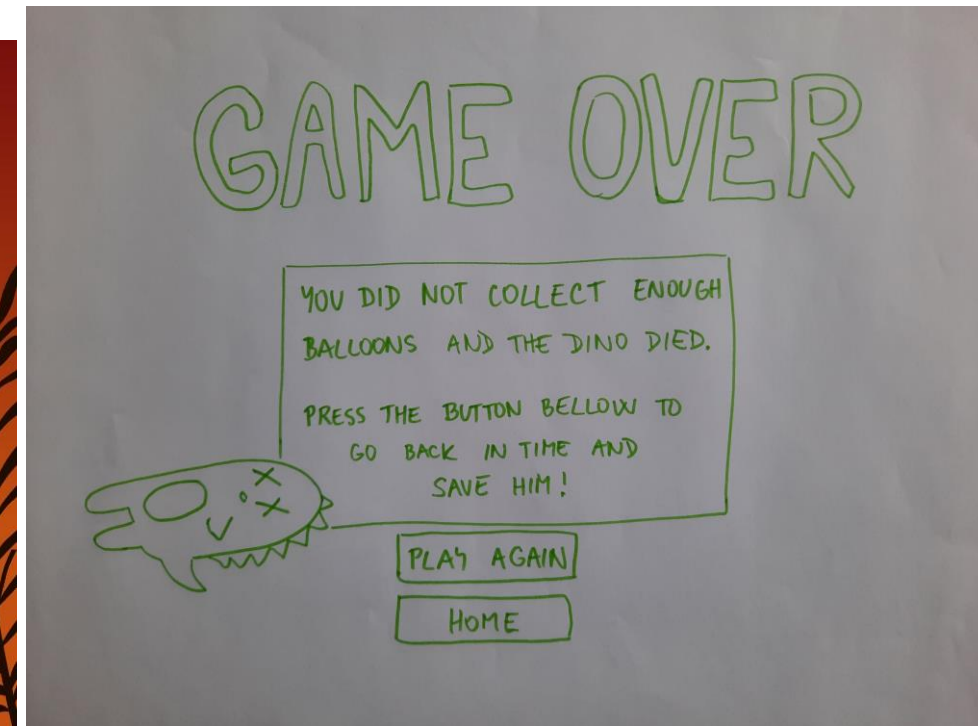
# Game Play

The balloons appearing on the screen have bright colours so they stand out and are easy to click on. The buttons are bright yellow to create contrast with the background.

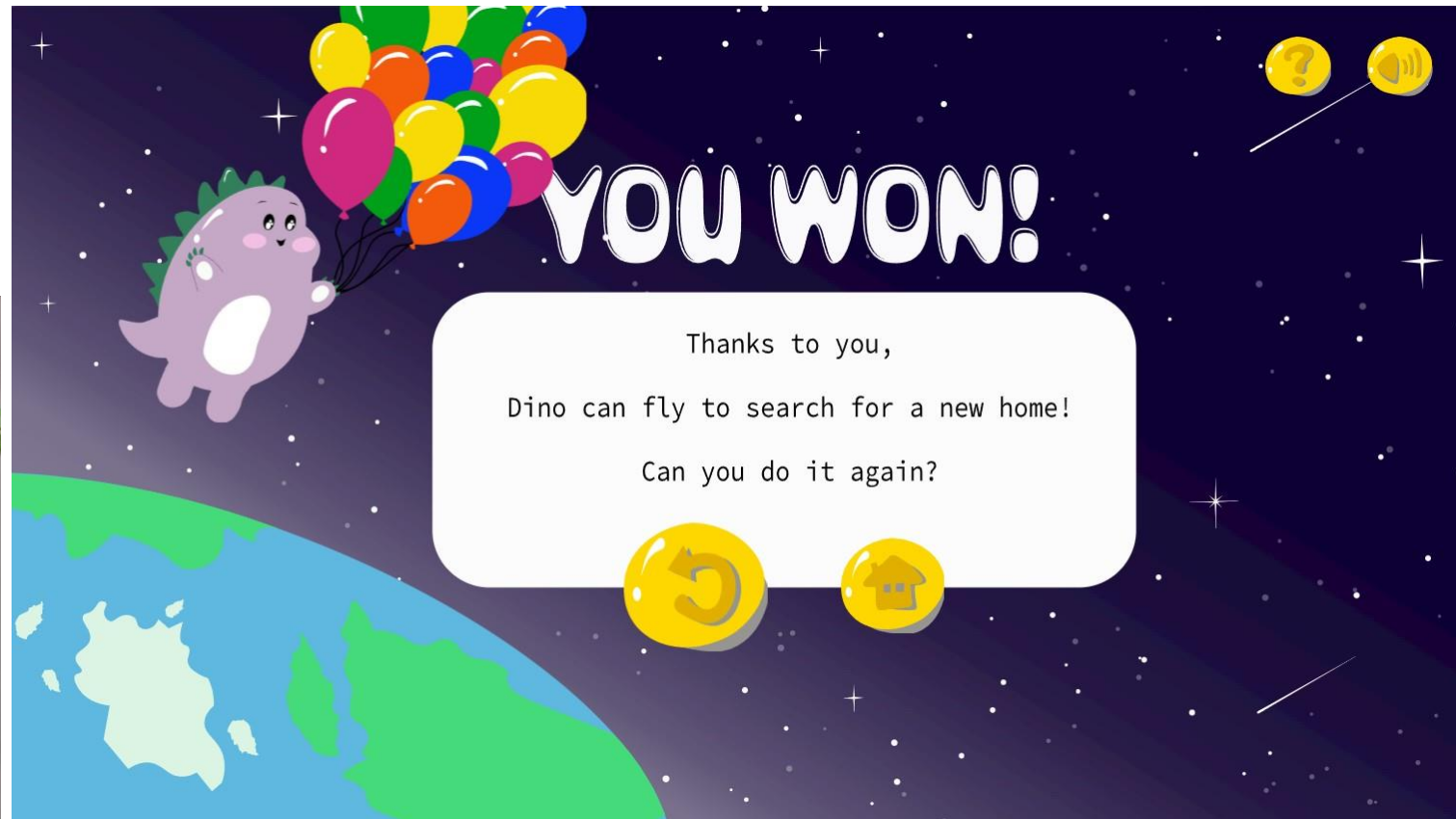
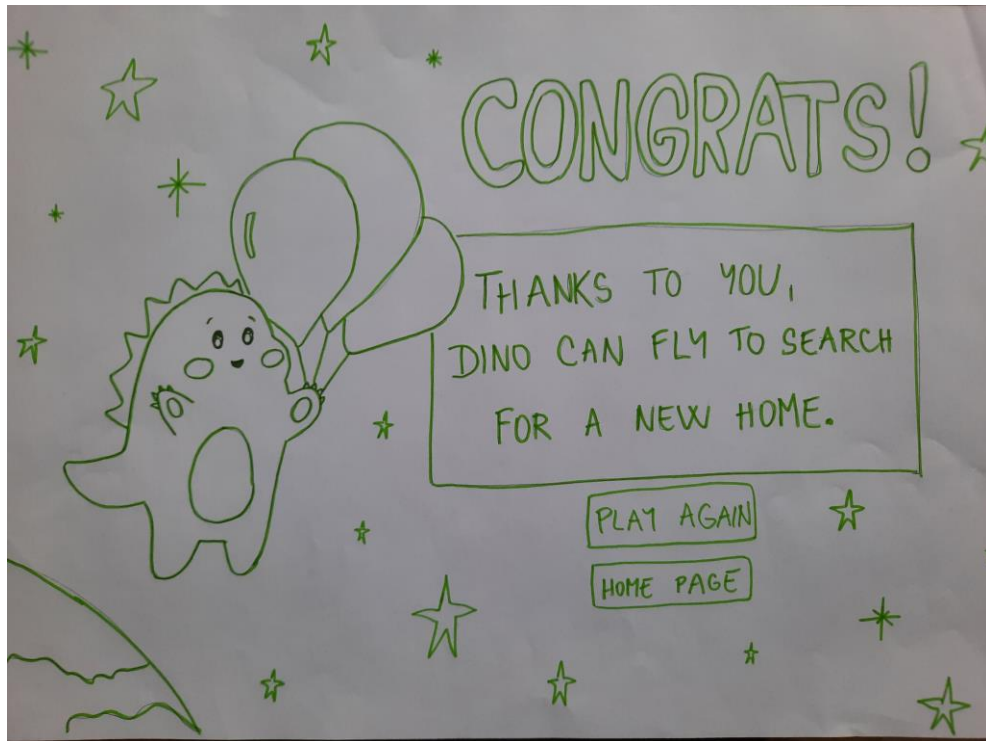


# Game Over

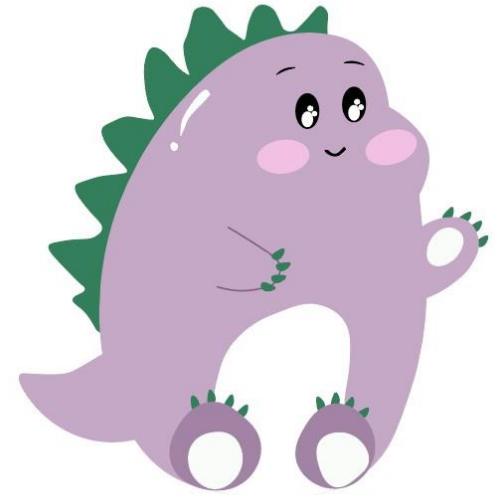
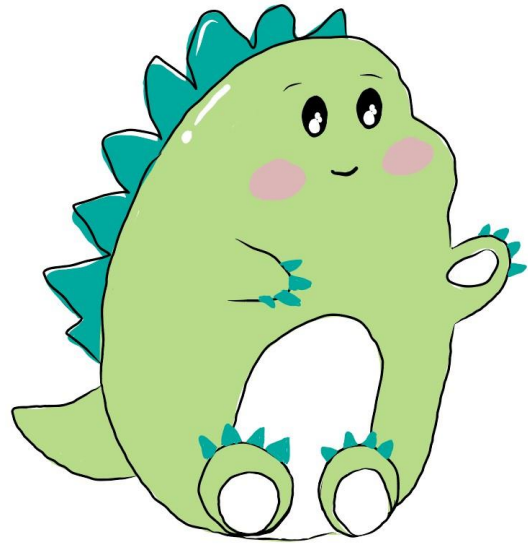
Even though the game has a friendly and positive atmosphere, I really wanted to create an apocalyptic background for the losing screen. It should make the player feel sad they could not save the Dino and want to try again.



# Winning Screen







Character Design



## EXAMPLE OF TITLE

Font : Bubblegum Pop  
Color : # 56134E

### BUTTONS

Colors : # E0AF00 , # FFD700 , # 969592



### SHAPES



## GAME SCREEN



#260724



#591555



#EFDCF0



#C5CD84

## GAME OVER



#C45112



#EDA43B



#8C1A0F



#260F02

## YOU WON !



#0D0035



#5FB6D9

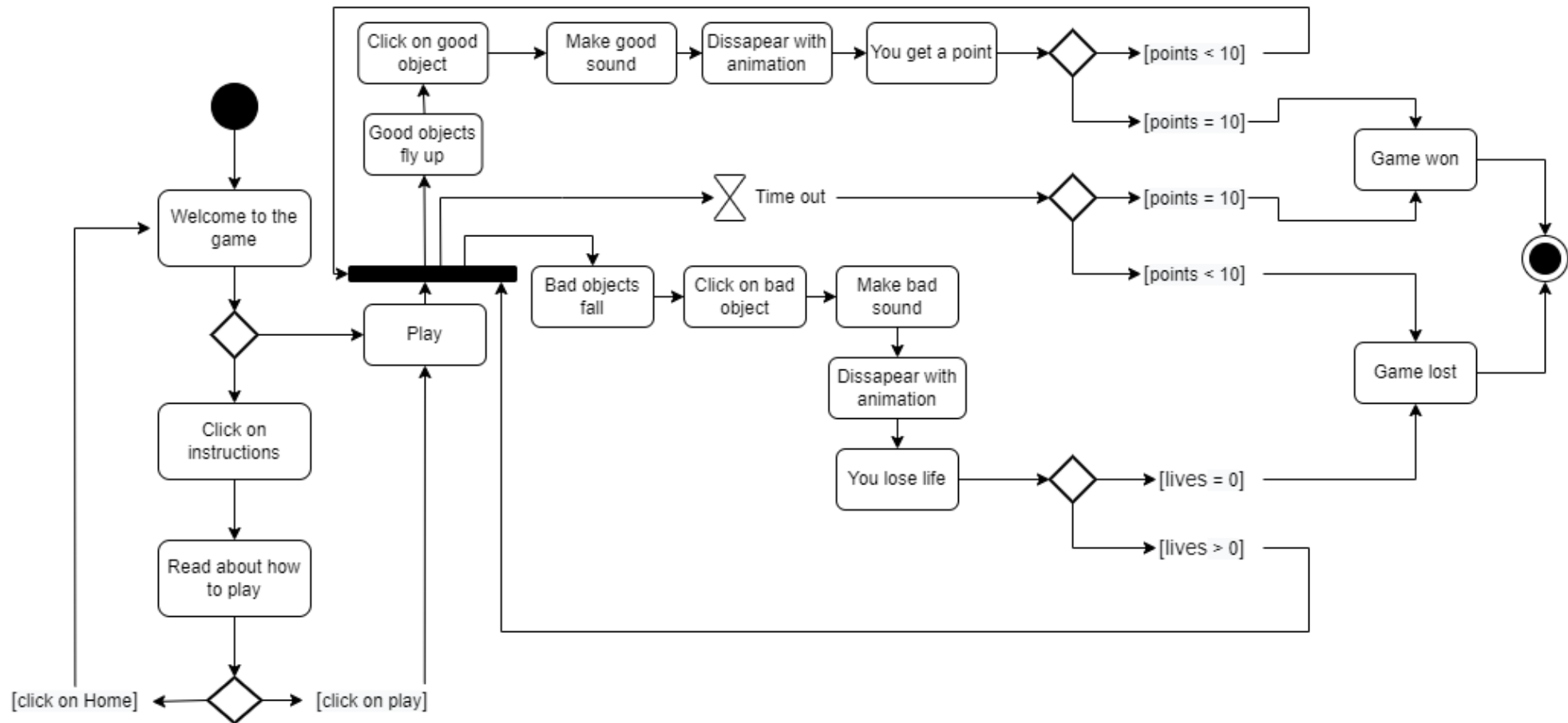


#48D97A

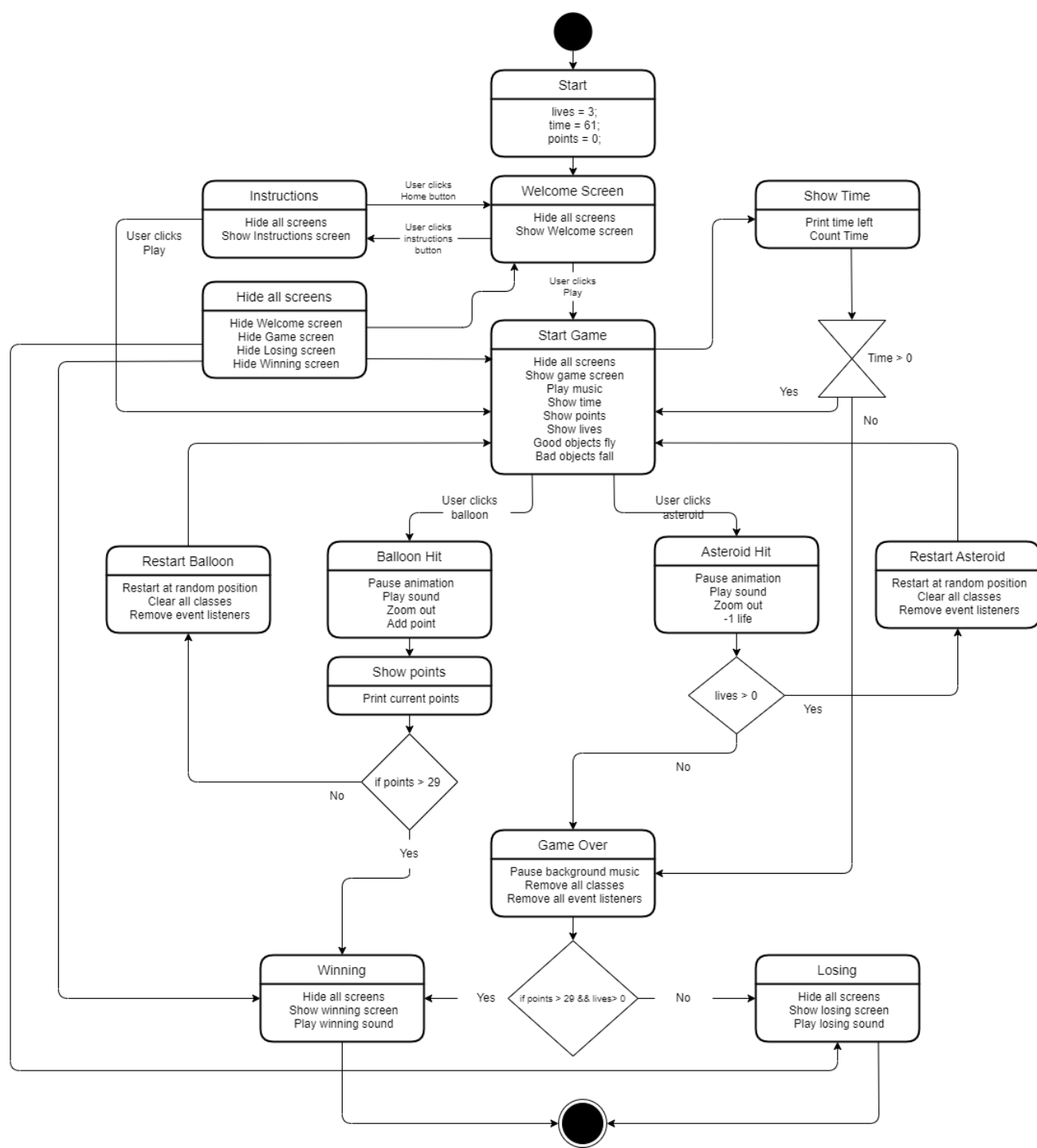


#F2CB07

# Activity Diagram



# State Machine Diagram





# Log Entries

## 17.4. Sunday

The Easter Holiday is over and I spent it improving my Illustrator skills and making graphics for the game. Some of the svgs have black objects when I export them, I really cannot figure out what I am doing wrong. I think I will just leave it for now and enjoy the last free day.

## 30.4. Saturday

I spent the last few days coding and I think I am starting to enjoy it. At first I was very frustrated with the amount of information but I am starting to understand how it is all connected. I am super proud of myself for not giving up until I find the bug and fix it. I also decided to add some extra animations on my Welcome screen and Game over screen, to make it more appealing and exciting to play.

## 3.5. Tuesday

Today I finished my game and I was so excited. Unfortunately, when I uploaded the game online the lives are not showing and neither some buttons. I tried to change the names of the files and upload them again as well as exporting them from illustrator with a different name. I have no idea what the problem is but hopefully someone will help me tomorrow.

## 4.5. Wednesday

Today was great. We played our games in the class and I am still amazed with the talent of each of my classmates. Everyone is so original and has completely different style. After the school we went to celebrate with a few drinks and enjoy the sun outside.