

DANIEL GAMES CORPORATION



Big Fish Game

CreateJS web game

Version 2.0

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Table of Contents

Version History	3
Game Design	4
I. Game Overview	4
II. Detailed Game Description.....	4
III. Controls.....	5
IV. Interface Sketch.....	5
V. Screen Descriptions.....	7
VI. Characters / Vehicles.....	10
VII. Enemies.....	10
VIII. Scoring.....	10
IX. Sound Index.....	11
X. Art / Multimedia Index.....	11

Version History

- Version 1.0: mailPilot template game; this is the start-up project template we use.
<https://github.com/tsiliopoulos/mailPilot-v11>
- Version 2.0: Big Fish web game; this is the current game version.
<https://github.com/yanzhe19/COMP-397-Assignment3>

The following diagram shows the version control using GitHub.

Commits on Mar 19, 2015	
 all internal doc finished yanzhe19 authored 16 hours ago	 440556a 
 enable multiple small fish and improved game logic yanzhe19 authored 17 hours ago	 f24d2cf 
 All program header added yanzhe19 authored a day ago	 481ca44 
Commits on Mar 17, 2015	
 unnecessary file deleted yanzhe19 authored 3 days ago	 2626db1 
 sound effects modified yanzhe19 authored 3 days ago	 773ddd1 
 project structure modified and minor function change yanzhe19 authored 3 days ago	 d0d4728 
Commits on Mar 16, 2015	
 objects name changed and fish, smallFish variable minor change yanzhe19 authored 4 days ago	 1d4844a 
 atlas sprite changed yanzhe19 authored 4 days ago	 b4d7a73 
 background and fish, submarine graphic changed yanzhe19 authored 4 days ago	 a81e3df 
 changed instruction text and font yanzhe19 authored 4 days ago	 7014b3d 
 background image and orientation changed yanzhe19 authored 5 days ago	 fa607d2 
Commits on Mar 9, 2015	
 yanzhe19 authored 5 days ago	

Game Design

I. Game Overview

This game is a side scroller game. The game screen move from right to left.

Enemy and bonus item also move from right to left with predefined or random speed. What player can do is escape enemy and get as much points as possible.

II. Detailed Game Description

There are four state in this game, menu, instruction, play and game over state. In the very beginning, when player start the game, they are in the initial state which is menu. The menu state basically give player two options, one is go to instruction, and another one is directly play the game. In the instruction state, there are some guide about how to play the game. There are also two buttons in instruction page which is go back to menu and play the game.

After player choose to play the game, they will enter the play state. This is the main play state of this game. Player use mouse to control the player avatar which is a big fish. Player has three life in total. Each time player's avatar (The big fish) collide with enemy (submarine), they will lose one life. And each time Big Fish eat the bonus item (small fish), they will get 100 points for their score. The position of player's avatar (big fish) is controlled by player's mouse. The initial position and speed of small fish and submarine is randomly generated with predefined range to make the game more fun to play. The number of submarine limited to 3 and small fish is 2 to make not make it too difficult for player to get points.

If player loss all three lives they have, they will move to the game over state. The game over state will display the score player got and also a player again and

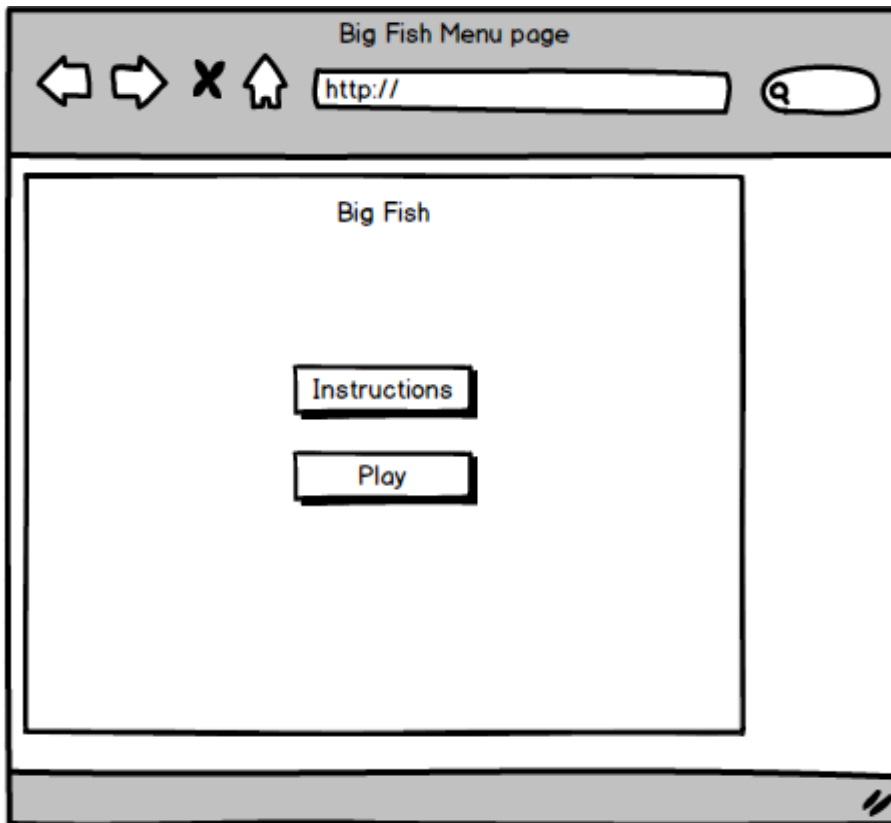
back to menu button. Player can click those two buttons to go to corresponding state

III. Controls

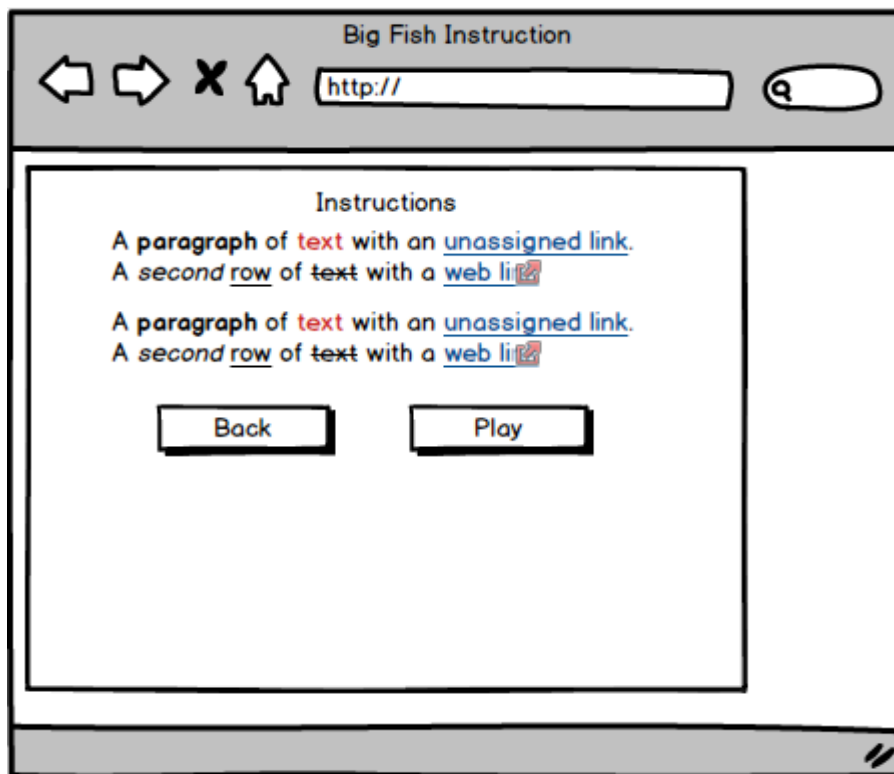
Player use mouse to move player's avatar.

IV. Interface Sketch

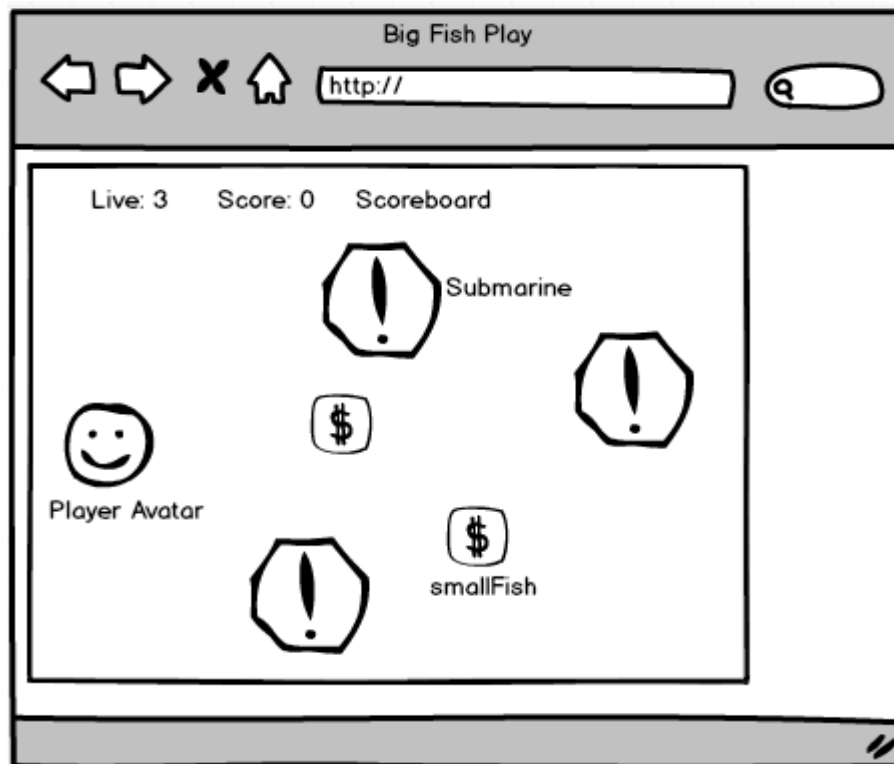
The Menu state wireframe:



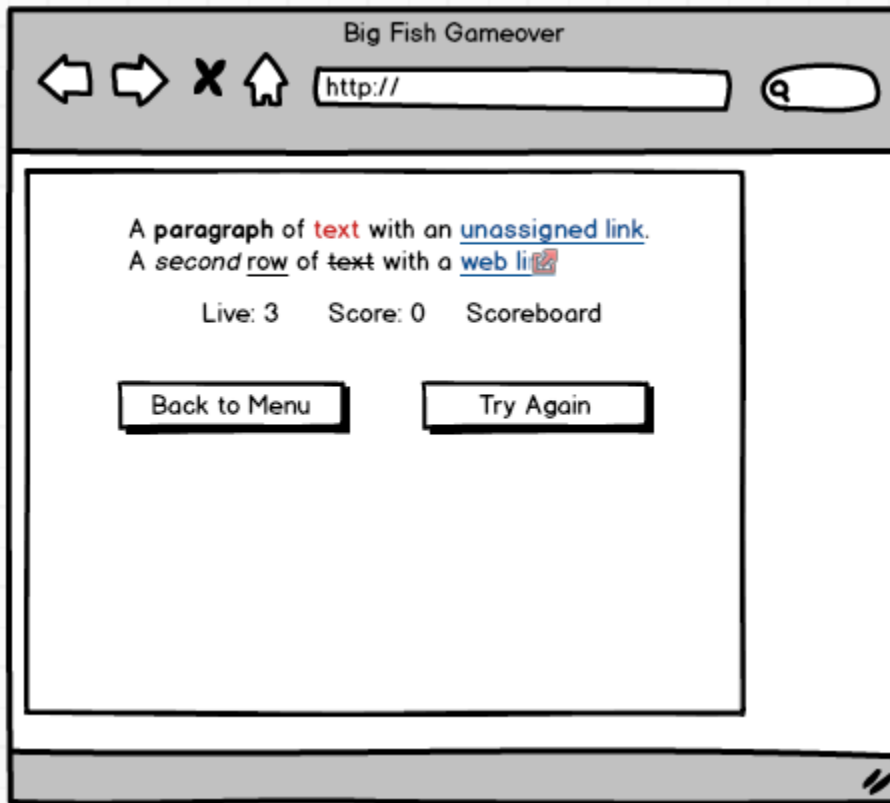
The Instruction state wireframe:



The play state wireframe:



The game over state wireframe:

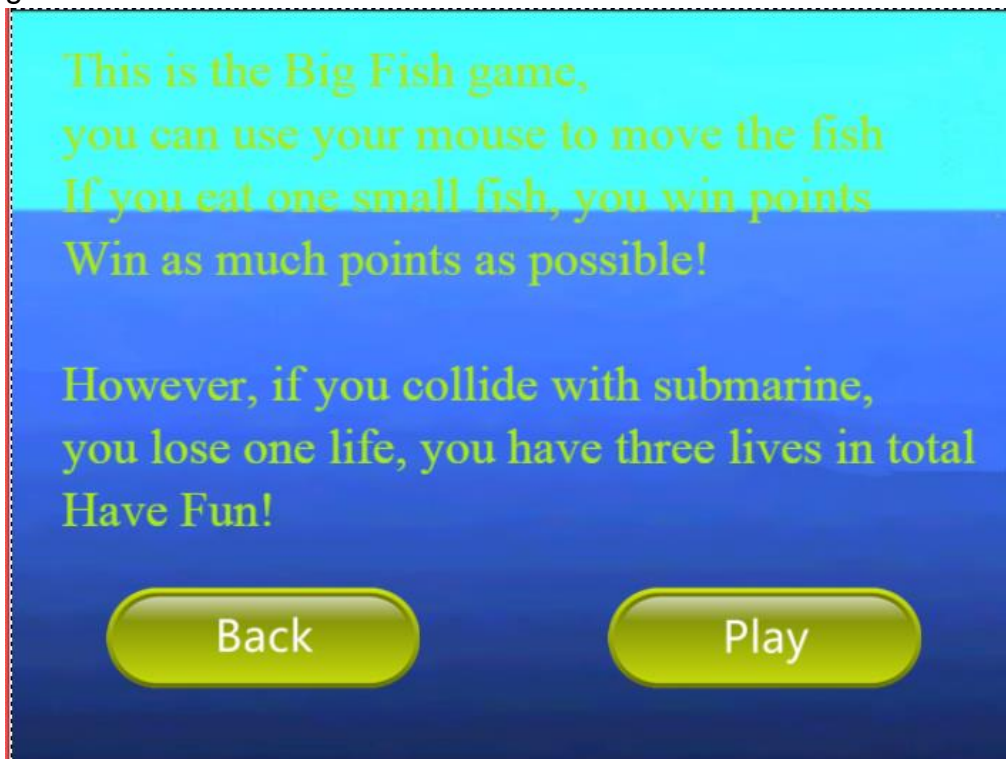


V. Screen Descriptions

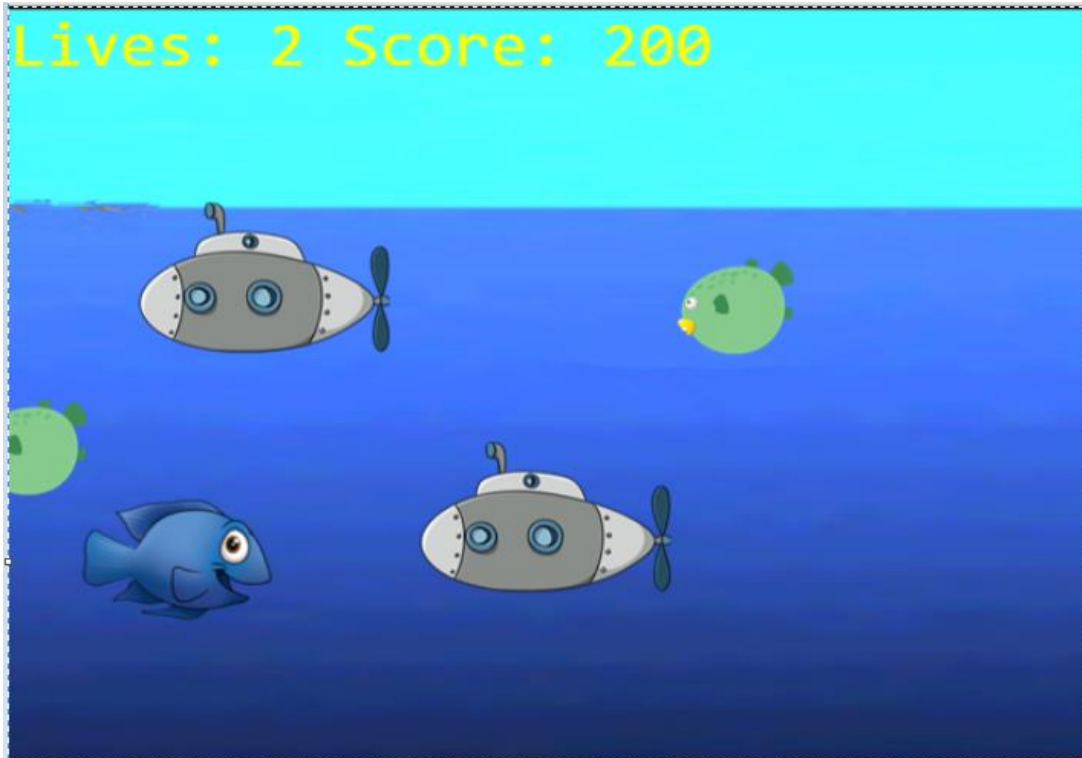
This screen shows the game start menu screen, as you can see from the screenshot, it has a label says the name of game "Big Fish". And two buttons which is instruction and play button.



This screen shows the instruction screen of the game. The instruction displayed in the screen and player can select either go back to menu screen or play the game after read instructions.



This screen shows the actual play screen, player move mouse to control the position of big fish, escape submarine and eat as much small fish as possible.



This is the game over screen, it shows score player got and has two buttons for player to click, either go back to menu screen or play again.



VI. Characters / Vehicles

The player's avatar is a big fish. Big fish supposed to eat small fishes to gain points and avoid to collide with submarine which cause lose life. Player use mouse to control the position of the big fish.

VII. Enemies

The enemies are submarines in this game. The x positions of submarines are set to the right side margin of the canvas of game. And the y positions of submarines are randomly generated between ranges 100 and bottom of canvas.

The x and y speed of submarines are also randomly generated to make the game more challenge for player to play. There are three submarines in total, if big fish (player avatar) collide with any submarine, the submarine will disappear and be reset. If submarine just move to the left side of game canvas, it will also disappear and be reset.

VIII. Scoring





If player avatar (big fish) collide with small fish, he/she will gain 100 point each time. The score will not be decreased. And the current score and life number will be displayed in the play screen.

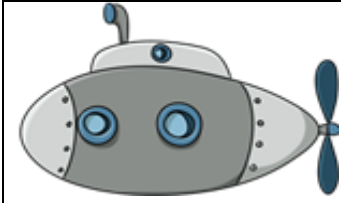
For the life of player, initially player has three lives and each time big fish collide with submarine will lose one life. If all three lives lost, the game will be over and the current score will be the final score player got. And the final score will be displayed in the game over screen.

IX. Sound Index

Sound Clip	Usage
explosion.wav	When big fish collide with submarine
ocean.mp3	The background ocean sound
pickup.wav	When big fish collide with small fish (gain points)

X. Art / Multimedia Index

Image Thumbnails	Usage
	atlas.png , The sprite sheet file, contains all buttons, big/small fish and submarine file
	fish.png, The big fish image file
	sea.jpg, The sea background image file
	smallFish.png, The small fish image file



submarine.png, The submarine
image file