CMPS160 Final Project Design Document

Our Game

Our goal is to make an arcade-style game that asks users to click on a shape that will be falling from the top of the screen to the bottom. If the user clicks the correct shape, they will gain points. Once the correct shape is clicked, a new shape is given to the user to click and will fall from the top of the screen. Every time the user misses the shape or clicks on something else, they gain a strike. Three strikes and the game is over, the current score being the final score. The goal is for the user to have fun and play the game in a visually appealing screen.

How to Play

In the bottom right of the canvas, there will be a box that holds some colored shape (green square, purple triangle, etc.). This shape corresponds to one of the many shapes falling from the top of the screen to the bottom. The user interacts with the shapes by clicking on them. The goal is for the user to click on the shape as it falls. If they miss the shape, they lose a life (one of the little heart icons from most classic video games) that will be displayed on the right side of the screen. If the user clicks the correct shape, they will gain some amount of points, displayed above the life counter. Regardless of whether the correct shape is clicked, once a click occurs, the shape in the box in the bottom right will change, and the user will need to click a new shape to gain points. We will also include a reset button at the top of the right side.

How our World Will Look

We want our game to feel like an 80s arcade game (more cartoon-y than realistic). It will have a bright yellow frame that can be modified and lots of random colors for the different shapes. Each color “theme” will have two main colors, which are complementary to each other.

Visual Effects
1. Fire effect for end of game (Done by Charishma)
2. Rainbow effect when you lose (Done by Rafi)
3. Sparkle effect for when shape reaches bottom of canvas (Done by Rafi)
4. Color picking for background (Done by Adithya)
5. Object clicking detection (Done by Adithya)
6. HUD displaying speed (Done by Charishma)

Images
You Lose