

Design Document: Kitty Blossom

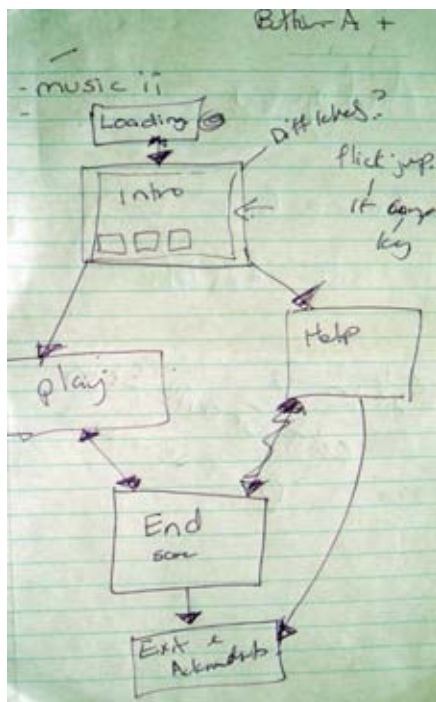
GAME SYNOPSIS

Guide the kitten to collect as many blossoms as possible, avoiding the falling snowflakes.

GAME OVERVIEW

Using the wiimote, the player (represented as a ball of yarn) leads a kitty through falling snowflakes, to gather cherry blossoms and gain a high score. The kitten has 9 lives, and loses one every-time it is hit by a snowflake.

GAMEPLAY BREAKDOWN



Early concept of Gameplay

Since play all takes place on one static screen, progression is relatively simple:

A loading screen leads to the menu screen, where the player can chose to begin play or to see an instructions or help page. From the help page the player has the option to return to the main menu and begin play, or to end the game.

From the actual play screen, the player will aim to collect the maximum amount of blossoms they can before their 9 lives have run out. When this occurs, the player reaches an end screen, where their score is displayed and they are given the option to either play again, or to quit. Upon quitting, they are presented with a small credits page.

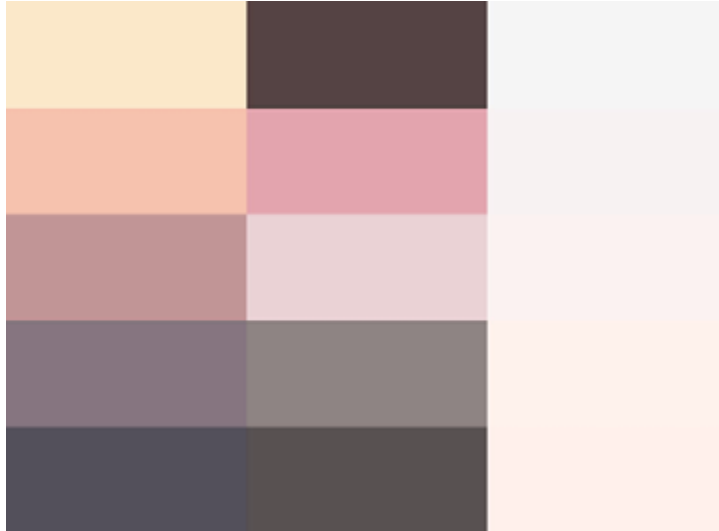
CONTROLLER SCHEME

The wiimote's x and y position is mirrored on the screen by the yarn ball, which the cat will run to, allowing the player to direct its movement.



Art Direction

The art for the game was intended to make the player feel comfortable, and to evoke a soft story-book feel. Therefore, all images had to be illustrative and gentle, and have a slightly Japanese influence.



We used a strict colour palette to help bring all the art together, and to create a sense of cohesion between the play screen and the various menu screens.

Music and Sound effects

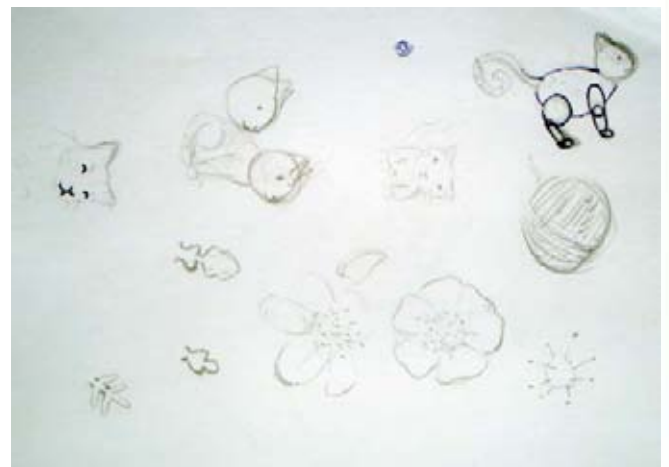
The background music for the game was to be soft and relaxing, with an Asian edge to it. We chose a traditional piece of Japanese music which has a shakuhachi and koto in it, and fits the gentle and flowing mood of the game.

Like the music, the sound effects had to be suitably gentle, while being clear and easy to identify, so we used a chime/shimmer sound.

Concepts and Final Artwork

KITTY

Small, sweet and soft looking, the kitten is the main source of 'cuteness' in the game. Therefore, it had to look gentle while being able to be animated in a smooth way. Originally the kitty was created with separate limbs, which were then to be animated via a tween in flash, however this proved to look messy and clunky. Instead, it was decided the kitten would be hand animated, with a 12 frame run cycle.



Early graphical concept with separate limbs



Final kitten graphic



CURSER

The chosen curser for the game was a ball of yarn, which had to be easily identifiable against the background.

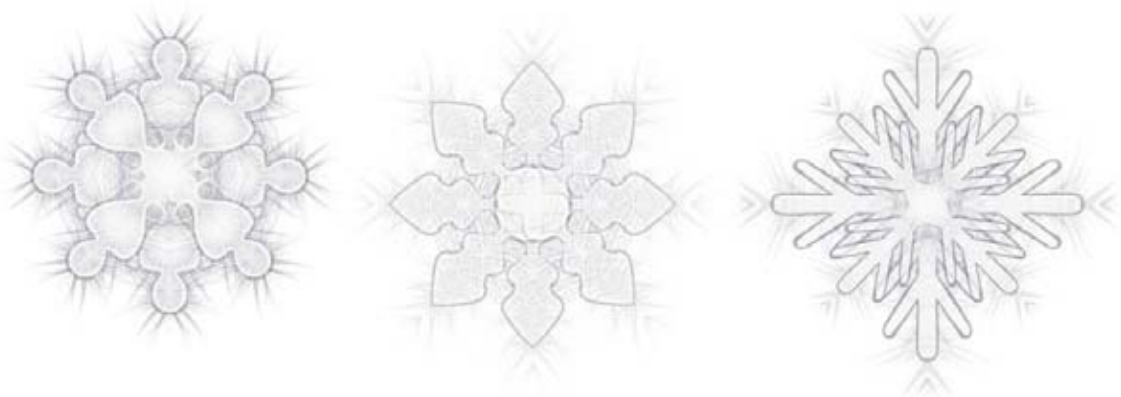


BLOSSOMS

The blossoms, which act as the main goal for the player, had to be pretty and also easy to see against a pale background. To aid in this, a yellow glow was added behind the graphic to help them 'pop'.

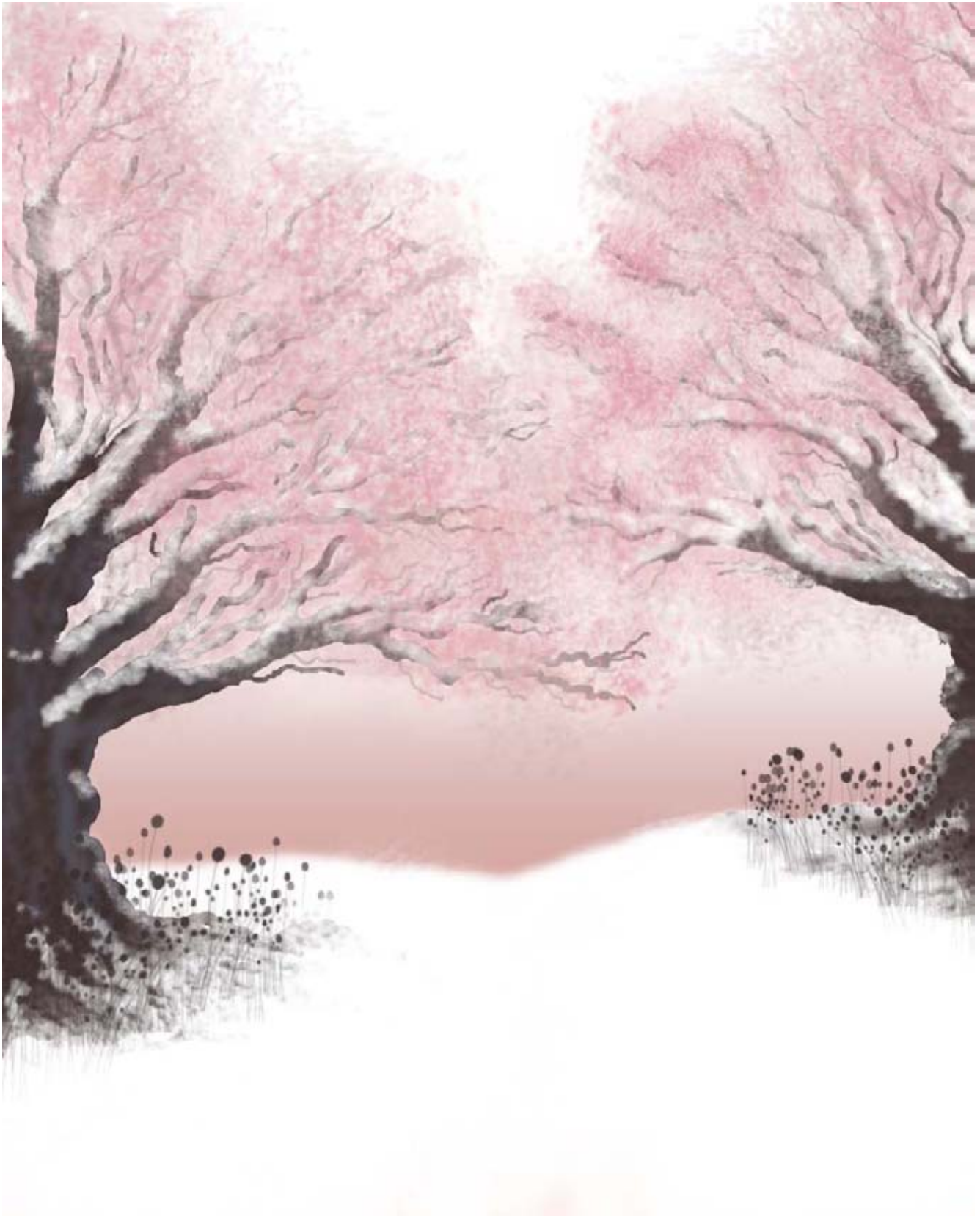
SNOWFLAKES

Like the blossoms, the snow flakes had to be clear, attractive and unique in appearance.



BACKGROUND

Probably the most important asset is the background, which sets the scene for the game. It had to be attractive, work within our colour palette and provide a visually appealing playing field. It is also the binding agent that brought all of our assets together visually.

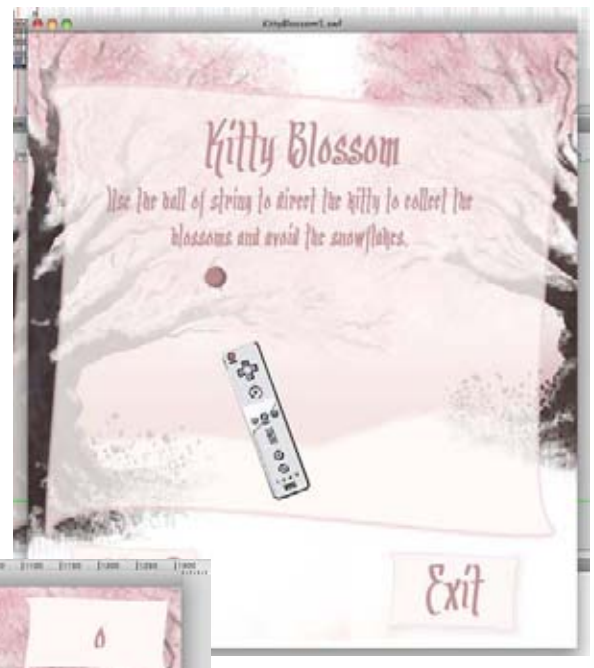


SCREEN CONCEPTS

A minimalist play screen was desired, with only the necessary information to be displayed. This would allow the player to easily see the falling blossoms and snowflakes, and be able to navigate without having a HUD display in the way.



Concept Sketch



Production Timeline

First Week:	-Concepts: art and gameplay
Second Week:	-Base Code -Art assets
Third week:	-Finalising code -Music and sound effects
Fourth week:	-Debugging -Design Document

Credits

Holly Hocks (s3199056)	-Art assets -Music -Some sound effects -Design Document
Anna Tito (s3195610)	-Coding -Background image -Some sound effects