

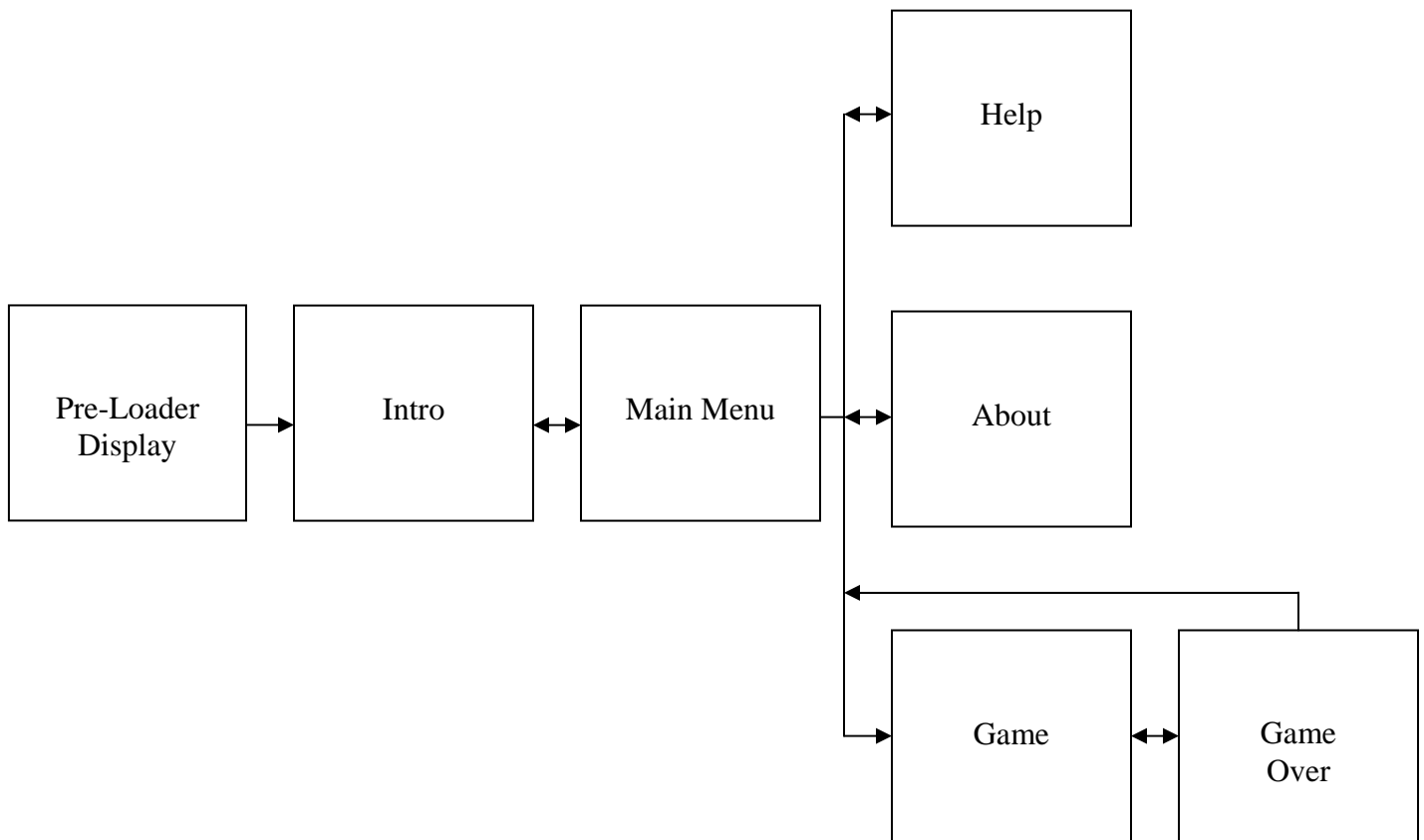
**Assignment 2**  
PRO608 Multimedia Authoring  
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## Description –

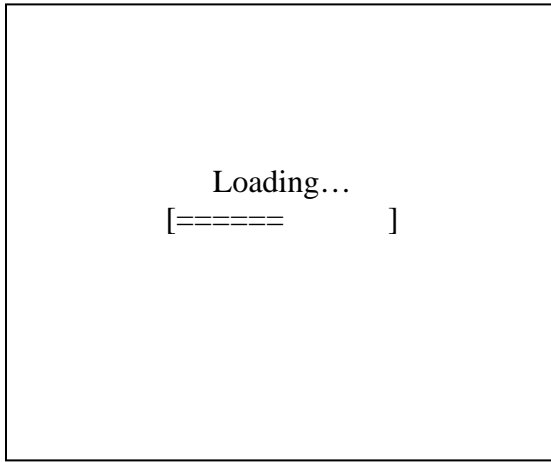
The game that I am designing is a timed shooting game in which the user controls a target with a keyboard or mouse and uses the left mouse button or space bar to shoot approaching mites. The game is timed (3 minutes) and points are accrued for every mite destroyed. As well, as the game progresses, the mites approach at a faster rate. The further away (smaller) the mites are, more points are accrued. For each mite that makes it passed the user, points are taken away. If the user has less than zero points before the 3 minutes are up, the game ends.

The game is loaded entirely before any play. This occurs because elements in the introductory sequence are also used in the game itself. The introduction contains a story to go along with the game and can be skipped by the user. The story in the introduction describes the user's mission and a background the mites (invaders from a wormhole). After the game is over a summary of the mission outcome is displayed including points scored. See the following section for a complete dialogue tree of the game.

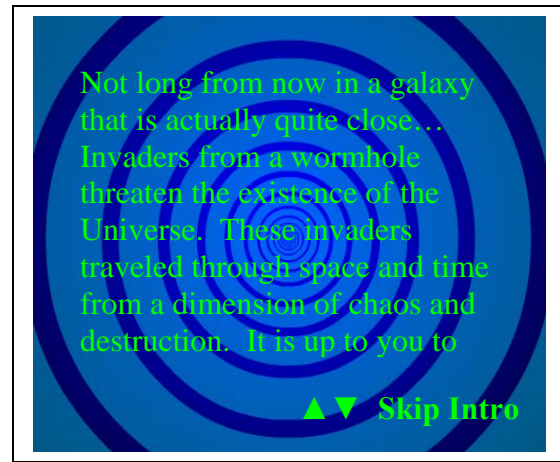
## Dialogue Tree –



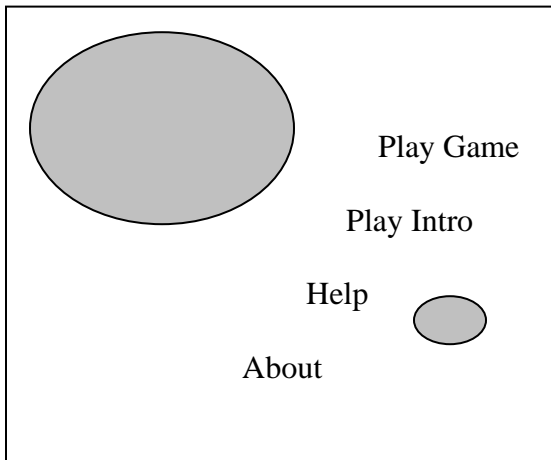
## Story Board –



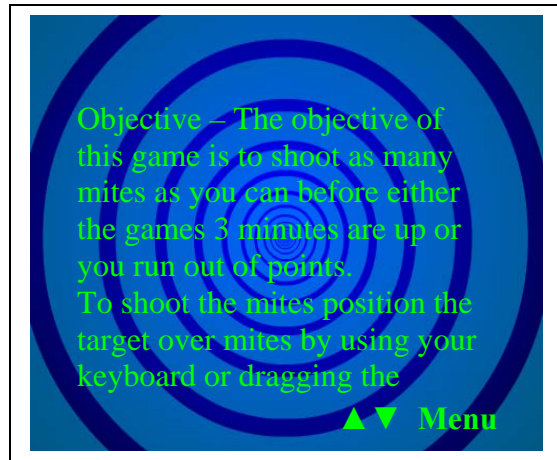
Pre-Loader – This screen contains the text “Loading...” and a status bar indicating the percentage of the game that has loaded.



Intro – This screen contains a “wormhole” graphical background (same background as the game) and scrolling text describing the story. The screen also contains arrows for scrolling through the text and a link button “Skip Intro” which takes you to the menu.



Main Menu – The main menu contains graphic objects of mites and link-buttons to “Play Game”, “Play Intro”, “Help”, and “About”.

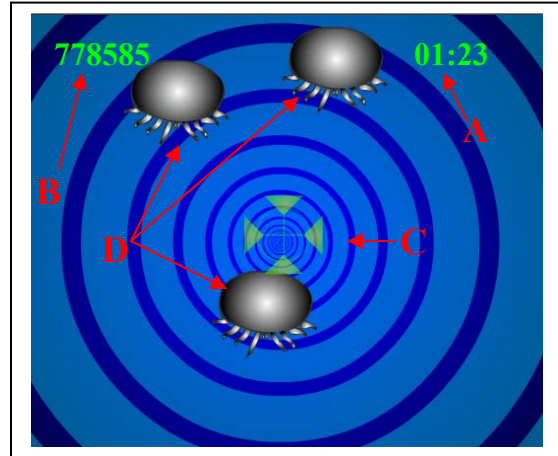


Help – The help screen contains the wormhole background, text describing the operation of the game, the rules of play, arrows for scrolling through the text and a link-button back to the Menu.

Story Board (continued) –



About – The about screen has text telling a little bit about who made the game, what software tools were used, and why the game was created. The screen again contains the wormhole background and a link button back to the menu.



Game – This screen contains the actual game and game elements including:

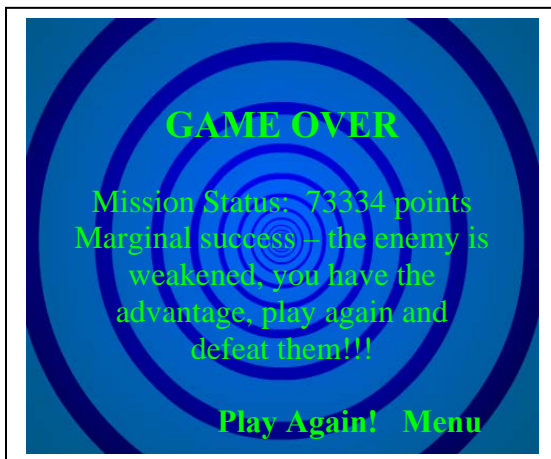
Background – Wormhole (again).

A) Timer – Shows time remaining in game.

B) Score – Shows current score.

C) Target – User positions target to shoot.

D) Mites – The enemy!



Game Over – This screen contains a message regarding the number of points obtained in the game, the wormhole background as well as links to “Play Again!”, and the “Menu”.