

Camouflage

Changelog 23-6-2015

updated documentation items to reflect new decisions and current workings in the game

- The branch no longer shows the example colors and is replaced by another chameleon.
- Also the bird is no longer part of the game. (might be for later version)
- When hitting a bad object, the tongue is retracted and the colors are added to the chameleon. If they are incorrect the level is reset instantly. (this goes for objects but also when hitting the own tongue)

Summary

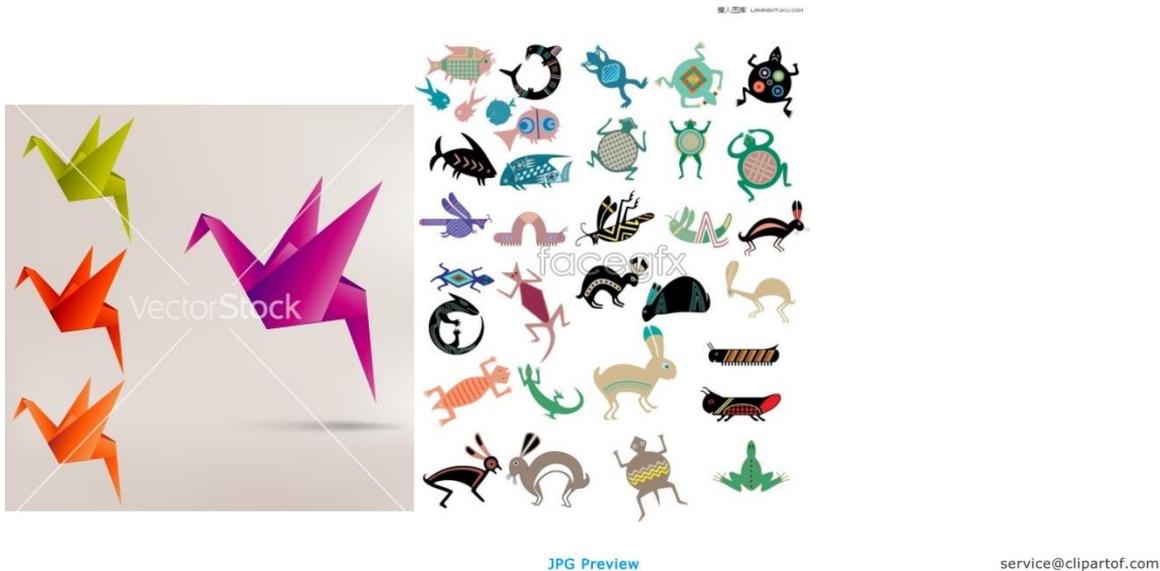
camouflage is a mobile puzzle game that requires the player to recreate the given example color and pattern by combining the different colors and patterns on screen. This is done by tracing a path from color node to color node without crossing back over the existing path and while avoiding other obstacles.

Graphical layer

The player will control the tongue of a chameleon to catch the colored flies. He has to match the color and pattern of the example chameleon.

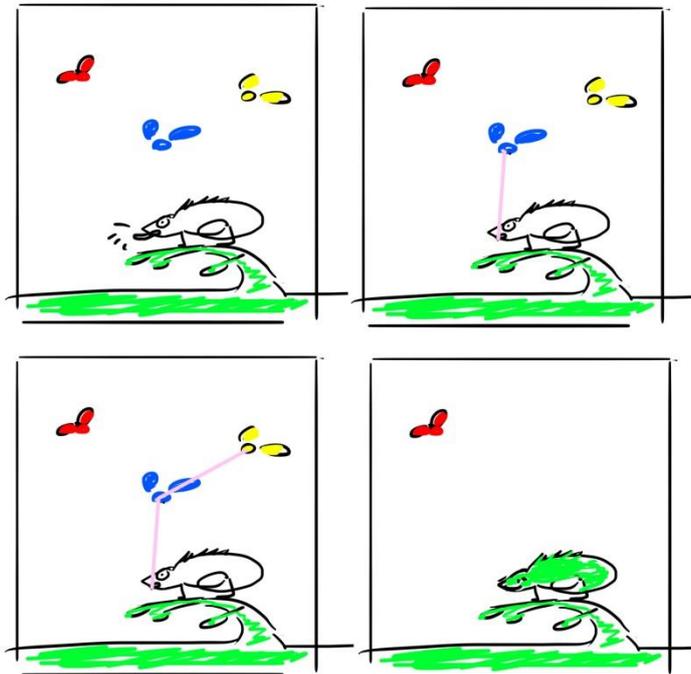
The graphical style should be slightly abstract, to empathize the colors and patterns. While keeping the playfulness of the animals. (an abstract angular tongue is easier to create code-wise also ;) think of the pen tool in photoshop)

It is also important to note that the game will be designed to be played in portrait mode.



Chore gameplay

- Click and drag, click on the chameleon to drag out its tongue.
- The tongue can only be dragged in a straight line. It does not bend.
- When the tongue lands on an insect it will use this point as an anchor point. The tongue can then be dragged (in a straight line) to a different location on screen, creating a corner in the tongue shape.
- When the screen/button is released the tongue will retract itself back to the chameleon, deleting the hit bugs.
- The bug colors are then combined and grant the chameleon its new color.
- When the color matches the example color the level is completed. If the chameleon color does not match the example color, the level is reset.
- The tongue is not able to pass through solid obstacles (rocks etc) or overlap itself.



Game elements

Chameleon

The chameleon is a static object, it does not move itself. It will always start in a solid color and will only show a different color/pattern when the tongue is retracted and there are insects attached to it.

Chameleon summary:

- Static + solid object, may have a different position on screen in different levels
- Can not be interacted with

- Solid color at start of level
- New color/pattern when tongue is released (combined from the picked up insects)

Chameleon tongue

This is what is actually controlled by the player. The player starts to control it by click and dragging it from the chameleon mouth. It can then be used to pick up insects by dragging over them.

The tongue is always drawn in a straight line and only makes a corner when an insect is picked up or another anchor is hit.

(would be nice)

The tongue changes color from one anchor point to the next, giving the player an idea of what the combined color/patterns would look like. (This could also be displayed by the chameleon instead if the feature proves too difficult to implement.)

Tongue summary:

- When clicked by the player:
 - o Animate to indicate being clicked
 - o Sound effect
 - o Start level timer
- Can be dragged in straight lines until encountering an insect/obstacle/ wall
- Uses touched insects as anchor points
- Can't cross over itself
- Is retracted when released

Other chameleon/color example (used to be a branch)

This is a static item that is always visible on screen, it shows the color& pattern that must be achieved to complete the level. This object is not a physical part of the games environment and can't be interacted with. The tongue has no collision with this object.

Example summary:

- Static object
- Not solid, no collision with the tongue
- Shows the color that the player/chameleon must become
- Different color each level.
- Graphic note: must clearly depict its color/pattern to avoid confusing the player.

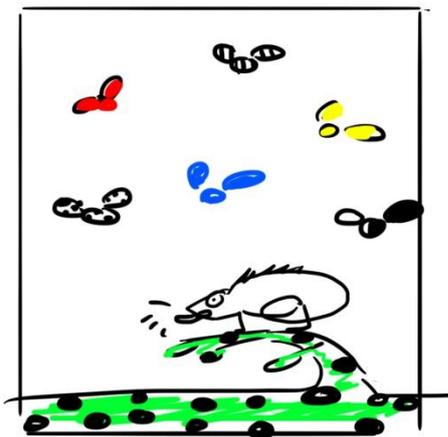
Collectables/insects

There are 2 different types of insects, both are static on screen. When the chameleon tongue touches these insects they will make a sound and show a small animation to indicate they've been hit, but remain visible and function as an anchor point for the tongue. When the tongue is retracted the insect will disappear.

The types of insects are:

- color insects
- pattern insects

it is important that both types of insects show their color/ pattern clearly so the player has no doubt about what color/pattern the insects represents.



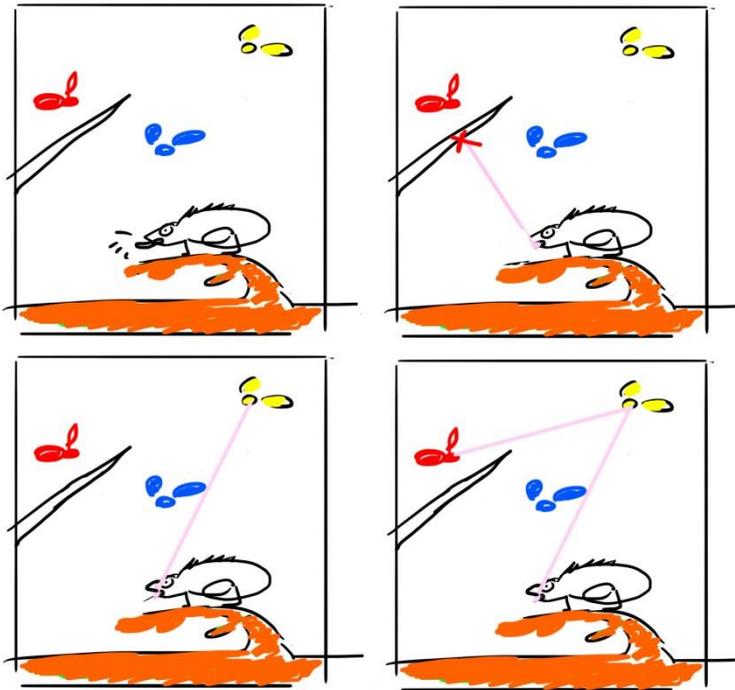
Insect summary:

- static on screen
- made up of a solid and clear color or a clear pattern
- when touched by tongue:
 - o animate to indicate hit
 - o positive sound
 - o tongue uses insect position as an anchor
 - o insect is still visible
- on tongue release, insect disappears

Obstacles

To complicate the puzzles obstacles may be placed that the chameleon tongue is unable to pass and will have to work around using insects as anchor points. These objects can be anything that fits in the setting (think rocks, vines, leaves, flowers etc.) 2-5 objects should be enough.

When these objects are touched by the tongue, they will animate briefly and play a negative sound to indicate the tongue is not able to pass them. **The tongue is then retracted and if the colours are incorrect the level is reset.**



Obstacle summary:

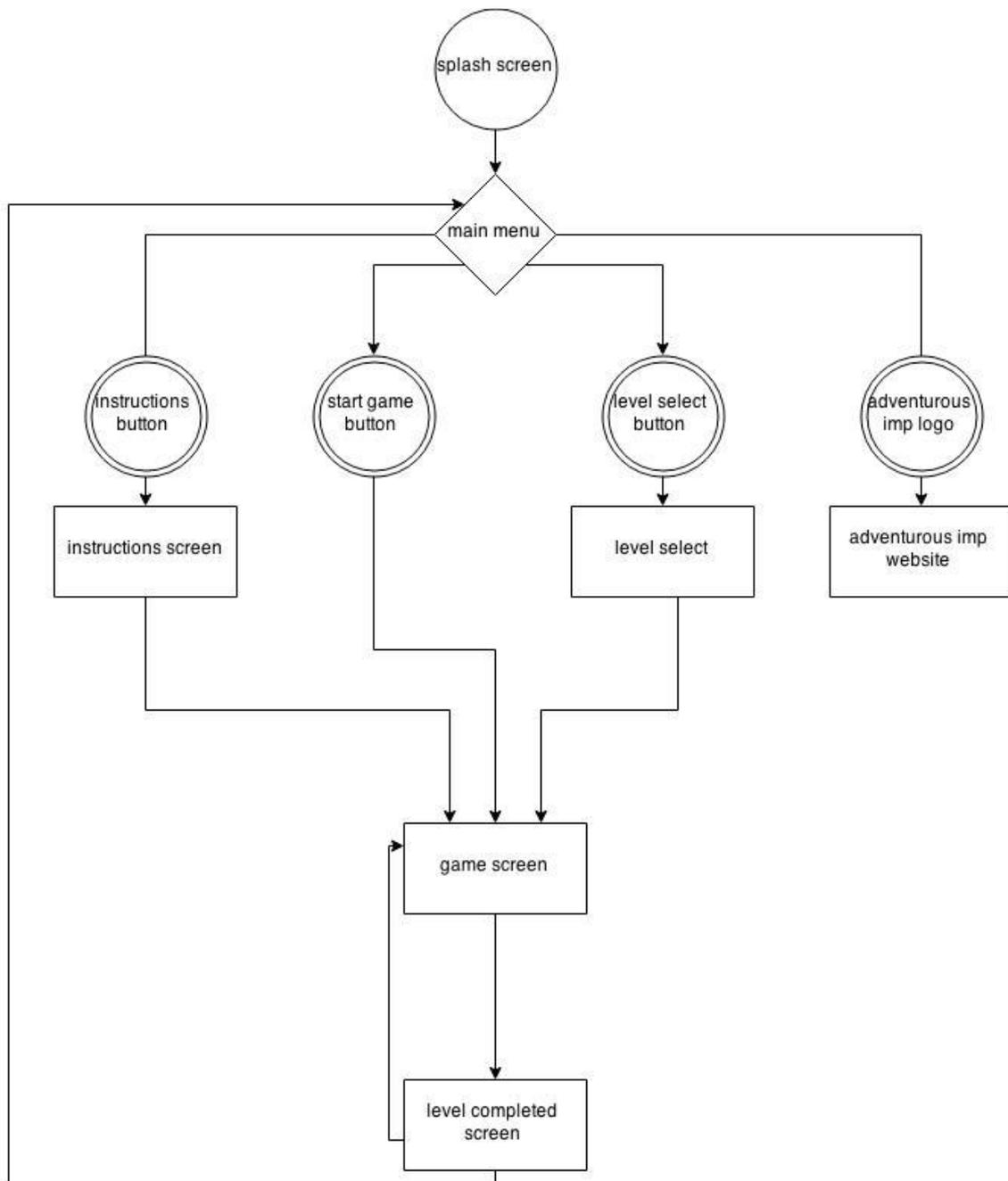
- static on screen
- blocks tongue
- when touched by tongue
 - o animate to indicate hit
 - o negative sound
- Player has to restart level if the colors are not correct when hitting an obstacle

Levels

The game will be made up of pre-defined levels instead of random ones, this will make production and testing easier. At this point it is hard to determine how many levels the game will have. Starting goal will be 50 levels, which can be expanded if this proves too few or if there is spare time and they can be implemented easily.

Level should increase difficulty gradually, adding extra colors, pattern and obstacles later on.

Game flow



Splash screen

A screen containing the adv imp logo

main menu

the first page the player lands on, should have an upbeat music and graphics that show the feel of the game. The following buttons should be on this screen:

- start button
- instructions
- level select
- adventurous imp logo

- leads back to adv Imp website
- mute/ unmute button, mutes the game

Instructions screen

This is made up of several screens, the player can flip through images of gameplay, using as little language as possible. At the end of the images a start game button should be shown.

Images:

- tap the tongue
- drag the tongue
- drag to bugs to recreate color example
- combine bugs for correct color
- start game

Level select screen

a screen that shows all level icons on screen, use different icons to show if the level is completed, locked or unplayed but open. This screen should also have a back to menu button.

Clicking one of these will either:

- locked: show message that the level is locked
- open: start level
- completed: start level

graphics wise: because I'm not sure how many levels will be made, the screen should hold up to 25 lvls but still have room for a button to a possible next screen.

Game screen

The actual screen on which the game is played it should contain the following items:

- chameleon + tongue
- example color (branch)
- a number of color insects
- (optional) a number of pattern insects
- (optional) a number of obstacles
- Back to menu button

Level completed

When a level is completed correctly a congratulations message should be shown. Also the player should have the option to continue or go back to the menu.

Asset list

Graphics

Menu items:

- Menu design
 - o background
 - o Instruction button
 - Normal and clicked image
 - o Start game button
 - Normal and clicked image
 - o Level select button
 - Normal and clicked image
- Instructions screen images
 - o tap the tongue
 - o drag the tongue
 - o drag to bugs to recreate color example
 - o combine bugs for correct color
 - o start game
- level select screen design
 - o background
 - o locked level icon
 - Normal image
 - o open level icon
 - Normal and clicked image
 - o completed level icon
 - Normal and clicked image
- level complete message
 - o background
 - o next level
- misc
 - o back to menu button
 - Normal and clicked image

Game screen

- background
- obstacles x 2-5
 - o animation for being hit
- tongue tip
 - o animation for being tapped
- tongue fragment (will be stretched)

dynamic items color/pattern items

primary & secondary colors, light and dark version of all, 4 different overlay patterns

- chameleon
- color example

4 patterns, primary colors, black & white

- insects x 4-8 used for patterns and or color
 - o animation for being hit
 - o idle animation would be nice

Music/sound

Music

- menu music
- game music

sound effects

- button click
- locked button click
- scroll image
- tongue tap
- tongue stretch? (might be too much)
- tongue blocked by obstacle
- insect grabbed
- tongue released, bugs swallowed
- win!
- Wrong color!