

Kit Katriel

Prof. Bertozzi

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BirdWatch Design Doc

Game Concept

In BirdWatch, you play a nature photographer who is out birdwatching. The goal is to take pictures of the birds as they fly around, eat, sit in trees/nests, or play in water fountains. You get more points per rarity of bird, and you get to keep the photos you take.

Game Design

The player's main interactions will be with arrow keys to move the camera, and the button on the bottom of the screen that "takes the picture". Then another UI button will bring up the album of pictures. There will be a little score counter on the top right of the screen.

Game Task List

1. Draw the background, props, birds.
2. Animate the birds.
3. Program the score counter.
4. Program the camera.
5. Design the UI for the album.
6. Figure out how to get the images into the scrapbook.