

Unicorn Sugar Rush

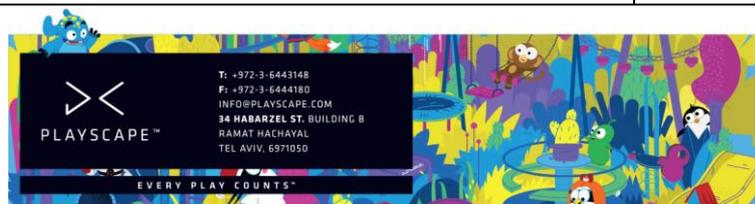
Version 1.9, January, 2013

Example Game Design Document



Version Tracking

Date	Action	Performed By
July 29, 2012	Initial Draft (V0.1)	Yotam Noy
August 7, 2012	Peer Review and Meeting	Iris Weissman, Daniel Chamalet, Guy Zigelman, Tzach Hadar
August 12, 2012	"First Pass" version for developers (V0.1.5)	Yotam Noy
August 12, 2012	Second Draft (V0.2)	Yotam Noy
August 13, 2012	Reviewed	Nimrod Harel
August 13, 2012	Review meeting with developers	Nimrod Harel, Yan Paltin, Tzach Hadar, Yotam Noy
August 14, 2012	Third Draft (V0.3). Store Added, changes after meeting with developers.	Yotam Noy
August 15, 2012	Fourth Draft (V0.4). Changes to scene creation system to simplify parameters.	Yotam Noy
August 27, 2012	Fifth Draft (V0.5). Menus, analytics, level designs and scene designs finished.	Yotam Noy
September 2, 2012	First Production Version, (V1.0) (Production version means that work on the game started, and the changes are made as a result of issues that arise during development)	Yotam Noy
September 9, 2012	Second Production Version (V1.1) With changes resulting from Unicorn concept and other feedback.	Yotam Noy
October 2, 2012	Third Production Version (V1.2) Adding shadow to objects, adding sugar rush upgrades to the store.	Yotam Noy
October 15, 2012	Fourth Production Version (V1.3) Adding jump and push surface types, elevated platform, auto-bounce bonus timer display fully awake display and slight modifications for the "more score the higher you hit the candy" feature.	Yotam Noy
October 24, 2012	Fifth Production Version (V1.4) Added a definition to the Facebook Share dialog, changed the movement and jump tutorials, and removed more games screen from menu flow, added PlayScape missions.	Yotam Noy
November 1, 2012	Sixth Production Version (V1.5) Some clarifications on the ads/banners/interstitials	Yotam Noy



November 7, 2012	Seventh Production Version (V1.6) Candy can't leave screen from side edges, new definitions for score and energy display, two new tutorials, new time between scenes mechanic.	Yotam Noy
November 19, 2012	Eighth Production Version (1.7) Minor changes in store, Change in score display and power display, time between scenes mechanic updated, change in interstitials frequency	Yotam Noy
December 11, 2012	Release Version (1.8) Includes all final changes made to the game until its release, on December 7, 2012.	Yotam Noy
January, 2013	Special Example Version (1.9) A version made specifically as an example for other developers to see.	Yotam Noy

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2. Executive Summary

2.1. High Concept

In "Unicorn Sugar Rush" the player controls a friendly seal named Bobcorn that wants to be a unicorn. Bobcorn needs to bounce candy and other items on his head until the candy wrap is torn off, and then eat it.

The game's basic gameplay will be similar to that of the game [Noogra Nuts](#).

2.2. Scope

- The game will have two game modes (TBD), one a Survival mode and one a Challenges mode.
- Challenges mode will have 40 (TBD) challenges.
- The game will have at least one environment, maybe more (no more than 4).

2.3. Visual Style

The game will have a clean cartoony visual style, similar to other Mominis games.

2.4. Target Audience

The game's target audience is the casual gamers – ages 6-70 of all genders, who prefer their games simple and friendly.

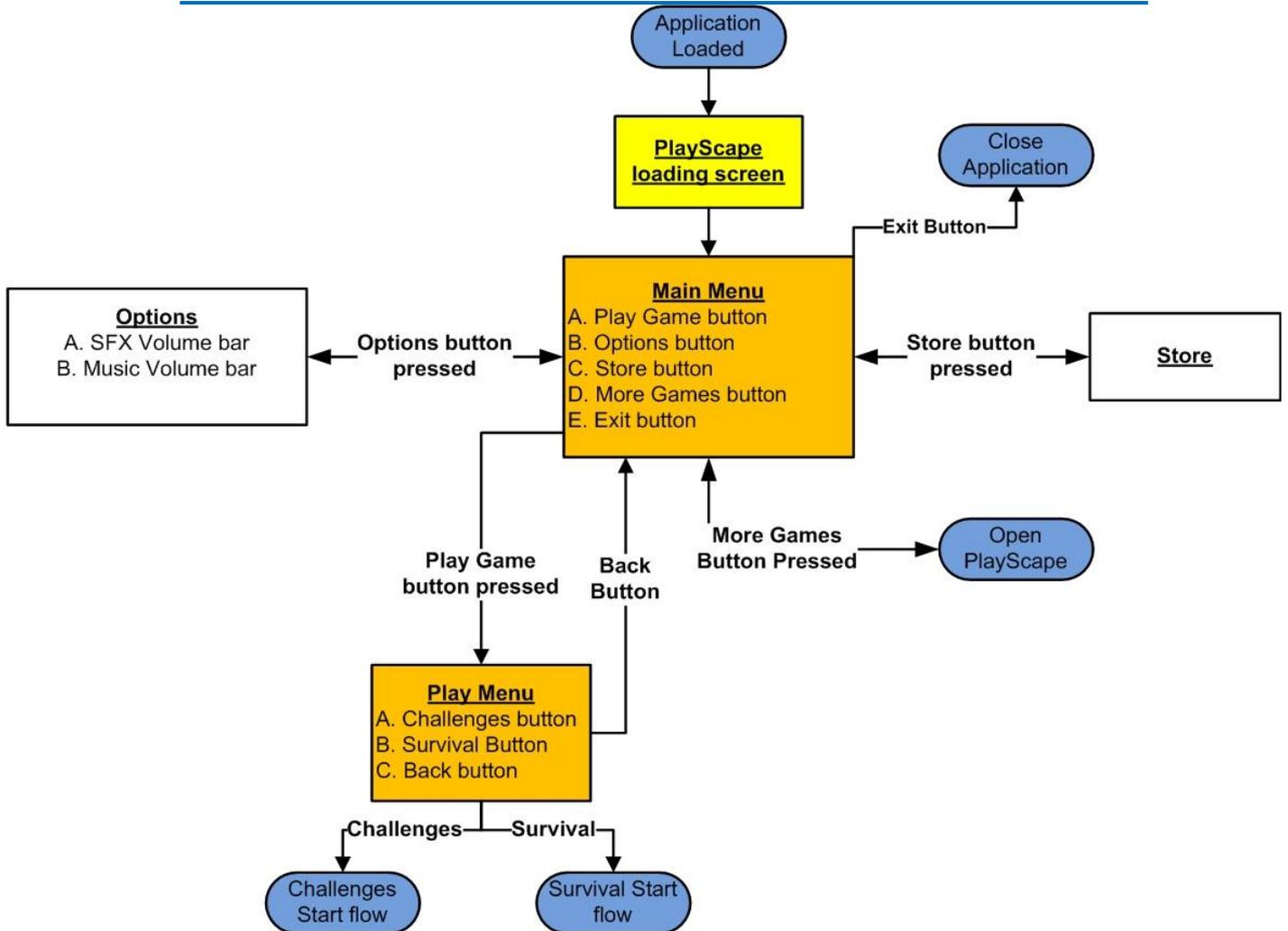
3. Environment

The game will take place on a sandy beach. The lowest part of the screen will have water, to allow the fallen candy to float.

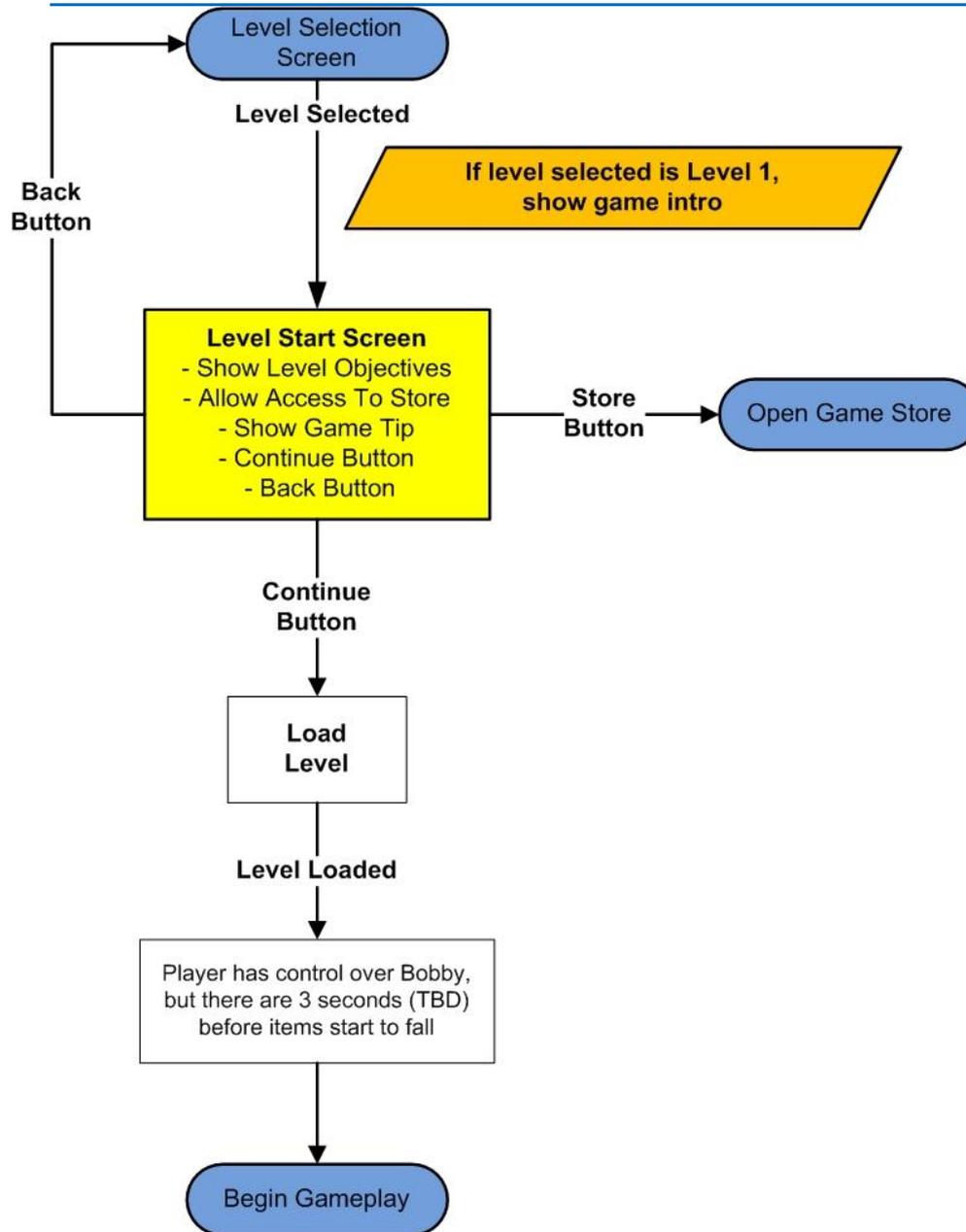


4. Application Flow

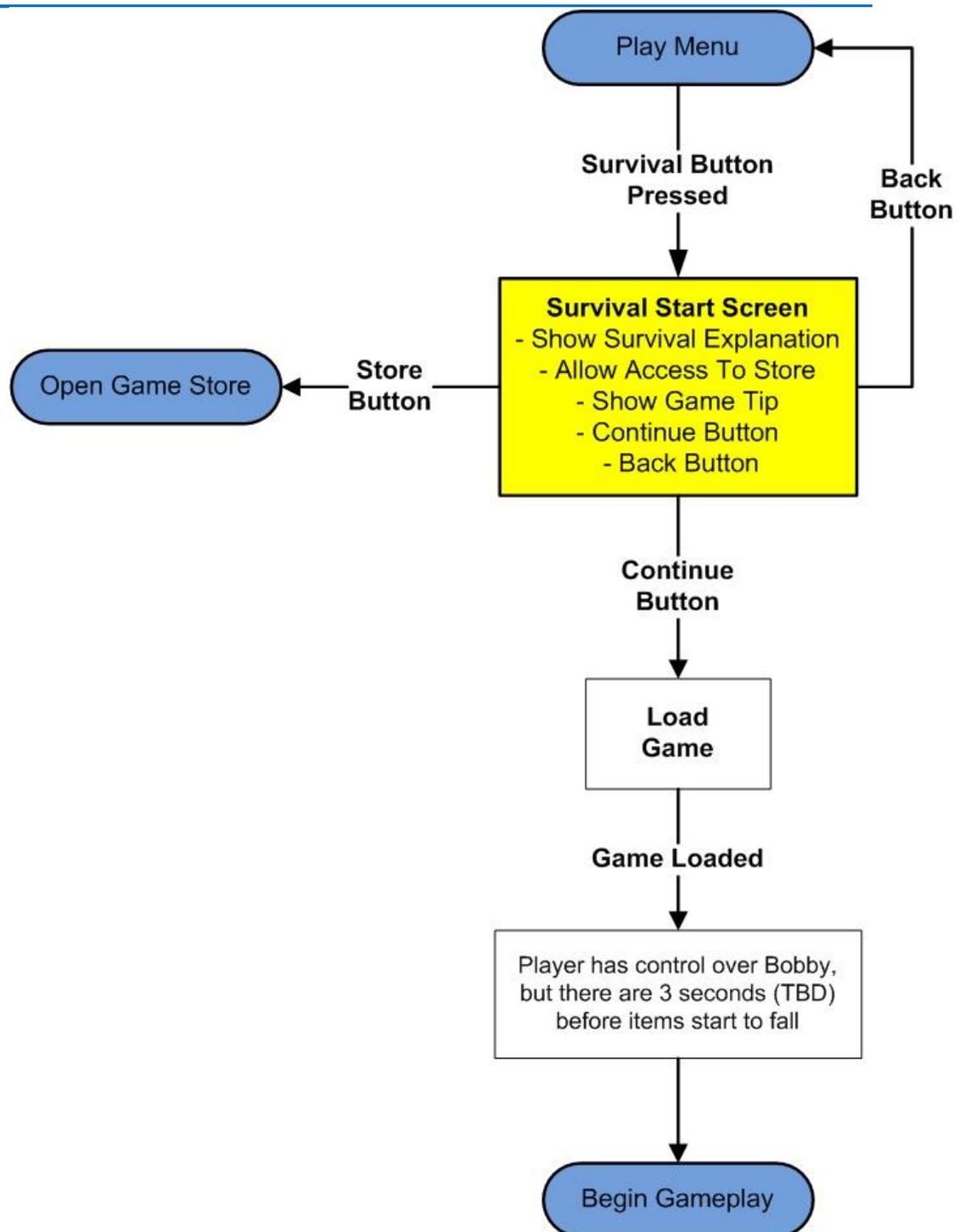
4.1. Menu Flow



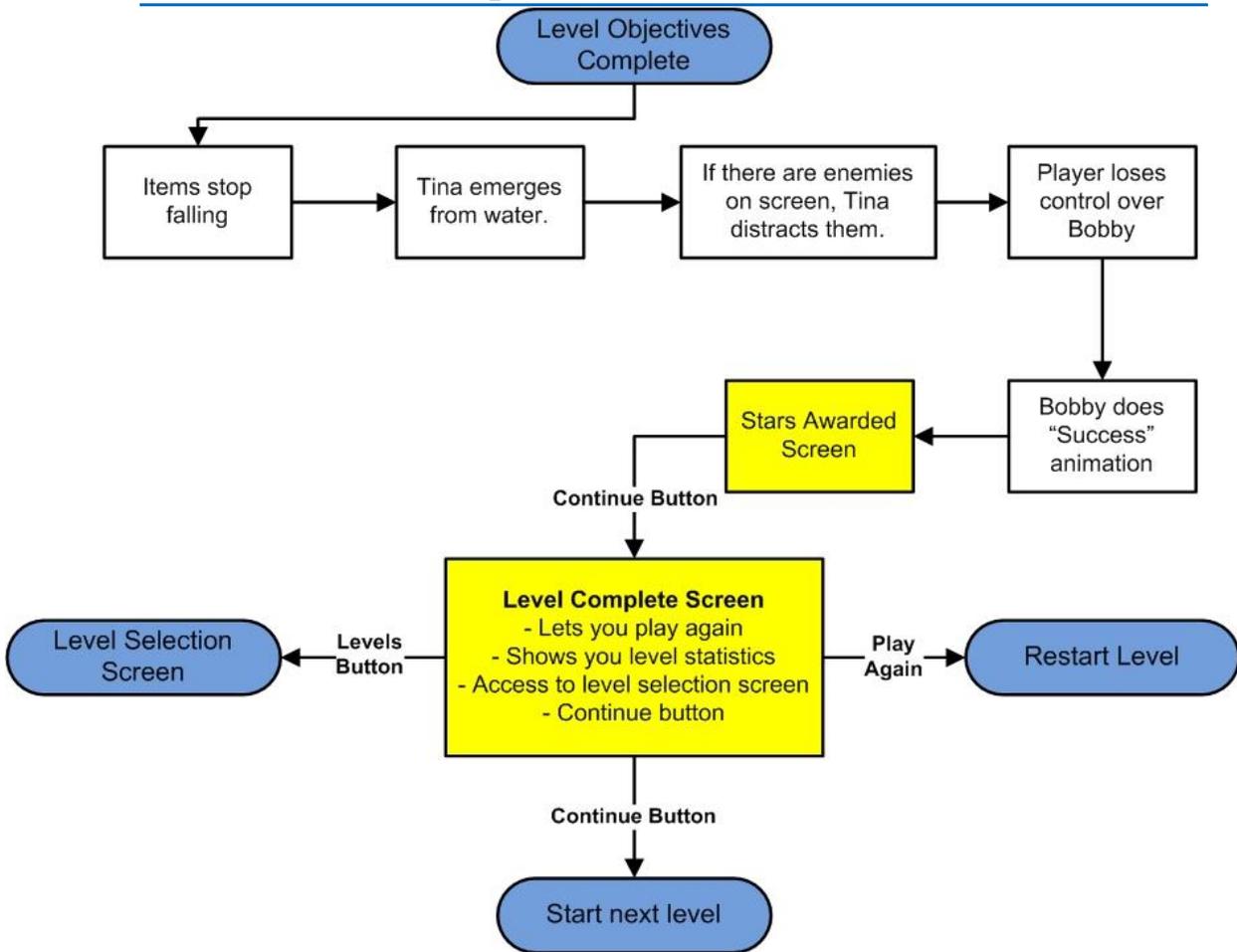
4.2. Level Start flow



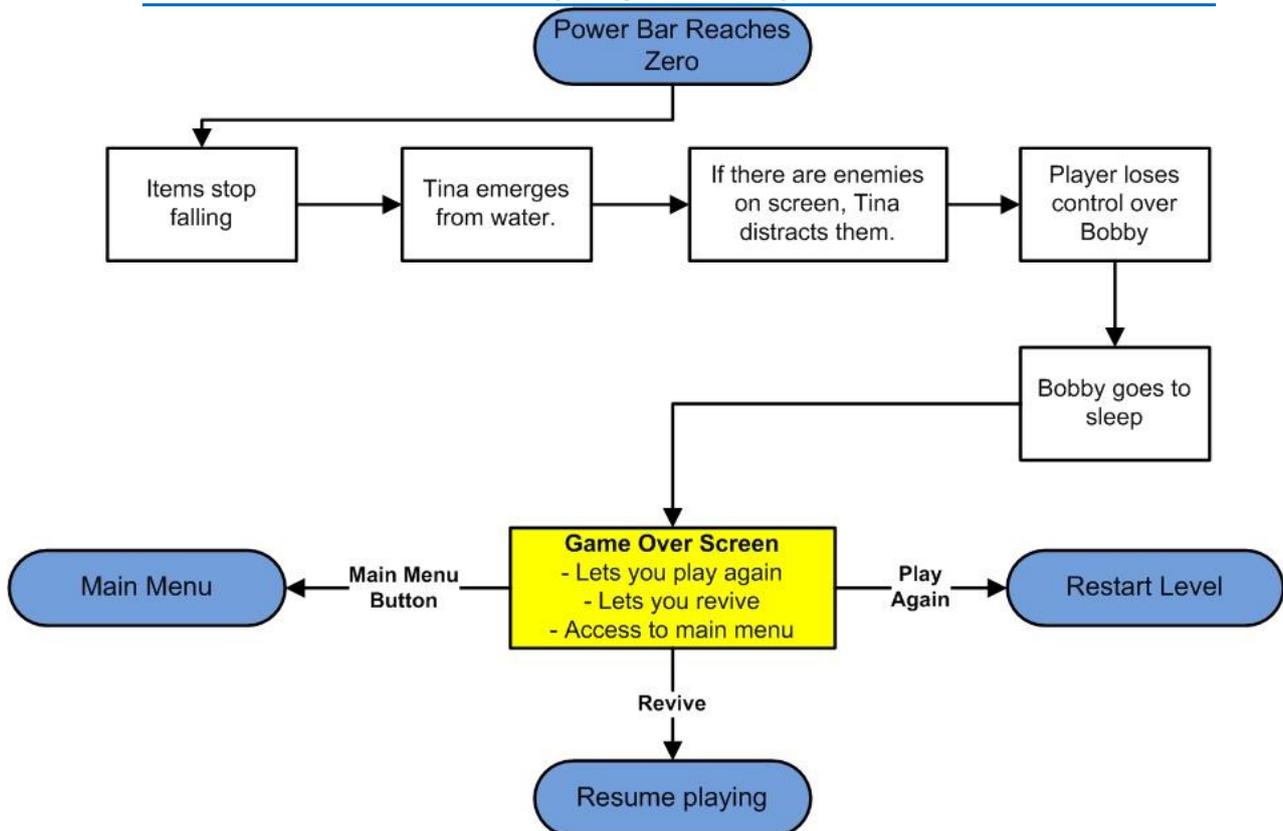
4.3. Survival Mode Start Flow



4.4. Level Completed flow



4.5. Game Failed (Player Lost) flow



5. Gameplay Mechanics

5.1. Basic Gameplay

5.1.1. Overview

The player controls Bobcron the seal, and can move him from side to side and make him jump. The player's basic goal is to bounce candies that fall from the top of the screen on Bobcron's head. Candy that bounces a few times loses its wrapping, and then Bobcron can eat it.

5.1.2. Moving Bobcorn

- To move Bobcorn, the player needs to tilt the phone in the desired direction.
- The more the phone is tilted, the higher the Bobcorn's speed gets.
- This acceleration is also influenced by the Surface Types Bobcorn moves on.
- When Bobcorn reaches the left or right edge of the screen, he stops.
- Bobcorn can jump, when the player taps anywhere on the screen. See the Jumping section.
- **TBD, pending graphic testing:** Bobcorn's animation will change according to his movement speed.
- We will probably have 2-4 movement animations for Bobcorn, to fit very slow movement, moderate, fast and extremely fast movement.



5.2. Lose Conditions

The player has a power bar that shows how much energy Bobcorn has, and Bobcorn needs to keep eating to keep his strength up. If the power bar is empty Bobcorn goes to sleep and the player loses.

5.2.1. Revive

When players lose, they get a chance to revive. This means that for 5 bucks (TBD), they get to resume playing, with half their power bar full (see the Power Bar section).

The game will behave as if the level has been restarted (see Level Start flow), except the level score, Objectives and Combo Accumulator will not be empty, but have the same value they had when the player lost.

5.3. Win Conditions

5.4. In Challenges Mode the player will have specific level objectives to complete (See the Jumping)

5.4.1. Overview

Bobcorn can jump. It is important for Bobcorn to be able to jump, to overcome obstacles. In addition, jumping and hitting a candy will give players extra score, and can lower the number of hits an item requires to get unwrapped.

5.4.2. The Jump Itself

- When the jump is triggered, Bobcorn will jump upward with a jump animation and will move upward at a speed of **50 pixels per second (TBD)**.
- Bobcorn will slow down at a rate that will make him stop and start falling back down after reaching the height of **140 pixels (TBD)**.
- While Bobcorn is in the air, player **can still move him** sideways, exactly as they would if he was on the ground.
- **If possible**, make the jump speed and the jump height into remote variables.

5.4.3. The Jump Trail

- When Bobcorn jumps he leaves a sparkling trail.
- The trail will be made of particles that will vanish 0.5 seconds after appearing (TBD).

5.4.4. Effects of Jump On Score

- Hitting candies while jumping will give the player extra score.
- The amount of score can be seen in the Jump Bonus section.
- The extra score is only awarded when Bobcorn is **moving up**.
- If the candy hit Bobcorn on the way down, the score awarded will be the normal score.

5.4.5. Effects of Jump On Candy

- If candies hit Bobcorn while he is on his way up, the candy will bounce with the **regular bounce speed + Bobcorn's upward speed**.



- A special visual effect will be shown for the hit, a "POW" effect. Here are some references for this effect:



We will choose a style we like, or use all of them at random.

- **TBD** – Hitting a candy while on the way up will be considered **2 hits**, and will reduce the number of hits required to unwrap this candy.
- **If the candy only needed one hit** and it is hit with a jump, it is unwrapped as if hit by a regular hit, but will still bounce higher and the hit will still give extra score.

Objectives section). Completing that goal means the player wins the level.

In Survival Mode there is no win condition, and the player keeps playing until the lose condition is reached.

5.5. Game Modes

5.5.1. Challenges Mode

5.6. Challenges mode will have 40 (TBD) described in the Jumping

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We will choose a style we like, or use all of them at random.

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- **If the candy only needed one hit** and it is hit with a jump, it is unwrapped as if hit by a regular hit, but will still bounce higher and the hit will still give extra score.
- Objectives and the Levels sections.
- This mode will have a Level Selection Screen and a Stars Rating System.

5.6.6. Survival Mode

Survival mode is simpler than the Challenges mode, in the fact that it does not have levels or different objectives. The player simply needs to get as much score as possible and play until the power bar is empty and Bobcorn is sound asleep.

5.6.7. Unlocking Survival Mode

The player needs to play the Challenges mode and reach challenge 4 (TBD) in order to unlock the Survival mode. By then, all Tutorials should be successfully conveyed to the player.

5.7. Jumping

5.7.1. Overview

Bobcorn can jump. It is important for Bobcorn to be able to jump, to overcome obstacles. In addition, jumping and hitting a candy will give players extra score, and can lower the number of hits an item requires to get unwrapped.

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- While Bobcorn is in the air, player **can still move him** sideways, exactly as they would if he was on the ground.
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We will choose a style we like, or use all of them at random.

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- **If the candy only needed one hit** and it is hit with a jump, it is unwrapped as if hit by a regular hit, but will still bounce higher and the hit will still give extra score.

5.8. Objectives

- Only Challenges mode will have level objectives.
- The level objective will always be to collect a number of candies with the relative ranks of 2 and 4 (see the Candy Relative Rank section for details)
- The player will be informed of the objectives in the level start screen (section TBD) and will see the objectives as part of the in-game HUD (Described in the HUD (Heads-Up Display) section).
- See the Level Objectives section for more details on specific level objectives.

5.9. Power Bar

5.9.1. Overview

The game has a power bar that keeps lowering over time. When the power bar is empty, the player loses the game. The power bar is filled when Bobcorn eats a candy.



5.9.2. Emptying Rate

The power bar empties at a constant rate, which is the same for all levels. **For now** let's make it so that it takes the power bar 30 seconds to empty, so it is emptied at a rate of **3% per second (TBD)**.

5.10. Note: This parameter can be upgraded in the game store. See the Item Explanation Screens

The item explanation screens are dialogs that will explain to the players about their new purchases, after they have been purchased. See the 11.3.19Item Explanation Screen. Explaining Upgrades section for more details.

5.10.1. Filling The Power Bar

The power bar gets filled when the player feeds Bobcorn. Each candy will have a Power Value (See the 5.12.7Candy Parameters Explained section), which is the number of percents the power bar is raised when that candy is eaten. When the power bar is full, the player can fill another 50% of it (TBD), to activate the Sugar Rush power-up (See the Sugar Rush section).

5.10.2. Power Bar Appearance

- The power bar will have two parts, the main bar and the bonus bar.
- The main bar is bigger, and bonus bar is half the width and a little smaller in height. Here is a sketch:



- Next to the power bar players will see Bobcorn's face.
- Bobcorn's face changes according to the status of the power bar.
- The lower the power bar, the more tired Bobcorn seems.
- When the player achieves a sugar rush, Bobcorn shows it with bug eyes and a crazy look on his face.
- Of course, the bar will be much smaller than this, and in the upper right corner of the screen.
- (OPTIONAL) Bobcorn does small animations in the power bar, according to the current state.

5.11. Obstacles

5.11.1. Overview

- Obstacles are objects that are placed in the level and interfere with Bobcorn's movement from left to right, but do not hurt him.
- To pass them, the player needs to make Bobcorn jump over them.
- There will be three types of obstacles: Static, Reactive and Moving obstacles.
- Static obstacles will be rocks or crates, or any inanimate object that fits the game's environment.



- Reactive obstacles are obstacles that react to the player's actions.
- The moving obstacles will be turtles.
- There can be **only one** obstacle per level.
- However, there is a definition of obstacle behavior in case of two obstacles colliding, just in case we decide to change that restriction.
- See the Level Designs section to know where to place the obstacles.

5.11.2. Landing On Obstacles

- In order to pass an obstacle, players will need to jump. This may lead to Bobcorn landing on an obstacle.
- **Bobcorn cannot stand on an obstacle.**
- To prevent Bobcorn from standing on an obstacle, we will make him jump every time he lands on one.
- Bobcorn's side speed while jumping will be the same as in a regular jump.

5.11.3. Static Obstacles

- Static obstacles will be objects that do not move from their pre-determined location.
- The actual items are TBD.

5.11.4. Reactive Obstacles

- Reactive obstacles will move similarly to Bobcorn – when the player tilts the device.
- The reactive obstacles will not move as fast as Bobcorn. For now make them move and react at a pace of 0.75 from Bobcorn (TBD).
- A moving obstacle will push the reactive obstacle if they collide.
- Reactive obstacles will stop when hitting a static obstacle, just like Bobcorn would.
- The obstacles themselves are TBD (Upside-down sleeping turtles?)

5.11.5. Moving Obstacles

5.11.5.1. Overview

- Moving obstacles are obstacles that move from side to side.
- Bobcorn **cannot** stand on moving obstacles.

5.11.5.2. Obstacles Movement Boundaries

- A moving obstacle will move from side to side as much as the environment will allow it.
- Static obstacles will make the moving obstacles turn back.
- Moving obstacles will push reactive obstacles.

5.11.5.3. Moving Obstacle Appearance and Behavior

- The moving obstacles will be Turtles (TBD).
- Their behavior is TBD.

5.11.6. Obstacle Look At (Optional)

If possible, obstacles that have eyes will constantly look at Bobcorn.



5.12. Candy Items

5.12.1. Overview

Candy will fall from the top of the screen, seemingly at random. See the When a part of the combo accumulator is filled for more details on that. The player will need to move Bobcorn so he can bounce the candy on his head enough times for the candy to get unwrapped.

5.12.2. Bobcorn Bounces The Candy

- When Bobcorn bounces the candy, that candy moves upward, and sometimes to the side.
- When the candy hits Bobcorn's head, Bobcorn makes a subtle "hit" animation.
- **Up movement** is determined by the "Bounce Height" parameter of the particular candy. If Bobcorn is in the middle of jump the upward jump movement speed also influences the candy's movement, as explained in the Effects of Jump On Candy section.
- **Side movement** is determined by the location on Bobcorn's head the candy hit. **This will be expanded upon when we have Bobcorn's graphics**, but in short, since Bobcorn has a round head, a candy hitting it is like hitting a ball and bouncing sideways from it.

5.12.3. Unwrapping Candy: When the candy is hit, it gets unwrapped. See the Candy Hits Side Of Screen

- Candy will not be allowed to leave the screen.
- When a candy hits the left or right edge of the screen, it will stop its side movement, move back a little and its movement on the X axis will stop.
- The Y axis movement will not be affected by the edge of the screen.
- Unwrapping and Eating Candy section for more details.

5.12.4. Candy Hits Side Of Screen

- Candy will not be allowed to leave the screen.
- When a candy hits the left or right edge of the screen, it will stop its side movement, move back a little and its movement on the X axis will stop.
- The Y axis movement will not be affected by the edge of the screen.

5.12.5. Unwrapping and Eating Candy

Every time a candy is hit by Bobcorn its wrapping gets a little torn.

- If the candy is a lollipop, its stick may get bent or torn away.
- Each candy item has a "Required Hits" parameter that determines how many hits it requires before it is ready to be eaten by Bobcorn.
- The last hit the candy takes, the one that completely unwrapped it, also bounces the candy, and the player must make Bobcorn catch it, or the candy falls in the water.
- Bobcorn has an "eating" animation that does not interfere with any other animations he has. This means he can move, jump and bounce items while chewing.



5.12.6. Candy When Level is Complete

- When the level is complete, or more precisely, when Bobcorn starts clapping, all candies still in the air will disappear.
- The candies will disappear with a white sparkling effect, the same one used when the player manages to eat candies 4, 5 and 6.
- The player will receive score for these candies.

5.12.7. Candy List

- **(This location originally contained a link to an external Excel table)**
- Note – this table is changed in version 1.1 of the document.
- The parameters in the excel table will be explained in the next section.
- Not all candies appear in each level. This is explained in the New Scene Check section.
- The score value for each candy is not part of this list. It is explained in the Score System section.
- The list contains ALL TYPES of candy, including special candy and power-up candy.
- **If possible:** Make the following variables into remote variables, for each candy: power value, bounce height, required hits.

5.12.8. Candy Parameters Explained

5.12.8.1. Power Value

This is the amount of power added to the Power Bar when this candy gets eaten by Bobcorn. It measures in percents.

You will note that the Fully Awake item has a "Special" power value. See the Hyperactive (Fully Awake section for an explanation.

5.12.8.2. Bounce Height

This is how high the candy will bounce off Bobcorn's head. It is measured in pixels. Power-ups do not bounce, since they arrive unwrapped, and so are eaten at once, without bouncing first.

5.12.8.3. Required Hits

This is how many times the candy needs to be hit before it is "unwrapped" and can finally be eaten.

5.12.8.4. Rank

Regular candies have a rank. This rank is used in the scene creation system to determine the candy's location inside a scene. See the Scene Designs section for more details.

5.12.8.5. Candy Type Multiplier

This parameter influences the time between scenes, and is part of the game's scenes system. See the Scene Creation Process section for more details.

5.12.9. Candy Speed

- When created, all candy types fall down at the same speed – 180 pixels per second (TBD).
- When the candy enters the screen, it receives a mild acceleration parameter of 2 pixels per second every second (TBD).
- **If possible,** let's make these two parameters into remote variables.



- **Note:** In Noogra Nuts the nuts do not have any acceleration on the way down. If we see this acceleration makes the game too hard, we will
- When a candy hits Bobcorn, it will bounce back up at the same speed, and start to slow down at a rate that will make it stop and start falling again when the candy's Bounce Height is reached.
- On the way back down it will increase speed the same way it slowed down on the way up.

5.12.10. Bounce Angle

5.12.10.1. Overview

This section will describe the way to determine the bounce angle of a candy that hits Bobcorn's head. When Bobcorn is not moving, most candy will bounce straight up.

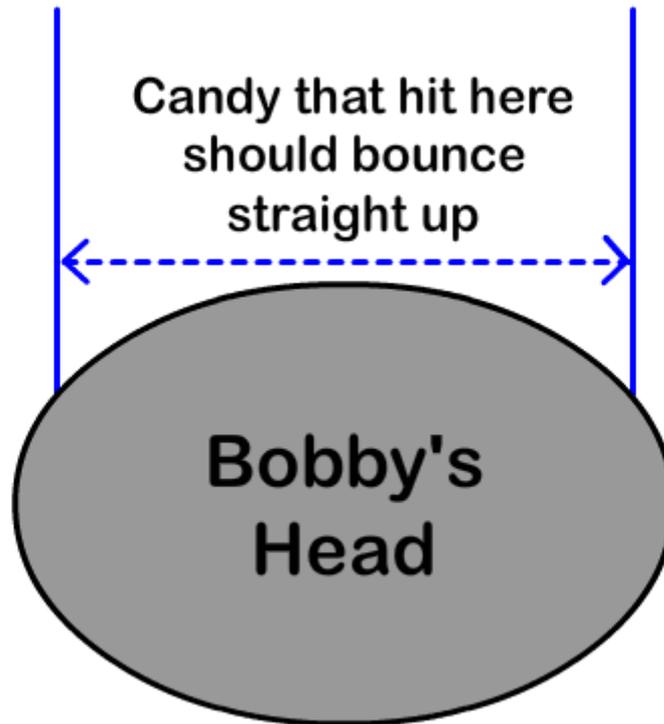
5.12.10.2. Define "Not Moving"

- Since the game is controlled by the phone's accelerometer, and since we would like to allow players to make minor movements and not start bouncing candy all over the place, we need to ignore small movements.
- To clarify, this means that even if Bobcorn **is moving** slowly, the bounce angle will not be affected.
- To achieve this, we will define a speed threshold for Bobcorn. Below it, he is considered "Not Moving". This threshold is called the **Angle Threshold**.
- For now, let's set the Angle Threshold to **90 pixels per second** (TBD).
- **If possible**, let's make the angle threshold into a remote variable.

5.12.10.3. When Bobcorn Isn't Moving

- Candy that hit Bobcorn's head will not always bounce straight up.
- **When Bobcorn is not moving** or moving very slowly, candy that hit the top of his will bounce up.
- Here is a sketch to illustrate:





- There is a small chance that the candy will hit Bobcorn's head outside the blue lines drawn in the above ugly sketch.
- In such a case, the candy will receive a 20 degrees (TBD) left or right angle to the bounce.
- The bounce height will be the same as usual, as determined by the candy item's bounce height parameter.

5.12.10.4. When Bobcorn Is Moving

- When Bobcorn hits a candy while moving, the candy will bounce to the height determines by its bounce height parameter.
- **In addition**, the candy will receive a sideways speed equal to Bobcorn's speed.

5.12.11. Boss Candy

- The boss candy is a special large candy used in bonus levels (see the Boss Levels section).
- The boss candy does not appear in the **Candy When** Level is Complete
- When the level is complete, or more precisely, when Bobcorn starts clapping, all candies still in the air will disappear.
- The candies will disappear with a white sparkling effect, the same one used when the player manages to eat candies 4, 5 and 6.
- The player will receive score for these candies.
- Candy List, since it behaves differently than other candies.
- The boss candy does not get unwrapped, it gets cracked open.
- When this happens, a bunch of coins fly around everywhere, for the player to catch.
- When the boss candy finally cracks, many small colorful sweets burst out with it.

- However, the sweets that burst out when the candy is broken give 5% power (TBD) each.
- These sweets burst out unwrapped, so all the player has to do is catch them.
- The boss candy has a power value of 2000, in order to ensure that the players go into sugar rush when the boss candy is broken.
- See the Boss Candy Score section for more on boss candy score.
- Here are the special parameters of the boss candy:

Candy Name	Power Value	Bounce Height	Required Hits
Boss Candy	2000	420	Depends On Level

5.12.12. Missing A Candy

If the player does not manage to make Bobcorn hit the candy, that candy falls down and is considered a "miss".

- The candy will fall into the water, ignoring the ground.
- The candy will remain there, floating (with a slight up-down animation) for 1-3 seconds (TBD). This time is called the **Floating Time**.
- After that floating time, the candy will sink and be gone.

5.12.13. Item Shadow

- When an item is created and is still outside the view of the players, it's shadow will be visible on the ground.
- The shadow will appear small in the beginning, and will grow gradually until it reaches full size right before the item enters the screen.
- All shadows have the same oval shape, regardless of the shape of the item.
- **Note** that falling power-up items also have the same type of shadow.

5.13. Power-Ups

5.13.1. Power-Up Types

5.13.1.1. Sugar Rush

- The sugar rush power-up is activated when the player manages to fill 150% of the power bar.
- This means that the smaller power-up is filled (see the Power Bar section).
- When this happens, all items and enemies move 50% slower (TBD), but Bobcorn keeps moving normally.
- **Note:** we might want to be able to upgrade the slow rate in the game's store (for example, from 50% to 60%), or to make the duration of the sugar rush longer. We will need to test the basic feature to decide if this is needed, and if so, by how much.
- The triggering of the sugar rush will be accompanied by a visual effect (TBD) and a sound effect.
- Sugar rush lasts for 10 seconds (TBD).
- While the sugar rush is active, candy the player collects do not raise the power bar, since it is already at 150%.



- While the sugar rush is active, the power bar stops lowering.
- When the sugar rush is over, the power bar returns to 100%.

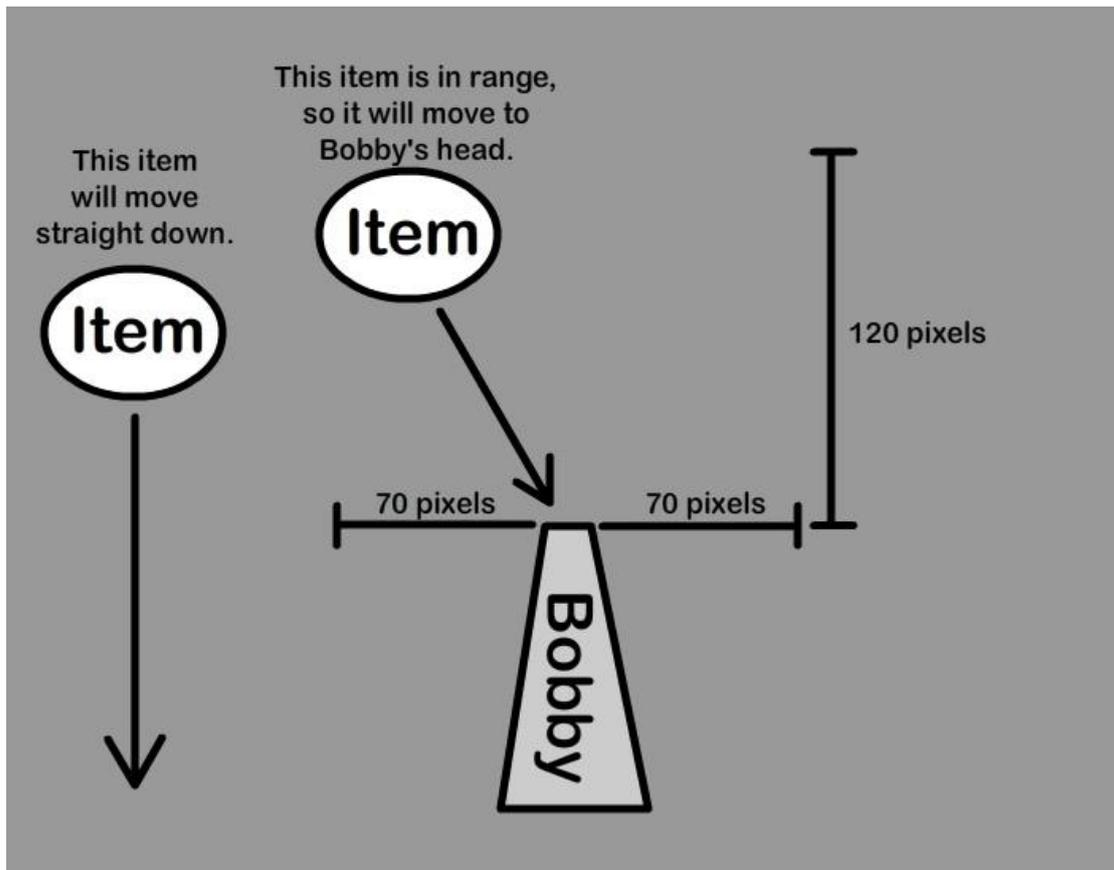
5.13.1.2. Uniclone

- The uniclone power-up is activated when Bobcorn eats the uniclone special item.
- Bobcorn will chew the item for 2 (TBD) seconds.
- After the 2 seconds (TBD), Bobcorn will make a magical clone of himself, and leave it on the floor.
- During the time Bobcorn is chewing, a small progress bar will appear under him, and will fill-out. When it is full, the uniclone is created.
- This will allow the player some control of the location the uniclone will be placed.
- This uniclone will act like another Bobcorn, in the sense that any candy hitting it will bounce as if hit by Bobcorn.
- Candies that got unwrapped on the uniclone will keep bouncing on it, until Bobcorn comes over and eats them or the uniclone time ends.
- The uniclone will remain on screen for 15 seconds (TBD) and then explode.

5.13.1.3. Candy Magnet

- The candy magnet power up is activated when Bobcorn hits the magnet special item.
- When this happens, Bobcorn's horn starts emitting a red-orange glow.
- The magnet makes every candy that falls close to Bobcorn move a little sideways and hit Bobcorn's head (which will make it bounce, of course).
- The candy will start the side movement only if it is less than 70 (TBD) pixels away from Bobcorn, **on the X axis**, and only when it is less than 120 (TBD) pixels away **on the Y axis**.
- Here is an ugly sketch to explain it better:





- If the player moves Bobcorn away from an item that's already in range of the magnet, the item will simply keep moving in the direction it was going when it left the magnet range (some kind of diagonal movement).

5.13.1.4. Hyperactive (Fully Awake)

- The hyperactive power-up is activated once Bobcorn takes the hyperactive item (the donut).
- Taking this power-up will fill up the power bar.
- If the power bar is already full, this power-up will fill the bonus bar (see the Power Bar section) will be filled, and the player will receive the Sugar Rush power-up.

5.13.1.5. Telekinesis

- The telekinesis power-up becomes available when Bobcorn takes the telekinesis item (tornado).
- Upon activation, all the candies that are floating in the water under Bobcorn will bounce up.
- The candies will bounce as high as the upper edge of the screen, and then fall back down for players to keep bouncing the ones they see fit.
- Some of the candy that flies upward as a result of this power-up will probably hit Bobcorn on the way up. If this happens, the candy "ignores" Bobcorn completely.
- When this power-up is triggered, Bobby does a special animation called "Super Saiyan", that shows him straining himself, his hair stands up, and his horn emits a blue glow.

5.13.1.6. Sugar Beam

- The flat head power-up is activated when Bobcorn takes the flat head item.



- When this happens, a magical beam is emitted from Bobcorn's horn to both sides, making his hitbox bigger.
- This power-up remains active for 10 seconds (TBD).

5.13.2. When To Create Special Items

The special items creation process is part of the overall When a part of the combo accumulator is filled.

5.13.3. Store Bought Power-Ups

5.13.3.1. Overview

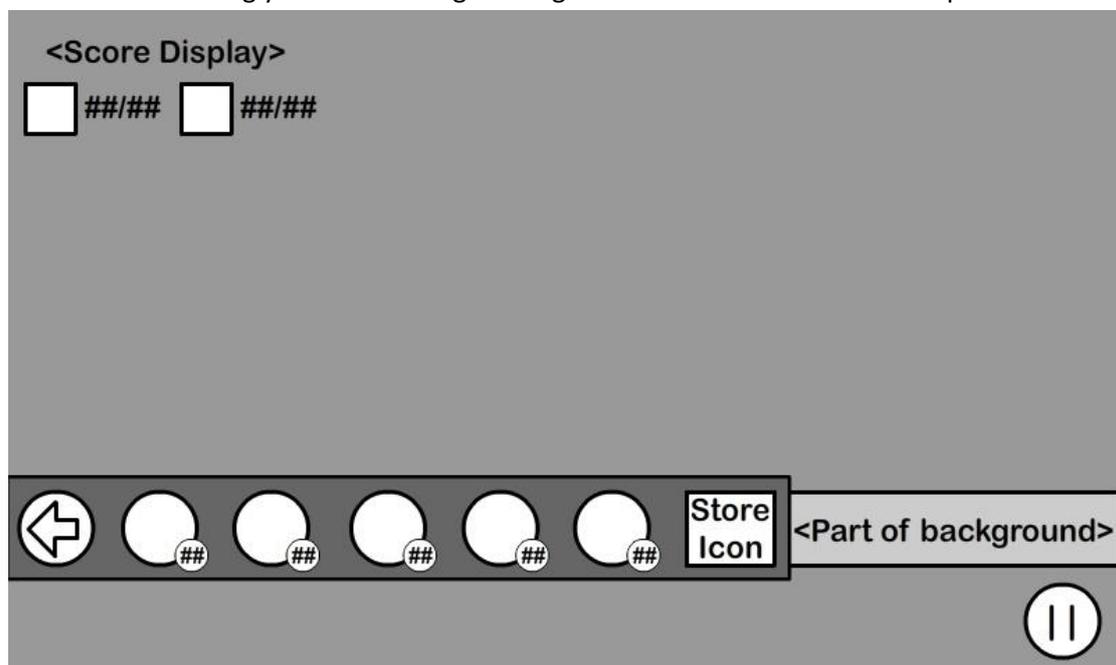
The player can buy power-ups and other items in the Game Store. Some of the items bought in the store will be power-ups the player can activate while in game.

5.13.3.2. Power-Ups button

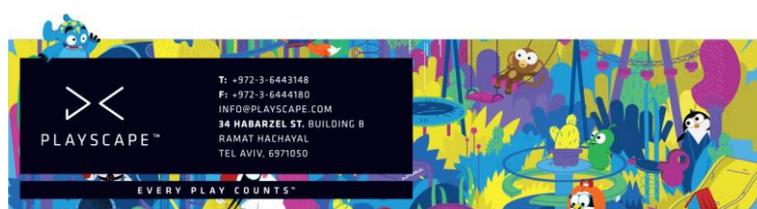
The power-ups button is described in the HUD (Heads -Up Display) section. It opens the Power-Up Interface, described in the next section.

5.13.3.3. Power-Up Interface

- The power-up interface allows the user to activate any power-ups purchased in the game store.
- The game **is not paused** when the power-up interface is shown.
- The interface appears in a "slide-in" animation when the Power-Ups button is pressed, and is closed with a "slide-out" animation.
- Here is an ugly sketch showing the in-game screen with the interface open:



- As can be seen in the sketch, the interface contains an icon for each power-up and each icon also shows how many of the specific power-up the player has.
- If the player has none of a specific power-up the number will show zero, but the button will look the same.
- If players press on a power-up they don't have, the No Power-Up Dialog will open.
- The No Power-Up Dialog **will pause the game**.



- There is also a store icon to get more power up at the right edge of the interface, and a close button on the left.
- You can also notice in the sketch, that the interface is specifically placed in a location that will not interfere with seeing Bobcorn, the water or anything else of importance.
- Once a power-up is activated, the interface is closed.
- If the interface is opened but not used for 5 seconds (TBD), it is automatically closed.

5.14. Game Progress and Difficulty

5.14.1. Overview

This section will explain how the game difficulty is being controlled, and how the difficulty parameters change as the game progresses.

5.15. Note that player can change some of these parameters by purchasing upgrades in the Game Store. See the Item Explanation Screens

The item explanation screens are dialogs that will explain to the players about their new purchases, after they have been purchased. See the 11.3.19Item Explanation Screen. Explaining Upgrades section for more details.

5.15.1. Difficulty Parameters

There are several parameters that can influence the difficulty the player feels at any given time. This table will explain each parameter:

Parameter	Explanation
Time Between Scenes	<p>The Time Between Scenes parameter is part of the Scene Creation System. This parameter determines how often a New Scene Check is performed. This parameter is the actually a range, between minimum and maximum possible time. The actual time will be decided at random inside this range.</p> <p>5.16. Note: This parameter can be upgraded in the game store. See the Item Explanation Screens</p> <p>The item explanation screens are dialogs that will explain to the players about their new purchases, after they have been purchased. See the 11.3.19Item Explanation Screen. Explaining Upgrades section for more details.</p> <p>The HIGHER this parameter is, the higher the difficulty, since less items fall into screen.</p>
New Scene Check	<p>See the New Scene Check section.</p> <p>This check will determine the type of scene created. This check can also determine that no scene is to be created, from time to time.</p>



Power-Up Creation Check	<p>5.16.1. See the Maximum Scene Checks Restriction</p> <ul style="list-style-type: none"> • The fact that new scene checks have a chance of NOT producing a scene presents a slight chance that no scenes will be created for a long time. • This is not fair to the player, and the intent of the system is to slightly randomize the scene creation times, not to make the player miserable. • For this reason, we will add a Maximum Check Restriction to the system. • If no new scene is created after 3 scene checks (TBD) after the last scene has finished entering the screen, the next new scene check will not have the option of no scene. • If the new scene check again shows that no scene is to be created, the game will create a scene from the easiest difficulty group instead. • If possible, please make the maximum time into a remote variable. <p>Power-Ups Creation Check section.</p> <p>The parameters of this check are level specific, and will determine how many power-ups and what types of power-ups the players will receive.</p> <p>5.17. Note: This parameter can be upgraded in the game store. See the Item Explanation Screens</p> <p>The item explanation screens are dialogs that will explain to the players about their new purchases, after they have been purchased. See the 11.3.19Item Explanation Screen.</p> <p>Explaining Upgrades section for more details.</p>
Item List	<p>There is a maximum of 4 candy types (TBD) that can be used in the game at one time. The types of candy on screen can influence the game difficulty immensely. For example, if there are only big lollipops on screen, players can get a lot of score and power for each, but since they take 6 hits to unwrap, the player will lose the game after a while, because it will take too long to unwrap. So a balance must be created.</p>
Obstacles (Level Design)	<p>Obstacles can have a profound impact on a level's difficulty. Obstacles are described in the Obstacles section, and their position in each level is described in the Level Designs section.</p> <p>Note that the survival mode does not have obstacles.</p>
Surface Types (Level Design)	<p>Surface types can make the player's life much harder. See the Surface Types section for an explanation about them, and the Level Designs section to see their positioning in each level.</p> <p>Note that the survival mode does not have surface types, only the default surface type.</p>
Level Objectives	<p>The harder the level objective, the longer the player will take to complete it. Combine the long level time with increasing difficulty from other parameters, and the level objective becomes one of the main difficulty parameters of the game. See the Objectives section for an explanation of how objectives work in general, and the Level Objectives section for a list of level objectives.</p> <p>Note that survival mode does not have objectives.</p>



5.17.1. Challenges Mode Game Progress

In challenges mode, the game gets harder the higher up you go in the levels. This is evident in the level parameters that can be seen in the Scene Creation Process section, the Level Objectives and the Items Per Level List.

5.17.2. Survival Mode Game Progress

Since survival mode has no levels, its progress will depend on the player's performance. The parameter that will influence the survival mode difficulty will be the **number of candy eaten**.

5.17.2.1. Scene Creation Survival Progress

The Scene Creation Process explains the way scene creation changes through the survival mode.

5.17.2.2. Help Interval Survival Progress

(This location originally contained a link to an external Excel table)

If possible: make all parameters in this table into remote variables.

5.17.2.3. Item Types Survival Progress

(This location originally contained a link to an external Excel table)

5.18. Combo Mechanic

5.18.1. Overview

The game's combo mechanic is pretty simple. When players manage to eat more than one candy in a relatively short time, they get extra score. The related Combo Accumulator is slightly more complex.

5.18.2. Combo

- A combo is achieved when Bobcorn eats several candies one after the other, with less than 1 second (TBD) between them. This time interval is called the **combo interval**.
- **If possible**, make the combo interval into a remote variable.
- For every new candy eaten in the combo, a score display will be triggered. See the Score Display section for more details.
- The score value for combos is explained in the [Bonus Score](#) section.
- If more than 1 second (TBD) passes after a candy is eaten without another one being caught, the combo is lost.
- When the Sugar Rush power-up is active, the combo interval is doubled, to handle the fact that all items fall at half the speed they do in regular modes.

5.19. Combo Accumulator

5.19.1. Overview

The combo accumulator is the "reward" the player gets for getting a lot of combos. The player accumulates "combo units" in a level, and when his combo accumulator is full, the level becomes a little easier. The combo accumulator changes some parameters of the Scene Creation System, and slightly tweaks the item parameters as well, so the level becomes a little easier.



5.19.2. How to accumulate combos

- The combo accumulator counts how many candies Bobcorn ate in combos.
- This means that a 3 candy combo is worth 3 combo "units", and a 5 candy combo is worth 5.
- Whenever the player gets a combo, the combo accumulator appears. When the combo is finished, the combo accumulator disappears.
- This is the combo accumulator:



- As you can see, the combo accumulator is divided to 4 parts.
- It takes 10 "combo units" (TBD) to fill each part. This means the player needs to eat 10 candies as part of a combo to fill each part.

5.19.3. Effects of Combo Accumulator

The combo accumulator affects several aspects of the game. The changes accumulate, and a player that manages to fill up the entire accumulator will have a very easy level to play.

5.19.3.1. Visual Effects of Combo Accumulator

When a part of the combo accumulator get filled, a cool visual effect will be displayed (the effect itself is TBD).

5.19.3.2. Scene Creation System

When a part of the combo accumulator is filled, the Time Between Scenes parameters of the level are reduced by 20 milliseconds (TBD). This effect continues until the level is complete.

5.19.3.3. Item Parameters

When a part of the combo accumulator is filled, the Power Value of all items in the level is increased by 5% (TBD).

5.20. Surface Types

5.20.1. Overview

The surface Bobcorn moves on will influence the speed of his movement, and the amount of control the player has on Bobcorn. This is explained in the following sections.

5.20.2. Surface Type List

5.20.2.1. Regular Surface

- The regular surface is the default surface of all levels.



- Standard acceleration and speed is in effect for Bobcorn when he is moving on the regular surface.
- The appearance of the regular surface is TBD.

5.20.2.2. Slick Surface

- The slick surface doubles (TBD) the acceleration and speed for Bobcorn's movements.
- The appearance of the slick surface is still TBD, but will probably include either ice or oil.
- **If possible**, make the slick surface multiplier on acceleration and speed into a remote variable.

5.20.2.3. Sticky Surface

- The sticky surface will cut Bobcorn's acceleration and speed by half (TBD).
- The appearance of the sticky surface is still TBD.
- **If possible**, make the sticky surface multiplier on acceleration and speed into a remote variable.

5.20.2.4. Auto-Jump Surface

- The auto-jump surface has two effects – auto-bounce and higher jump.
- **Auto-bounce** means that when Bobcorn steps on the surface type, he will automatically jump for half (TBD) the normal jump height.
- **Higher jump** means that if the players jump from the auto-jump surface type, they will jump 20% higher (TBD).

5.20.2.5. Auto-Move Surface

- The auto-move surface type causes Bobcorn to move left or right at a pre-determined, constant speed, in a certain direction (left or right).
- Players will be able to counter that movement by tilting the phone enough in the other direction. Bobcorn's speed will be <Bobcorn's speed from tile> - <auto-move speed>
- If the player tilts the phone in the same direction of the auto-move surface type, Bobcorn will move faster to that direction (Bobcorn's speed from tilt + auto-move speed),
- The direction the surface type pushes is pre-determined by the level designer.
- The auto-move speed will be constant throughout the game. For now let's make it 25 pixels per second (TBD).

5.20.3. Elevated Platforms

- The elevated platform is not a regular surface type, since it will not affect Bobcorn's movement or behavior.
- The platforms will be able to have the different surface types described above, placed on them.
- Platforms will make it a little harder for players to catch items, but will also give them higher score, by allowing them to jump higher. See the [Jump Bonus](#) section for more on that.



5.20.4. Determine Surface Type Location and Size

- The surface types will be comprised of segments.
- Each segment will be 32 pixels wide (TBD).
- These segments will be manually placed by the level designer for each level separately.
- See the Level Designs section for more details.

5.20.5. Surface Types Influence On Other Objects

- Surface types influence Reactive Obstacles the same way they influence Bobcorn, but **do not** influence moving obstacles.
- Surface types **do not** influence the way candy behave.

6. Scene Creation System

6.1. Overview

The scene creation system will determine when to create a candy or special power-up item, and which item to create. Other than the Obstacles and Surface Types, this system is the main tool to determine the game's difficulty and progression.

The system does not actually create each candy separately. What it does is use pre-determined formations of candies called "Scenes" and creates them according to the scene creation process.

6.2. Items Per Level

Each level will have a maximum of 4 (TBD) possible **regular** candy items. These items will compose the level's scenes. This will allow us to use the same scene layouts, but with different items composing them.

Each scene will have be able to accommodate any type of items.

See the Items Per Level List for more details of on items available for each level, and the Scene Designs section on how scenes work.

6.3. Power-Up Items

6.3.1. Power-up items can replace regular items inside scenes. See the Maximum Scene Checks Restriction

- The fact that new scene checks have a chance of NOT producing a scene presents a slight chance that no scenes will be created for a long time.
- This is not fair to the player, and the intent of the system is to slightly randomize the scene creation times, not to make the player miserable.
- For this reason, we will add a Maximum Check Restriction to the system.
- If no new scene is created after 3 scene checks (TBD) after the last scene has finished entering the screen, the next new scene check will not have the option of no scene.
- If the new scene check again shows that no scene is to be created, the game will create a scene from the easiest difficulty group instead.
- **If possible**, please make the maximum time into a remote variable.



Power-Ups Creation Check section for the process of determining when and how to create power-up items.

6.4. Scene Designs

6.4.1. Overview

This section will show and explain the candy formations and the way different candies fit into them. The idea is to create the scenes as an abstract formation, and have different candy items fit to all scenes.

You can see scene designs in the company SVN in this folder:

..\Games_docs\design_docs\Here_Bobby\Scenes

6.4.2. Candy Relative Rank

6.4.2.1. Candy Actual Rank

- There are 6 (TBD) regular candy items in the game, and each of them has a rank:

Candy Name	Actual Rank
Toffee	1
Small Chocolate	2
Small Lollipop	3
Wrapped Lollipop	4
Big Chocolate Bar	5
Big Lollipop	6

- This rank is called the **actual rank**.
- For the scenes feature, we also have the **relative rank**.

6.4.2.2. Explaining the Relative Rank

- As mentioned before, there is a maximum of 4 (TBD) candy types possible for each level, but the scenes themselves have the potential of being displayed in all levels.
- To make this possible, and still have the scenes function in the same way, we will use the relative rank.
- The relative rank means that the item with the lowest **actual rank** has the lowest **relative rank**, and the item with the highest **actual rank** has the highest **relative rank**.
- Let's use an example to clarify:
- Let's say our level has the following candies:

Candy Name	Actual Rank
Small Chocolate	2
Wrapped Lollipop	4
Big Chocolate Bar	5
Big Lollipop	6

- That would mean that their relative ranks are:

Candy Name	Relative Rank
Small Chocolate	1
Wrapped Lollipop	2
Big Chocolate Bar	3
Big Lollipop	4



- This means that the same candy can have a relative rank of 1 in one level and a relative rank of 3 in another level, if there are two candies with a lower **actual rank**.
- In this way, the same scene design will use different candies in different levels.

6.4.2.3. Relative Rank With Less Than 4 Items

- Some levels do not have 4 items (especially lower levels).
- In such a case, we need a rule to still have items in the relative ranks of 1 to 4, so the level objectives system and the scenes system can work.
- **In case of 3 items**, the highest ranking item will occupy both the 3rd rank and the 4th rank, which will leave the lower ranks to behave as usual.
- For example, if these are the level items:

Candy Name	Actual Rank
Small Chocolate	2
Wrapped Lollipop	4
Big Lollipop	6

- Then this is the relative rank:

Candy Name	Actual Rank
Small Chocolate	1
Wrapped Lollipop	2
Big Lollipop	3
Big Lollipop	4

- Note that the big lollipop takes the two higher ranks.
- **In case of two items**, the higher actual rank will take the two higher relative ranks, and the lowest will take the two lower relative ranks.

6.4.3. How to read a scene design

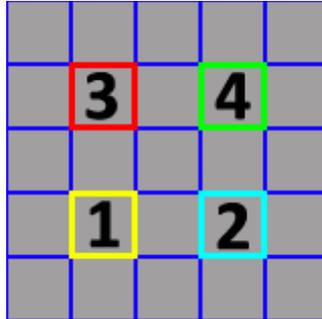
- Each scene will have a maximum of 4 (TBD) abstract item types in it, numbered 1 to 4.
- For example, look at this small scene design:



- Each square on the grid is **32 by 32 pixels**, but the candy can be slightly bigger.
- The numbered squares represent a candy.
- The number represents the **relative rank** of the candies.
- A scene can be as wide as the screen (800 pixels = 25 squares).
- A scene can be much higher than the screen. For now, and to make things simple for us, let's create a restriction of twice (TBD) the screen height (480*2 = 960 pixels = 30 squares).

6.4.4. Scene Size

- A scene can be treated as one big object.
- As such, it has a virtual bounding-box.
- That bounding box is manually determined by the scene designer.
- Let's take the previous example scene:



- The candy take only 3 by 3 squares, but you can see that the actual scene is 5 by 5 squares.
- The scene size **is in no way** dependant on the placement of candy inside it.
- You can have a scene that is as wide as the entire screen, but has only one candy in the middle of it.

6.4.5. When And Where To Create A Scene

6.4.5.1. When

Scenes are created according to the [Scene Creation Process](#).

6.4.5.2. Where

- When a scene is created, it is created with its bottom edge above the upper edge of the screen, and its left edge on a random location on the X axis.
- The random X location must allow the entire scene to still be available on screen.
- This means that if the scene is as wide as the screen, there really isn't any random X location, and $X = 0$.

6.4.6. Scenes List

(This location originally contained a link to an external Excel table)

6.4.7. Difficulty Groups

The scenes will be assigned to difficulty groups, and the scene creation process will choose a difficulty group from which to create a scene.

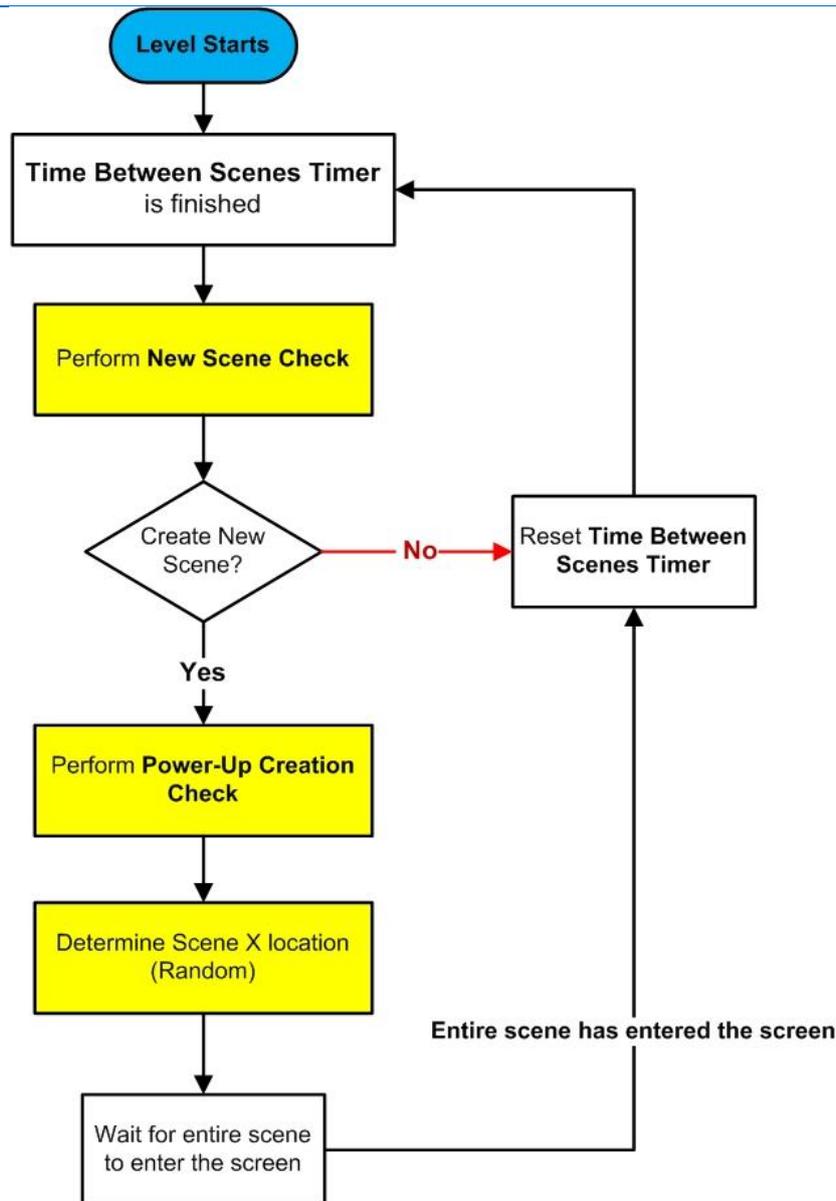
6.5. Scene Creation Process

6.5.1. Overview

The scene creation process determines when and how to create scenes, and when to create power-ups.



6.5.2. Scene Creation Process Flow



6.5.3. Time Between Scenes

As explained in the Difficulty Parameters section, the time between scenes is one of the factors that influence the game's difficulty.

Note: This section has been changed drastically. Read it with care.

6.5.3.1. Basic Time to Next Scene

- Each scene will have a pre determined parameter to determine the time until next scene.
- This time is measured from the moment the scene's upper edge enters the screen (no change from old mechanic).
- The actual time to next scene parameter of each scene will be multiplied by the Candy Type Multiplier.
- This means that the actual time between scenes will be:



Time between scenes = <basic time to next scene> * <scene's candy type multiplier>

6.5.3.2. Candy Type Multiplier

- The candy type multiplier is a way of making the time to next scene change according to the type of candies in the scene.
- This is done in order to prevent a situation where a new scene enters the screen before the player finished bouncing and eating the previous scene.
- The candy type multiplier will be determined by the highest candy type in the scene.

6.5.4. Each candy type will have a pre-determined multiplier (see the candy list excel in the Candy When Level is Complete

- When the level is complete, or more precisely, when Bobcorn starts clapping, all candies still in the air will disappear.
- The candies will disappear with a white sparkling effect, the same one used when the player manages to eat candies 4, 5 and 6.
- The player will receive score for these candies.
- Candy List section).
- **If possible**, make the candy multiplier of each candy into a remote variable.

6.5.4.1. Maximum Time Between Scenes

- The use of the basic time between scenes and the candy type multiplier can create an unfair situation, if the player missed all the candy in the scene. This will make the player wait a very long time for the next scene, and that's not fair.
- To counteract this, we will add a maximum time between scene mechanics.
-

6.5.5. New Scene Check

Just like the time between checks, there is a difference between the way this check is performed for the challenge mode and the survival mode.

What is important to remember is that there is always a chance that no item will be created at all.

6.5.5.1. Challenge Mode New Scene Check

- **(This location originally contained a link to an external Excel table)**
- From the difficulty group, one scene is chosen at random.
- **If possible**: we'll make all variables in this table into global variables.

6.5.5.2. Survival Mode New Scene Check

- **(This location originally contained a link to an external Excel table)**
- From the difficulty group, one scene is chosen at random.
- **If possible**: we'll make all variables in this table into global variables.

6.5.6. Maximum Scene Checks Restriction

- The fact that new scene checks have a chance of NOT producing a scene presents a slight chance that no scenes will be created for a long time.



- This is not fair to the player, and the intent of the system is to slightly randomize the scene creation times, not to make the player miserable.
- For this reason, we will add a Maximum Check Restriction to the system.
- If no new scene is created after 3 scene checks (TBD) after the last scene has finished entering the screen, the next new scene check will not have the option of no scene.
- If the new scene check again shows that no scene is to be created, the game will create a scene from the easiest difficulty group instead.
- **If possible**, please make the maximum time into a remote variable.

6.5.7. Power-Ups Creation Check

6.5.7.1. Overview

- The power-up creation check is divided into two stages.
- The first stage is called the decision check, and will determine if a power-up is to be created or not.
- The second stage is the power-up type check.

6.5.7.2. Power-Up Decision Check

- After the scene has been selected a check will be performed to see if a power-up is to be created.
- **(This location originally contained a link to an external Excel table)**
- The parameters in the tables will change according to upgrades purchased in the store. See the More Power Ups! (Power-Up Check) section for more details.
- **If Possible**, please make the chances in this table into remote variables.

6.5.7.3. Power-Up Type Check

- If the Power-Up Decision Check determines that a power-up is called for, the game will check which power-up type to create, depending on how full the player's power-bar is (see the Power Bar section about the power-bar).
- **Note** that this check is **the same for both game modes**.
- **(This location originally contained a link to an external Excel table)**
- **If possible**, please make the chances in this table into remote variables.

6.5.7.4. Create The Power Up

The power up item will randomly replace one of the items in the scene.

6.5.8. Determine Scene Location

Once the required item is determined, it will be placed at a random X position.

On the Y axis, the item will be placed above the upper edge of the screen, outside the view of the player.

6.5.9. Wait For Scene To Enter Screen

As can be seen in the item creation flow, the creation process will wait until the entire scene is in the screen before resetting the timer between scenes. But what does "wait for scene to enter" mean?

As explained in the Scene Size section, each scene has a height. When the upper edge of the scene has entered the screen, the scene is considered "in the screen".



7.Levels

7.1. Overview

This section is intended to have all the level specific parameters and other data of the game's levels, concentrated in one place, or have references to sections in the game that contain level specific data.

Note: The challenges mode has 40 (TBD) levels.

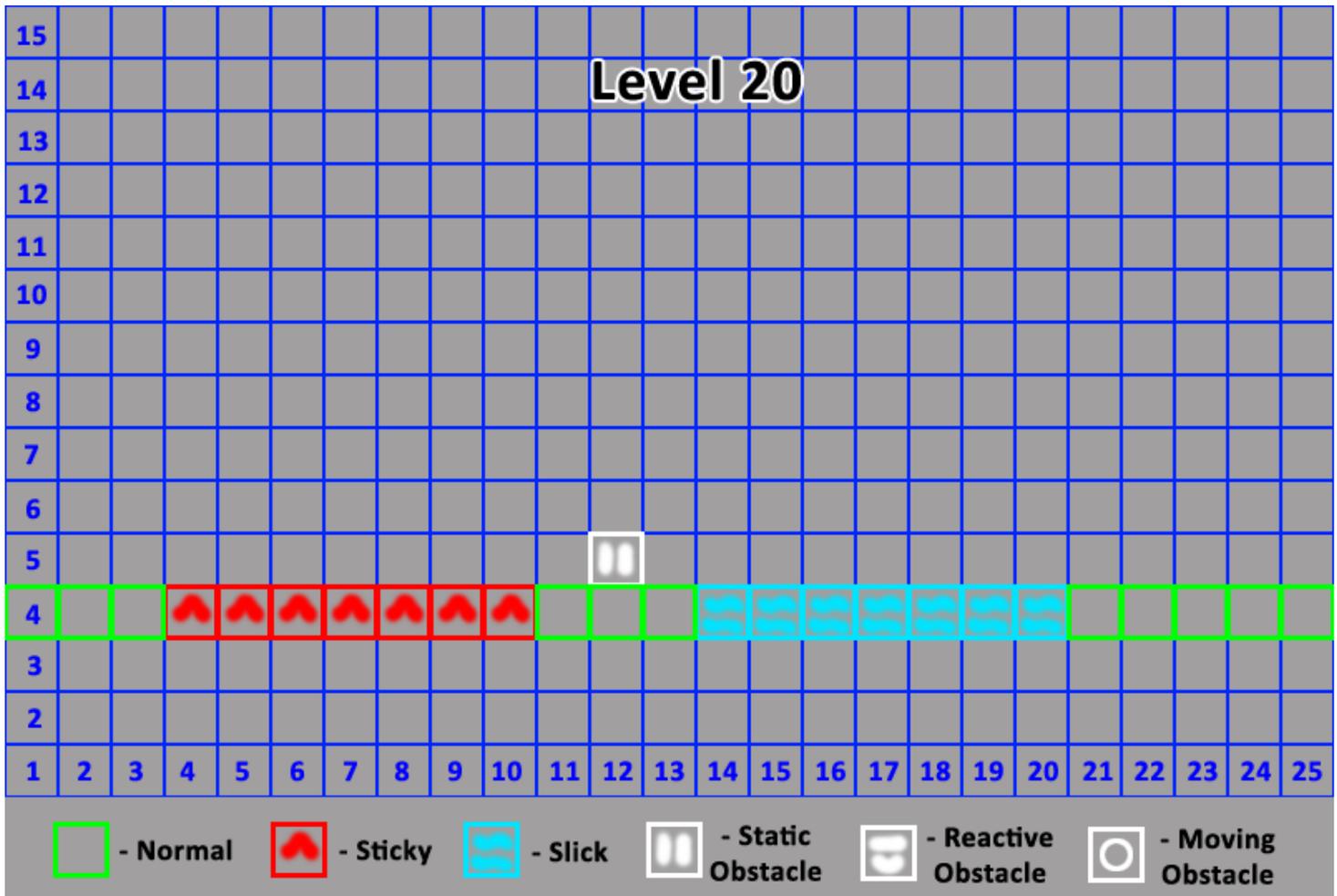
7.2. Level Designs

Most differences between levels in the game are parameter based, but the obstacles, scenes and surface types will still require some level design.

You can see the level designs in this folder:

..\Games_docs\design_docs\Here_Bobby\Levels

Here is an example of a level design:



7.3. Items Per Level List

(This location originally contained a link to an external Excel table)

Note that there is a maximum of 4 items per level, but not all levels reach that maximum.

7.4. Level Objectives

(This location originally contained a link to an external Excel table)



7.5. Help Intervals (Canceled)

7.6. Boss Levels

7.6.1. Overview

Every fifth level in the game will be a boss candy.

These levels will use the Boss Candy, as explained below.

7.6.2. Process of Boss Level

- When the boss level starts, a text saying "Boss Candy In-Coming! Don't Let It Fall!" will appear on screen.
- The boss candy will **always** fall in the middle of the screen.
- After the boss candy falls once, regular candy will also start falling into the screen, but **they will all be fully unwrapped**, and on the sides of the screen.
- The player will need to bounce the boss candy many times until it bursts.
- If the boss candy falls before it bursts the level is lost and players receive the score they are entitled to.
- If the player manages to burst the boss candy, the level is completed **after** all the sweets from inside the boss candy are either eaten or fallen.
- **Note** that the player will need to eat regular candy between bouncing the boss candy, in order to keep Bobcorn from falling asleep and failing the level.
- When the boss candy gets cracked (before it bursts), it will throw out a few coins.
- If the players fail the level, these coins are not added to their account.
- The coins will only appear as long as the players did not finish the boss level at least once.
- If players play the boss level again after completing it once, they will not see any coins in the level.
- Only if the level is successfully completed will the coins be saved.

7.7. TBD: Level Image – Was not implemented

- **TBD:** This feature is an optional feature. It will depend on the amount of time it requires to create the images.
- Each level will have a small message board or wooden sign in the background, with an image.
- That image will be related to the unicorn-related sentence shown in the challenge complete screen of each challenge.

8. Score System

8.1. Overview

This section is referenced by many other sections of the document, since it holds explanations and values for all score related parameters and mechanics.

8.2. Regular Score

- When Bobcorn bounces a candy, the player gets score for it.



- The first bounce is worth a little, the second is worth twice as much, the third three times as the first etc.
- When Bobcorn finally eats the candy, the player receives a score as if another bounce has happened.
- For example, if the candy's regular score is 5 and it needs 3 bounces to unwrap, this is the score it will give the player:

1 st bounce score	2 nd bounce score	3 rd bounce score	Eaten score
5	10	15	20

- **(This location originally contained a link to an external Excel table)**
- **Note:** power-up items do not bounce, and the score seen in the table is what players get for catching them.

8.2.1. See the Dynamic Score Display

- The dynamic score display will inform the players of the actual score each hit on a candy gives them, and of combos, jump bonuses, etc.
- The dynamic score display will be placed Next to Bobcorn, on the left side of his head.
- The dynamic score will change rapidly, and will give the players the feeling that they are accumulating a lot of score very fast.

8.2.2. Dynamic Score Appearing and Disappearing

- The dynamic score display is not always present.
- When the player gets score, the score display will "appear" next to Bobcorn's head.
- While the player bounces candy, the HUD score will not move, only the dynamic score will.
- Every time the player gets more score, the dynamic score will shake slightly, to indicate the connection between the bouncing and eating of candy.
- If no score is added for 1 second (TBD), the dynamic score move up and disappear, and the HUD score will be raised accordingly.
- **Note:** When a level is complete, the dynamic score is transferred to the HUD score, with the usual "disappearing" effect.

8.2.3. Dynamic Score Color

- The dynamic score's color will change according to events.
- The dynamic score will change color when a score is achieved through a combo or through a jump.
- In addition, small texts will appear above the dynamic score, as described in the next section.

8.2.4. Dynamic Score Texts

- When player get extra score for a combo or a jump, aside for the actual dynamic score numbers changing colors, a text will appear above the numbers to explain what it is that gives the players extra score.
- **In case of a combo** the text will say "Combo X#", when # is the combo multiplier.
- Regular Score Display section on how this is explained to players.



8.3. Bonus Score

8.3.1. Jump Bonus

- The conditions to receive the jump bonus are described in the Jumping section.
- The jump bonus is higher the higher up the candy is hit.
- The formula is: $\langle \text{candy basic score} \rangle * \langle \text{Bobcorn's distance from ground} \rangle / 10$
- The result of the above formula will be rounded up.
- This calculated score will be used for calculations in the combo bonus as well, so player will have a high motivation to jump a lot.
- See the Jump Score Display section on how this is explained to players.

8.3.2. Combo Bonus

- The formula to calculate the combo score is this:
 $\langle \text{Combo score} \rangle = \langle \text{number of candy in combo} \rangle * \langle \text{candy eaten score} \rangle$
- Here is an example: In a combo of 2 toffees and 1 small lollipop, the score will be like this:

First Toffee Score:	30 (regular score, since it is not a combo yet)
Second Toffee Score:	60 ($\langle \text{regular score of 30} \rangle * 2$)
Small Lollipop score:	105 ($\langle \text{regular score of 35} \rangle * 3$)

- **Remember** that the jump bonus affect the "candy eaten score" parameter of the combo bonus formula.
- See the Combo Score Display section on how this is explained to the player.

8.3.3. Boss Candy Score

- The boss candy will give 10 points (TBD) for every hit.
- When the boss candy bursts, each sweet that Bobcorn eats will be worth another 10 points (TBD).
- **Note** that the player can, and probably will, get a combo from eating the sweets that burst out of the boss candy.

8.4. Score Display

Note that the effects described in the following sections are TBD, and might change when our talented graphic designers gets to them.

8.4.1. HUD Score Display

8.4.2. The game's HUD shows the total score the player the HUD (Heads -Up Display) section for more details. The level score is important for the Stars Rating System and for getting coins (see the Overview

Players can get between 1 to 3 stars for each level played, depending on the level score they achieved. This is obviously only relevant for the Challenges mode, and not for the survival mode, that has no levels.



This section will list how many points are required for each level star. See the



The dialog has the following buttons: Replay, Level Selection, Store, Wake-Up (Revive). Stars Awarded Screen for more details.

8.4.3. Stars For Score

(This location originally contained a link to an external Excel table)

Coins and Bucks section).

8.4.4. Dynamic Score Display

- The dynamic score display will inform the players of the actual score each hit on a candy gives them, and of combos, jump bonuses, etc.
- The dynamic score display will be placed Next to Bobcorn, on the left side of his head.
- The dynamic score will change rapidly, and will give the players the feeling that they are accumulating a lot of score very fast.

8.4.5. Dynamic Score Appearing and Disappearing

- The dynamic score display is not always present.
- When the player gets score, the score display will "appear" next to Bobcorn's head.
- While the player bounces candy, the HUD score will not move, only the dynamic score will.
- Every time the player gets more score, the dynamic score will shake slightly, to indicate the connection between the bouncing and eating of candy.
- If no score is added for 1 second (TBD), the dynamic score move up and disappear, and the HUD score will be raised accordingly.
- **Note:** When a level is complete, the dynamic score is transferred to the HUD score, with the usual "disappearing" effect.

8.4.6. Dynamic Score Color

- The dynamic score's color will change according to events.



- The dynamic score will change color when a score is achieved through a combo or through a jump.
- In addition, small texts will appear above the dynamic score, as described in the next section.

8.4.7. Dynamic Score Texts

- When player get extra score for a combo or a jump, aside for the actual dynamic score numbers changing colors, a text will appear above the numbers to explain what it is that gives the players extra score.
- **In case of a combo** the text will say "Combo X#", when # is the combo multiplier.

8.4.8. Regular Score Display (CANCELLED)

8.4.9. Jump Score Display (CANCELLED)

8.4.10. Combo Score Display (CANCELLED)

8.4.11. Candy Power Value Display

- When Bobcorn finally eats a candy, aside for the score display described above, the player also sees the amount of power that is added to the power bar.
- The display is shown under the power bar.
- The power display will appear, accumulate and move up and disappear in a similar fashion to the dynamic score display.
- **However, unlike the score**, the power gained is added to the power-bar immediately, even before the power display appears and disappears under the power-bar.
- This means that for every candy eaten, the power-bar rises immediately upon eating, and does not wait for the text effects to complete, like it does for the score.
- **Note:** The power value of the candy is displayed in percents, so it may say "+10%", "+20%" etc.
- **The Fully Awake power-up** is an exception. When the player takes it, instead of showing percents, it will simply show the words "Wake up!"

8.5. Stars Rating System

8.5.1. Overview

Players can get between 1 to 3 stars for each level played, depending on the level score they achieved. This is obviously only relevant for the Challenges mode, and not for the survival mode, that has no levels.



This section will list how many points are required for each level star. See the



The dialog has the following buttons: Replay, Level Selection, Store, Wake-Up (Revive). Stars Awarded Screen for more details.

8.5.2. Stars For Score

(This location originally contained a link to an external Excel table)

8.6. Coins and Bucks

8.6.1. Overview

Players will be able to use coins and bucks in the game store. In order to lure players into the store, we will need to give them some coins and some bucks to start with.

8.6.2. Coins and Bucks For Stars

- Every star the players get from completing a level will award them with 10 (TBD) coins.
- If players achieve 3 stars they are awarded one buck (TBD) in addition to the 30 coins.

The coins and bucks are awarded every time the player receives new stars for a level, in the



The dialog has the following buttons: Replay, Level Selection, Store, Wake-Up (Revive).

- Stars Awarded .
- **If possible**, make the number of bucks per star a remote parameter.

8.6.3. Coins For Score

- Even if players did not get any stars, we don't want them to feel they came away with nothing. So we will give them some coins according to their score.
- The players will get 1 coin for every **1000 points (TBD)** of score they achieve in a level.
- **If possible**, make the number of points required for a coin to be a remote parameter, so we can change it if we feel the players are getting too much or too little coins.
- The coins are awarded every time the player completes a level, in the Challenge Completed , or when the game is over in the survival mode.

8.6.4. Other Ways to Get Coins/Bucks

Coins and bucks can be bought in the Game Store. Coins will also be awarded for Achievements (PlayScape Missions).

8.6.5. Sync with PlayScape

The amount of coins the players have will be synchronizes with thier PlayScape coins.

9. Game Store

9.1. Overview

This section will describe the game store and the ways to reach it in the game. It will also describe the various items players can buy in the store.



9.2. Store Categories

The game store is divided into the following categories:

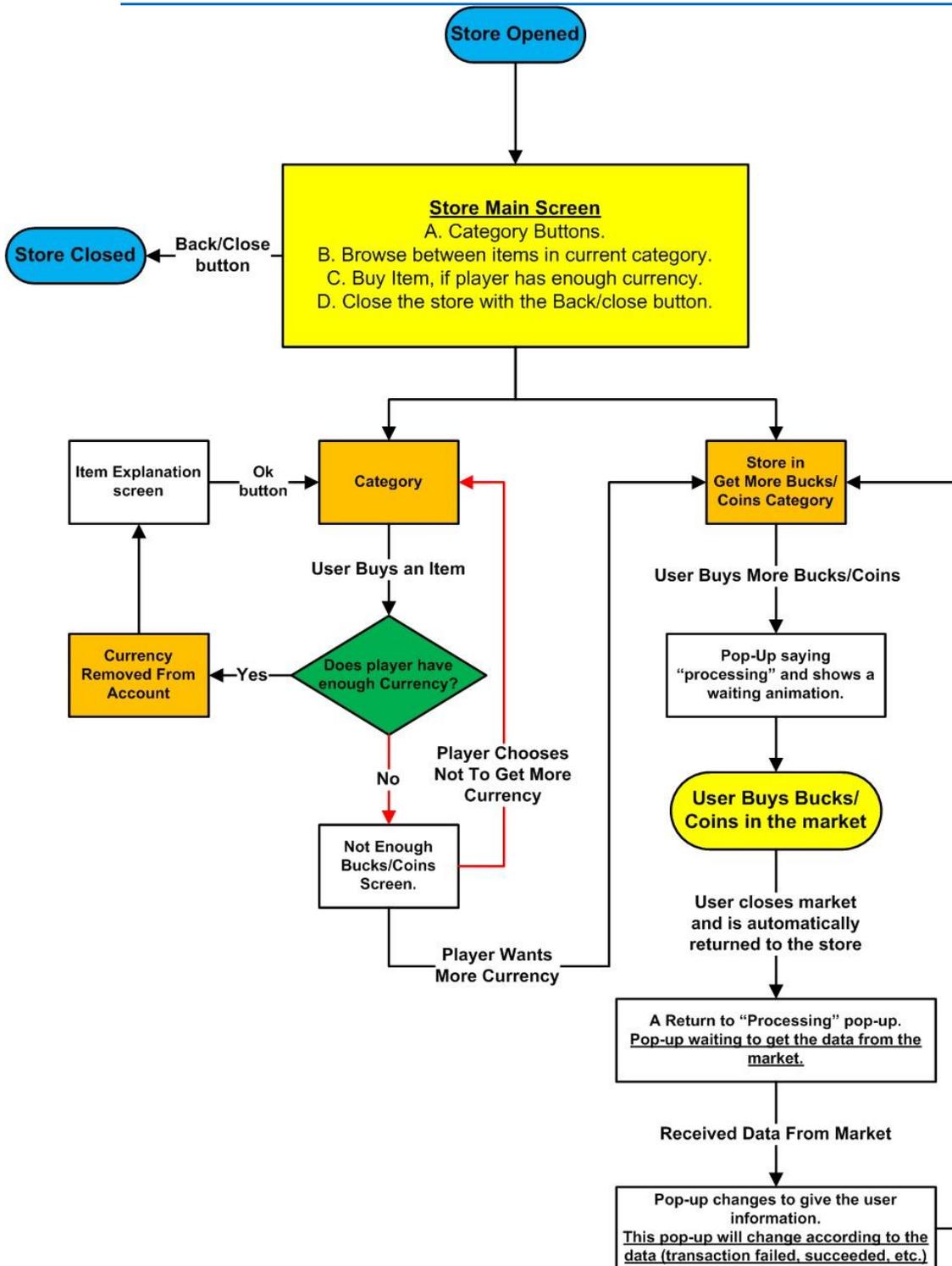
Category	Explanation
Power-Ups	Players can purchase power-ups and activate them as described in the Store Bought Power-Ups section.
Upgrades	<p>9.3. Upgrades will influence the system. See the Item Explanation Screens</p> <p>The item explanation screens are dialogs that will explain to the players about their new purchases, after they have been purchased. See the 11.3.19Item Explanation Screen. Explaining Upgrades section.</p>
Surprise Packs	Will hold the store's surprise packages (see the Surprise Packages section)
Bucks/Coins	Here the player will be able to purchase bucks and coins.

9.4. Getting To The Store

There are several ways of getting to the store. The event that opens the store will determine what part of the store is displayed to the player when the store opens.

Event/Source	Explanation
Store button in main menu	Will open the store in the Upgrades category.
Pause Menu	Will open the store in the Power-Ups category.
Game Over Menu	Will open the store in the Upgrades category.
Not Enough Bucks dialog	Will open the store in the Bucks/Coins category
Not Enough Coins dialog	Will open the store in the Bucks/Coins category
Power-up interface (in-game)	Will open the store in the Power-Ups category.
Challenge Complete Screen	Will open the store in the Power-Ups category.
Need Help Screen	Will open the store in the Power-Ups category.
Challenge Failed Screen	Will open the store in the Power-Ups category.

9.5. Store Flow



9.6. Appearance

The game's store will have a similar layout to that of the Hoopz 2 game, but the visual style will be completely different.

Here is a mock up of the store from Hoopz 2:





9.7. Store Items and Pricing

- (This location originally contained a link to an external Excel table)
- The store will have price segmentation for testing purposes. A third of the players will have the prices in the excel, a third will get half prices, and a third will get double prices.

9.8. Item Explanation Screens

The item explanation screens are dialogs that will explain to the players about their new purchases, after they have been purchased. See the 11.3.19Item Explanation Screen.

9.9. Explaining Upgrades

9.9.1. Overview

In the upgrades category, players will be able to purchase upgrades that will change certain parameters in the game, in favor of the player. Each upgradable game parameter can be upgraded 4 times (TBD).

9.9.2. Don't Sleep Bobcorn! (Power-Bar Empty Rate)

The "Don't Sleep Bobcorn!" will cause to game's power bar to be emptied at a slightly slower rate. For each upgrade rank, the lowering rate of the power-bar will be decreased by 5% (TBD), to a maximum of 20% (TBD).

9.9.3. More Power Ups! (Power-Up Check)

9.9.4. This upgrade will change the parameters of the power-up check (see the Maximum Scene Checks Restriction)

- The fact that new scene checks have a chance of NOT producing a scene presents a slight chance that no scenes will be created for a long time.



- This is not fair to the player, and the intent of the system is to slightly randomize the scene creation times, not to make the player miserable.
- For this reason, we will add a Maximum Check Restriction to the system.
- If no new scene is created after 3 scene checks (TBD) after the last scene has finished entering the screen, the next new scene check will not have the option of no scene.
- If the new scene check again shows that no scene is to be created, the game will create a scene from the easiest difficulty group instead.
- **If possible**, please make the maximum time into a remote variable.
- Power-Ups Creation Check section)
- Each rank of this upgrade will add 10% to the chance for getting a power up for all challenges and in the survival mode (see the Power-Up Decision Check).
- This upgrade **will not** influence the power-up type check.
- The player can purchase up to 4 ranks (TBD) of this upgrade, so the maximum addition to the chances for power-up will be 40%.
-

9.10. Surprise Packages

- The surprise packages will give the player a random mix of power-ups.
- There are 4 surprise packages:

Surprise Package	Number of Power-Ups in Package
Small surprise package	10
Medium surprise package	15
Big surprise package	20
Super surprise package	30

- After a surprise package is purchased, the game will choose the power-ups in the package at random.
- When this is done, the Item Explanation Screen tells players what power-ups they got, like so:





10. Achievements (PlayScape Missions)

#	Mission's Name	Condition
1	Candy Yum-Yum!	Eat 100 candies of any kind
2	SO. MUCH. CANDY.	Eat 1000 candies of any kind
3	The bigger they are...	Destroy a boss candy
4	The harder they fall	Destroy 10 boss candies
5	Hyperactivated!	Get to hyperactive mode
6	Hyperactive Bobcron!	Get to hyperactive mode 20 times
7	Double Vision	Get the Unicloner power-up
8	Triple Vision	Activate two Unicloner power-ups at the same time
9	Bobcorns Everywhere!	Get the Unicloner power-up 30 times
10	Turtle Jump!	Jump on turtles 25 times.
11	Shell Shock!	Jump on turtles 150 times.
12	No Sticky Stuff.	Finish a level without touching the sticky surface.
13	Stealth Mode.	Hide behind your clone 3 times.
14	Just barely...	Finish a level with less than 20% health.
15	Sleep Walker	Finish a level with less than 20% health 15 times.
16	Turtles! And Rainbows!	Jump on a turtle 10 times when there's a rainbow on screen
17	Full Combo!	Fill up the combo accumulator.
18	The Accumulator!	Fill up the combo accumulator 5 times.
19	Sugar Beamed!	Get the sugar beam power-up 10 times.
20	Beam me up.	Finish 5 levels with the sugar beam power-up active.

11. Controls and Interface

11.1. HUD (Heads -Up Display)

11.1.1. In Game Screen Layout



11.1.2. Explanation on the HUD elements:

11.1.2.1. Score Display

This is the level score display, located at the bottom right corner of the screen, next to the pause button.

11.1.2.2. Objectives

The objectives show the icon of the candy that needs to be collected, the number of collected items and the objective. For example, if the objective is to collect 15 toffees, the player will see a toffee icon and 0/15 when the level starts.

11.1.2.3. Combo Accumulator

This is to combo accumulator described in the Combo Accumulator section. It only appears on screen when there is a combo, and then it goes away.

11.1.2.4. Power-Ups Button

The power-ups button opens the power-ups interface, described in the Power-Up Interface section. It is located in the bottom left corner of the screen.

Note that in the above mock-up, the power-up interface is **opened**.

11.1.2.5. Pause Button

The pause button opens the Pause Menu and pauses the game.

11.1.2.6. Dock Area

This is the area where Bobcorn moves and jumps from.

11.1.2.7. Water Area

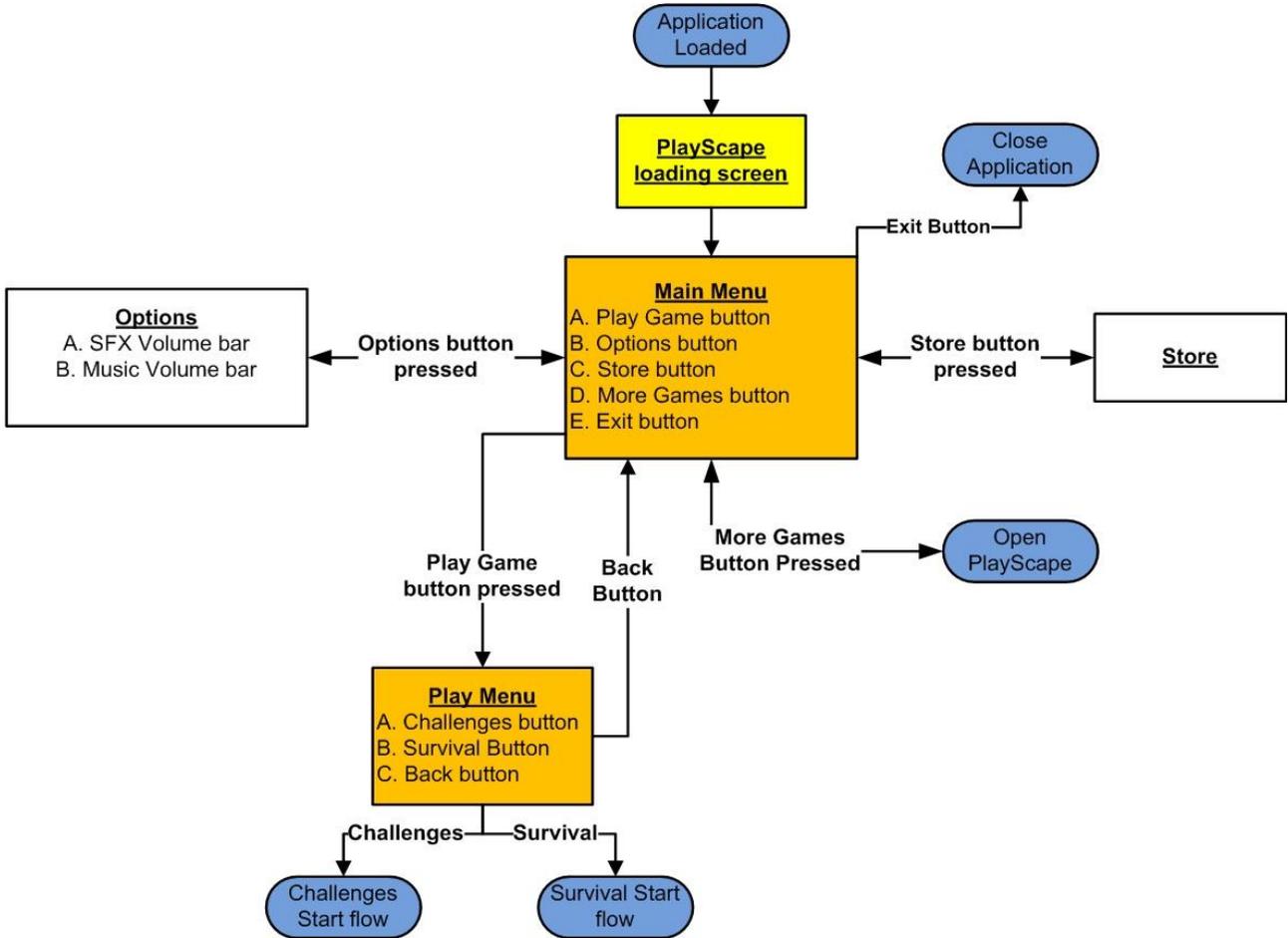
The water area is where candy falls if it is not bounced or eaten by Bobby.



11.2. Menus Mechanics

11.2.1. Game Screens flow diagram

This diagram is identical to the one presented in the Menu Flow section.



11.2.2. Menu Transitions

TBD by graphic designer.

11.2.3. Dialog Transitions

TBD by graphic designer.

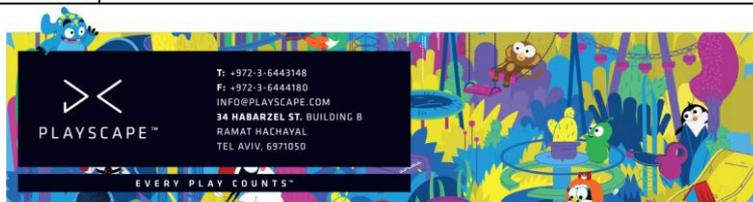
11.3. Menus List

11.3.1. Loading Screens

The game will use the standard loading screens used in all MoMinis games.

11.3.2. Main Menu

Button	Details
Play button	Will move the player to the Error! Reference source not found..
Missions button	<ul style="list-style-type: none"> • If PlayScape is installed: Will open PlayScape and show the players missions they've accomplished and the ones they didn't. • If PlayScape in NOT installed: The game will tell the players



	they need to install PlayScape to get missions (TBD).
Store button	Will open the Game Store.
More Games button	<ul style="list-style-type: none"> • If PlayScape is installed: Will open PlayScape and show the games catalog. • If PlayScape in NOT installed: Will open the More Games Screen.
Sound Button	Will open the Sound Dialog.
Facebook Button	Will open the Facebook Like Dialog.
Exit button	Will exit the game.

11.3.3. More Games Screen (Cancelled)

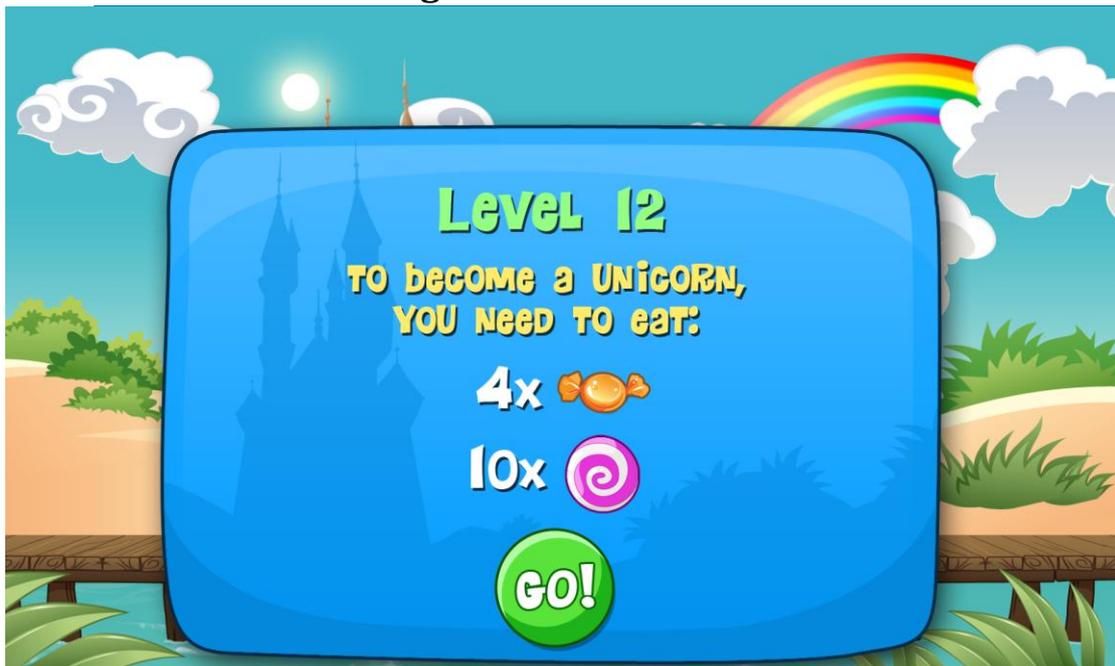
This is not required, since we have PlayScape as Service.

11.3.4. Pause Menu



Button	Details
Resume button	To resume playing.
Restart Level button	Will restart the level (see the Level Start flow). This will be the same as when failing a level, which means the extra balls and special balls the player bought are not lost .
Store Button	Will open the game store in the power-ups category.
Level button	Pressing this button will open the Are You Sure Dialog before taking the player to the main menu.
Sound button	Will open the Sound Dialog.

11.3.5. Challenge Start Screen



- See the Objectives section for information about challenge objectives.

11.3.6. Challenge Completed Dialog



- The dialog will show the player's total score, number of stars awarded, currency awarded and buttons.
- The buttons are: Replay level, Level Selection, Store and Continue.

11.3.7. Facebook Share Dialog



- The Facebook Share dialog will appear every 3 levels (TBD), starting from level 3 (TBD).
- **If possible**, please make the two numbers above into remote variables.
- The dialog will appear when the level ends, **after** the challenge complete screen is closed.
- The dialog's heading will show a unicorn icon and the words "Fact" or "Fiction".
- **Note** that the unicorn icon is different between facts and fictions.
- Players will be able to share the sentence on Facebook or press the "OK" button to go to the next level.
- **(This location originally contained a link to an external Excel table)**

11.3.8. Game Completed Menu



Note that Bobcorn is animated in this dialog.

11.3.9. Challenge Failed Dialog

This screen appears when a challenge is failed. The player will not receive any coins for the challenge, since it was not completed.



The dialog has the following buttons: Replay, Level Selection, Store, Wake-Up (Revive).

11.3.10. Stars Awarded Screen (Cancelled)

Stars are now awarded in the 11.3.6 Challenge Completed .

11.3.11. Survival Mode Game Over

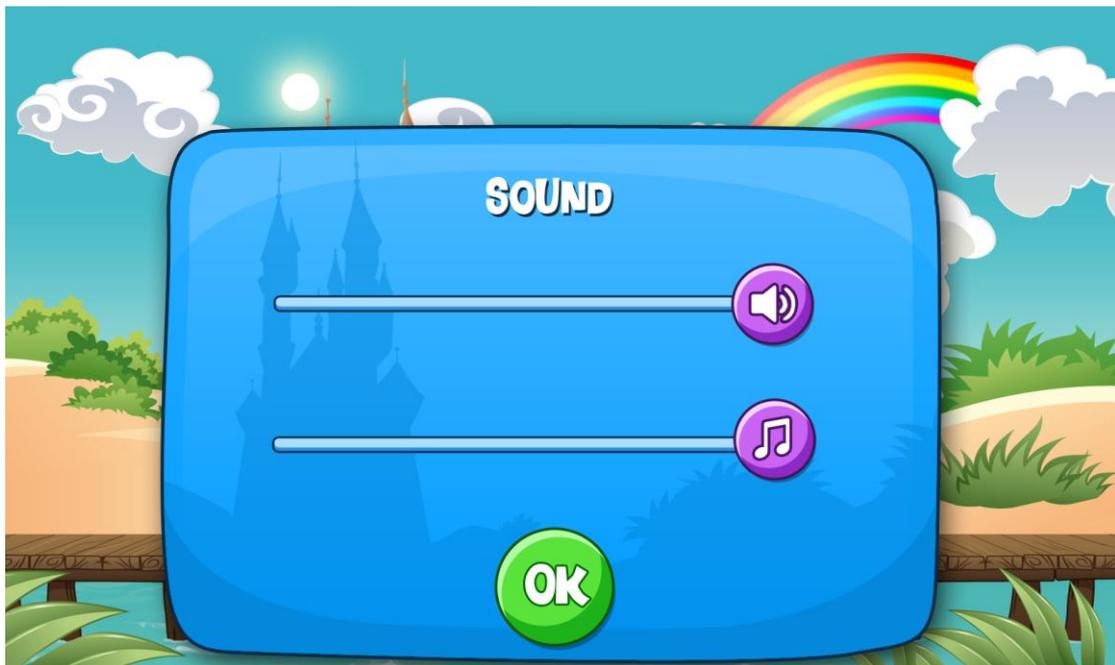
This screen appears when the player finally fails in the survival mode.





11.3.12. Sound Dialog

The sound dialog will be the standard sound dialog used in other MoMinis games. It will be designed to conform to the game's visual style.



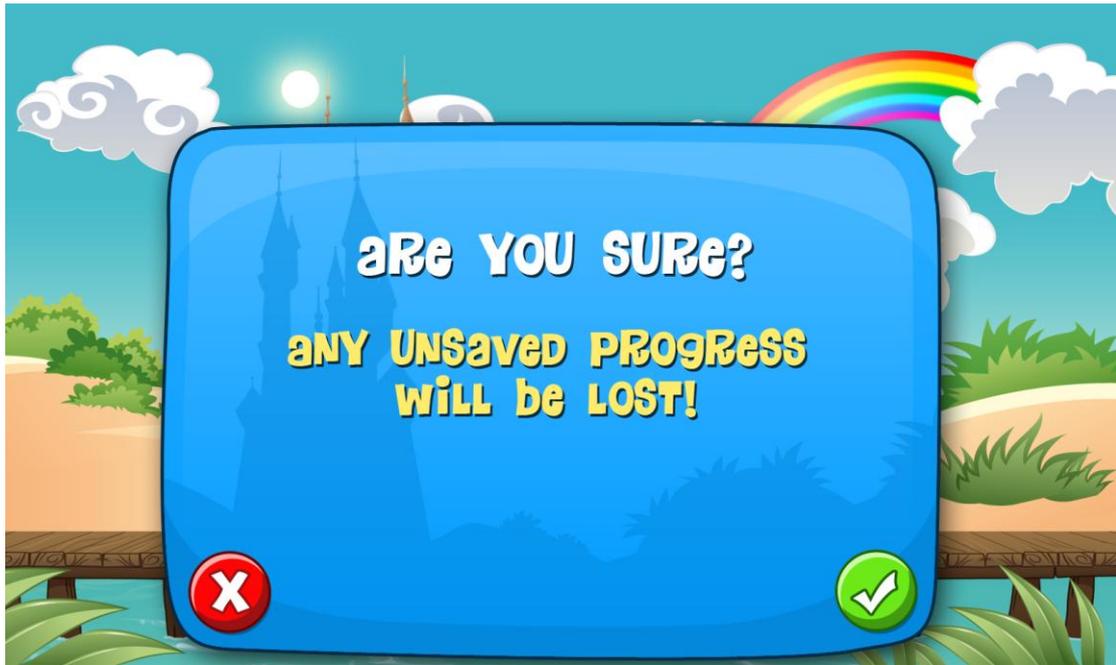
11.3.13. Are You Sure Dialog

This dialog will ask the players "Are you sure? Any unsaved progress will be lost!"

Here is a list of events that will trigger this screen:

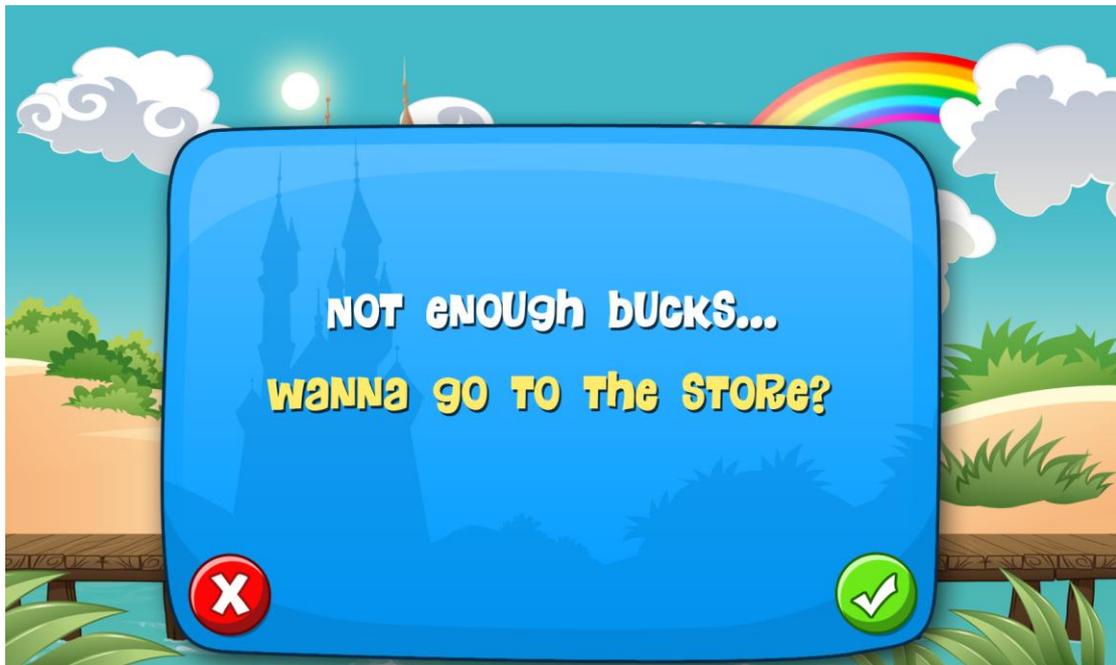
- Main Menu button in the pause menu.
- Levels button in the pause menu.
- Exit Game button in the pause menu.
- Restart button in the pause menu.





11.3.14. Not Enough Bucks Dialog

This dialog appears every time players try to purchase something, but do not have enough bucks. It informs the players that they do not have enough bucks, and asks them if they want to go to the game store to purchase more bucks.



11.3.15. Not Enough Coins Dialog (Cancelled)

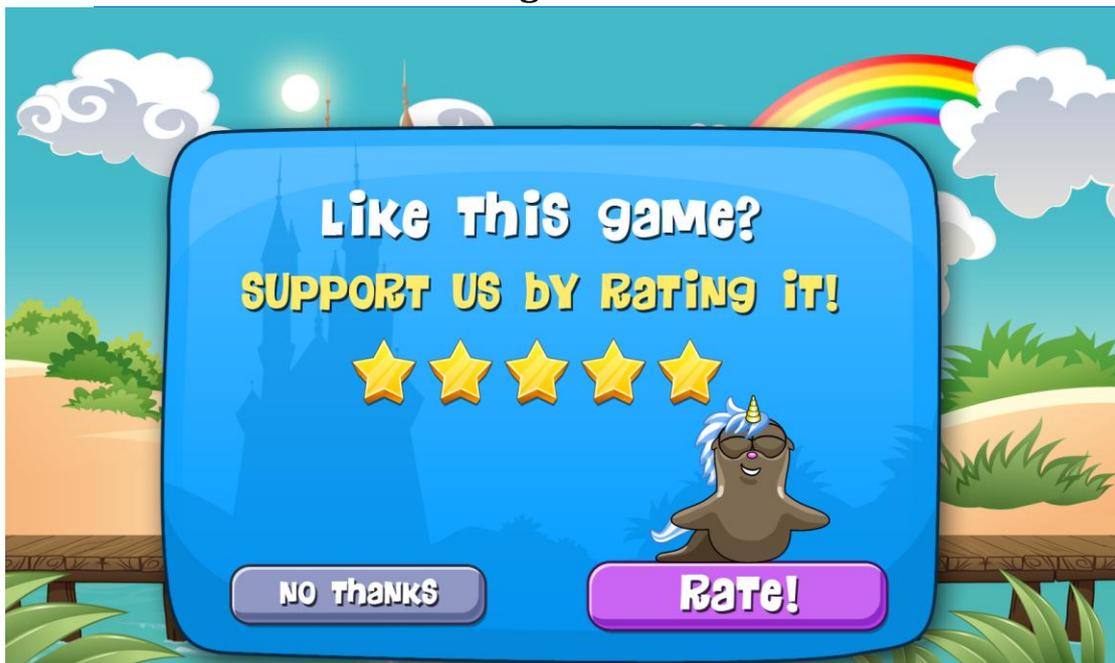
There is no need for this screen in the game.

11.3.16. Facebook Like Dialog



Note that Bobcorn is animated in this dialog.

11.3.17. Rate Us Dialog



Note that Bobcorn is animated in this dialog.

11.3.18. Level Selection Screen

- The level selection screen will be similar to other level selection screens we've used in previous games.
- Boss levels will have a special "boss candy-like" buttons.
- **Note** that when the game begins, only the first level is available to the players.



11.3.19. Item Explanation Screen



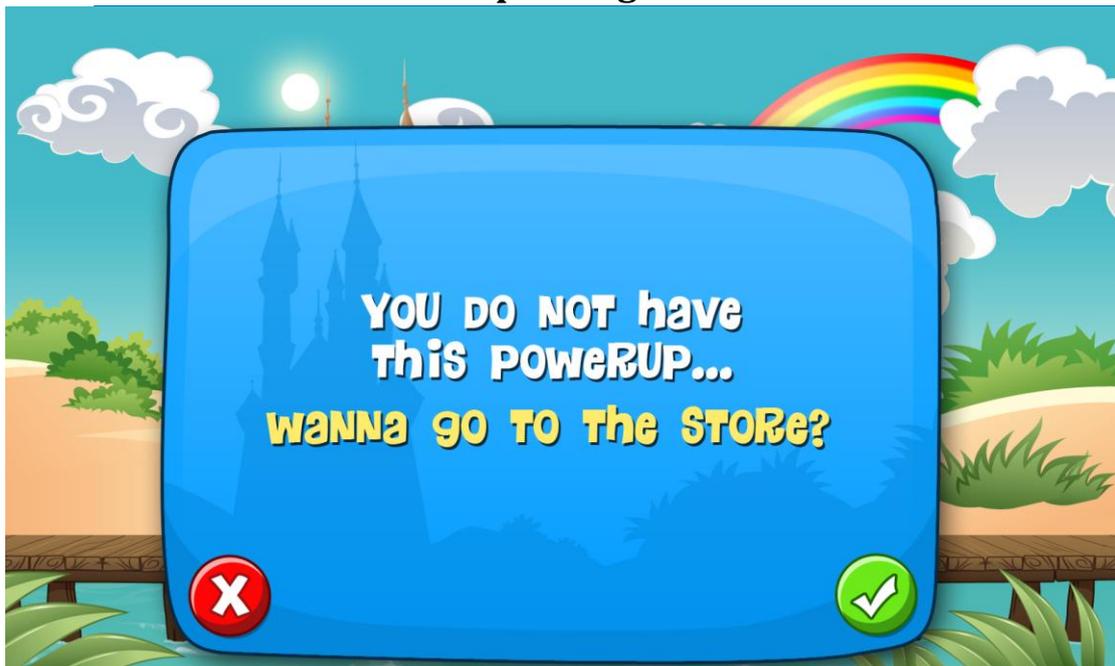
- This screen is shown after the player buys any item in the store.
- It will show the item, and explain about it to the player.
- The screen will have only an "OK" button.

11.3.20. Play Game Menu

The play game menu lets the player choose between Challenges Mode and Survival Mode.



11.3.21. No Power-Up Dialog



- This dialog appears when the player tries to use a power-up from the Power-Up Interface, but does not have that power-up.

11.3.22. Need Help Dialog

- The need help dialog will appear after the challenge failed dialog, if the player fails the same level 3 times in a row.



11.4. Android Back Button

11.4.1. Overview

All Android phones have a back button, as part of the phone's physical design. This button must always have some effect on the game, no matter where you are in it.



This section will list the most logical use of the back button in our games. If your game has a special case where it makes more sense to use the back button in some other way, feel free. This is just a general guideline.

11.4.2. In-Game

- Pressing the back button in-game will open the game's pause menu.
- Pressing it again while the pause menu is opened will close the pause menu and the game will resume.
- **Note** that this will also happen when in-game pop-ups are opened. This means that the pause menu will appear "over" other menus.
- **If the back button is pressed while a tutorial dialog is open** that dialog will be closed, as if the player pressed the "Continue" button on the dialog. More on tutorial dialogs in the Tutorials section.

11.4.3. In Menus

Pressing the back button in a menu will take the players to the previous menu they were in. Eventually, this will bring the players to the main menu. Pressing the back button in the main menu will open a pop-up menu asking the players if they want to exit the game. Pressing the back button again will close the pop-up.

11.5. Phone Events

Phone events are events that are related to the phone and are not part of the game, but require the game to respond to. For example, incoming call, SMS messages, incoming e-mails, etc. This section will explain the correct way to handle these events.

The phone's behavior is something we have no control over. For example, in case of an incoming call, the phone's focus will be taken from the game, and the game will be minimized. There is nothing we can do about it.

However, when such an event occurs, the studio will issue an external pause event. When this event is recognized, the game needs to react to it in a logical manner:

- **If the game is in a menu** it will remain in that menu with no change, until the player returns to the game.
- **If the player is in-game** the pause menu will open, so when the player returns to the game, it can be resumed using the "resume" button of the pause menu.

12. Tutorials

12.1. Overview

The game's tutorials will appear on screen in response to specific events in-game.

12.2. Movement Tutorial

12.2.1. When To Trigger

This tutorial will be triggered when the first level of the game starts, and the player has control over Bobcorn.

12.2.2. Tutorial Process

- A simple animation/icon will show the phone being tilted.



- This animation/icon will move into the screen from the left and stop in the middle of the screen.
- Two arrows will also enter the screen. An arrow pointing to the left will come into the screen from the left side, and an arrow pointing right will come into the screen from the right.
- The arrows will stop to both sides of Bobcorn, at 100 (TBD) pixels away From him.
- The player will need to move Bobcorn to hit both arrows for the tutorial to be completed.
- When Bobcorn hits an arrow, the arrow leaves the screen the same way it came in, by moving outside of the screen.
- The phone-tilt animation/icon will also leave the screen now.

12.3. Jump Tutorial

12.3.1. When To Trigger

This tutorial will be triggered after the Movement Tutorial is removed from the screen.

12.3.2. Tutorial Process

- Show a small animation/icon of the phone and a finger tapping on it.
- In the phone screen, show Bobcorn in the air, with a dotted while line indicating his jump.
- When the player performs a jump twice, remove the tutorial.
- This tutorial will behave in a similar way to the movement tutorial.

12.4. Eat Candy Tutorial

12.4.1. Why This Is Needed

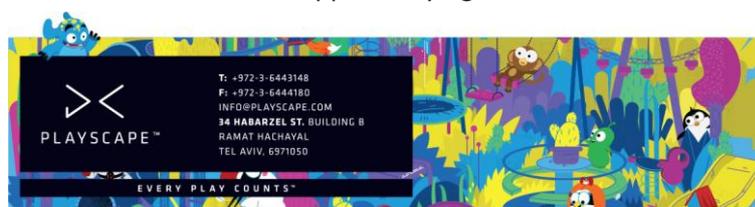
- The way the player should eat candy should be pretty self-explanatory, but we can't take a chance on it.
- This tutorial is intended to explain the basic mechanic of bouncing candy and then eating them, in case players did not understand it by themselves.
- The way to recognize that the player did not "get it" is to check how long he has been playing from the beginning of the first level, without eating a candy.
- Since this tutorial is intended for players who have a harder time understanding the game than most people, this tutorial will be very intrusive, and will pause the game.

12.4.2. When To Trigger

- This tutorial **will not always trigger**.
- The tutorial will trigger **only in the second level**.
- The tutorial will trigger if the power-bar is lower than 75% (TBD), meaning, the "bobby_power_0002_3" image is shown, **and** the player has not unwrapped and eaten 2 (TBD) candies yet.

12.4.3. Tutorial Process

- Game is paused.
- An arrow will point to the power bar.
- Next to the arrow, a text will appear, saying "You must feed Bobcorn!"



- The text will have an OK button, with some kind of animation on it, to draw the player's eyes.
- Once the player presses OK, a dialog will appear.
- That dialog will show Bobcorn, and a candy (the Toffee) falling towards him.
- A text will say "Unwrap the candy and then eat it!"
- Bobcorn will bounce the candy twice to unwrap it, and then eat it.
- The dialog will have an OK button.
- When the player presses the OK button the dialog is gone and the game is un-paused, and that's when the tutorial is over.

12.5. Power-Ups Tutorial

12.5.1. When To Trigger

- This tutorial is actually a set of tutorials that will trigger the first time every power-up appears.
- This tutorial is not a tutorial per-say, it is a small GUI indication to show that a new power-up has entered the screen.
- If the game recognizes that the power-up appears too close to the left edge of the screen to show the tutorial text, the tutorial will not trigger, and will wait for the next time that power-up comes in to the game.

12.5.2. Tutorial Process

- When a new power-up enters the screen for the first time, a small arrow will point at it and move with it.
- On that arrow a text will say the power-up's name.
- This will continue to happen for more power-up items of the same type, until the player manages to eat one.
- **Note** that the arrow will be in a back layer, and will not obscure the view of Bobcorn or any other candy that may be falling through it.

12.6. Power-Up Button Tutorial

12.6.1. When To Trigger

The power-up button tutorial will trigger after the players buy their first power-up in the store, and return to the game or start playing.

12.6.2. Tutorial Process

- An arrow will point at the power-up button.
- A text on the arrow will say "Use your new power-ups!"
- The arrow will move slightly from side to side, to draw the player's eyes.
- When the players press the power-ups button the arrow will move to the right with the opening of the power-ups interface, and will continue moving until it is out of the screen.
- This is when this tutorial is over.
- **Note:** if the power-up is close to the right edge of the screen enough so the tutorial text exits the screen, the tutorials should not show.



- **Instead**, show the tutorial next time that power-up enters the screen.

12.7. Surface Types Tutorial

12.7.1. When To Trigger

These are two similar tutorials that appear the first time a new surface type appears.

12.7.2. Tutorial Process

- After the level is loaded, an arrow will point to the new surface type.
- Above that arrow there will be a text saying "Careful! Slippery!" for the slick surface type or "Careful! Sticky!" for the sticky surface type.
- The arrow will have an animation of moving slightly up and down to catch the player's eyes, but the text will not move.
- The text and arrow will stay on screen for 5 seconds (TBD) and then disappear.
- This is when the tutorial is over.

12.8. Power Bar Tutorial

12.8.1. When To Trigger

- The power bar tutorial can happen at any level of the game.
- It will trigger on the first time the player has less than half of the power bar ().

12.8.2. Tutorial Process

- The game will pause.
- A tutorial dialog will appear, with an arrow pointing at the power bar.
- The dialog will have an "OK" button, like other tutorial dialogs.
- The dialog will say "Keep feeding Bobcorn, or he'll fall asleep!"
- Under the text show another instance of the power bar, and an instance of Bobcorn next to it.
- The power-bar and Bobcorn should be the same size they are in the game.
- Make the power bar empty very quickly, and when it is empty, make Bobcorn fall asleep.
- These animations should run in a loop.
- When the player presses the OK button the tutorial is over and the game is un-paused.

12.9. Sugar Rush Tutorial

12.9.1. When To Trigger

- The sugar rush tutorial can be triggered at any level.
- It will be triggered the first time the player achieves a sugar rush.
- The tutorial will be triggered **before** the visual and gameplay effects of the sugar rush.

12.9.2. Tutorial Process

- The game will pause.
- A tutorial dialog will appear, with an arrow pointing at the power bar.



- A text on the dialog will say "Fill the second power-bar for a sugar rush!"
- The dialog will have an instance of the power bar inside it.
- The main power bar will be full, and the second power bar will be shown quickly being filled.
- This animation will loop until the player presses the OK button on the dialog.
- Once the OK button is pressed, the tutorial is over and the game continues (sugar rush is triggered).

13. Analytics

(This location originally contained a link to an external Excel table)

14. Game Intro

14.1. Overview

The game intro is a short animation sequence that shows the background story of the game.

14.2. When To Show

The intro is introduced to the players when they choose to start playing the first level of the challenge mode.

14.3. Content

- Show Bobcorn on the beach, but show him as a regular seal.
- Above Bobcorn show a text saying "Always be yourself."
- Move the camera to show a unicorn eating candy.
- Above the unicorn show a text saying "Unless you can be unicorn."
- Camera moves back to Bobcorn.
- Text above Bobcorn now says "Then always be a unicorn."
- Bobcorn changes into a Uniseal (Unicorn-Seal).
- Candy falls on Bobcorn's head and bounces up.
- Camera follows candy up.
- Camera "zooms out" (actually, the candy simply gets smaller).
- Candy falls back down, and camera follows it.
- Show Bobcorn on the beach, eating the candy.
- Begin level 1.

15. Interstitials and Ads

15.1. Overview

This section will describe where and when to place interstitials and ads.

15.2. Interstitials

Important Note: On first activation of the game, DO NOT show any interstitials, since this could annoy players.



- Every 4 levels, in the loading between levels (before the actual level is loaded and the level objective dialog is shown).
- When loading the survival mode level.
- When leaving a level to go to the level selection screen.
- **DO NOT** show when replaying a challenge or retrying the survival mode.

15.3. Banners

We will show banners in the following occurrences:

- Pause menu.
- Level Failed dialog.
- Level Completed dialog.
- Sound Dialog.
- Are You Sure dialog.
- Facebook Like dialog.
- Facebook Share Dialog.
- Rate Us dialog.
- No Power-Up Dialog.
- Level Start Dialog

