**Catch the Clown**

*Design Document*

# Development Team

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# Game objects

There will be just two game objects: the clown and the wall. The *wall* object has a square like image. The wall surrounding the playing area is made out of these objects. The wall object does nothing. It just sits there to stop the clown from moving out of the area. The *clown* object has the image of a clown face. It moves with a fixed speed. Whenever it hits a wall object it bounces. When the player clicks on the clown with the mouse the score is raised with 10 points. The clown jumps to a random place and the speed is increased with a small amount.

# Sounds

We will use two sounds in this game. A bounce sound that is used when the clown hits a wall, and a click sound that is used when the player manages to click with the mouse on the clown.

# Controls

The only control the player has is the mouse. Clicking with the left mouse button on the clown will catch it.

# Game flow

At the start of the game the score is set to 0. The room with the moving clown is shown. The game immediately begins. When the player presses the <Esc> key the game ends.

# Levels

There is just one level. The difficulty of the game increases because the speed of the clown increases after each successful catch.