

## Game Design Document - Mosquito Bonito

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# Game Concept

## Introduction

Mosquito Bonito is a casual bug eating game where player play as a froggy, enjoying a chill summer day and catching bugs.

## Key features

- Cute Graphics
- VR
- Relaxing but Satisfying Gameplay
- Frog
- Different Bugs & Gameplay

## Genre

Frog Simulation

## Platform(s)

iOS (Google Cardboard)

## Story

A day in the life of a frog eating bugs.

## Characters

Frog (the player) and bugs (the goals).

## Level/environment design

Swamp made from 2D sprites.

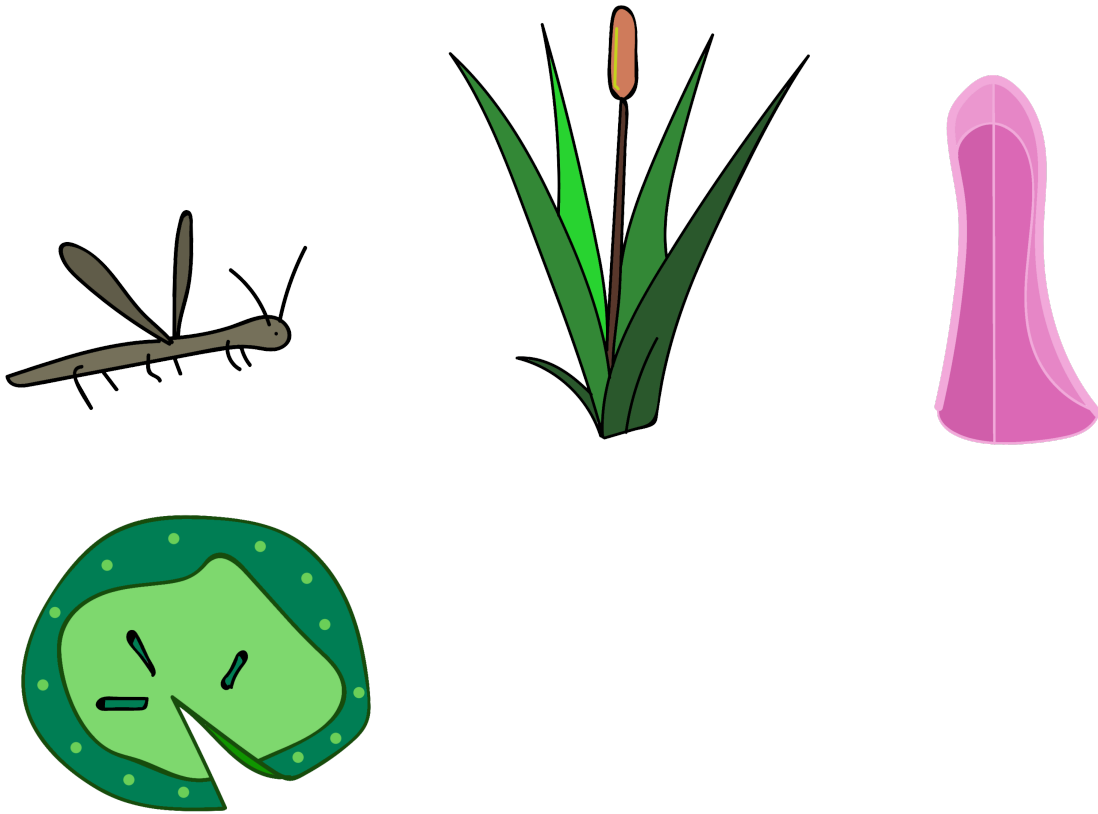
## Gameplay

Eat as many bugs as you can before the day ends! Every bug has unique abilities and be careful that some bugs are even hurtful!

## Art

2D Sprites in 3D space, featuring beautiful flat graphics. A few examples of the art:





## **Sound and Music**

Smooth frog music and addictive cute sounds.

## **User Interface, Game Controls**

Tongue click controls the game - for example, to start you lick the title.

## **Accessibility**

Not very accessible to those who are blind due to the Google Cardboard's nature. Sounds cue when you eat something to get points and also when you do not. The colors used in the game are in high contrast and everything is outlined so it can be seen better even without color.