

PRACTICAL GAME PROGRAMMING

- Genre: Hidden Object
 - Definition
 - Code considerations
 - Content considerations

DEFINITION

- Player finds objects hidden in an image using the mouse.
- Possibly limited by time, number of failed clicks, etc.

GAMEPLAY

- Player is shown an image with lots of objects, and is told to find a certain one (or a few).
- When all objects are found, player gets a new task.

CODE CONSIDERATIONS

- Controls
 - Mouse-driven; check hit with complex regions.

CONTENT CONSIDERATIONS

- Art
 - Interface graphics
 - Level data
 - Complicated images
 - Some kind of data structure to show where the hidden objects are
 - Possibly: separate image with color-coded areas for each object

CONTENT CONSIDERATIONS

- Audio
 - Possible background music
 - Sound effects
 - Interface sounds
 - Good clicks, bad clicks
 - End of level sounds