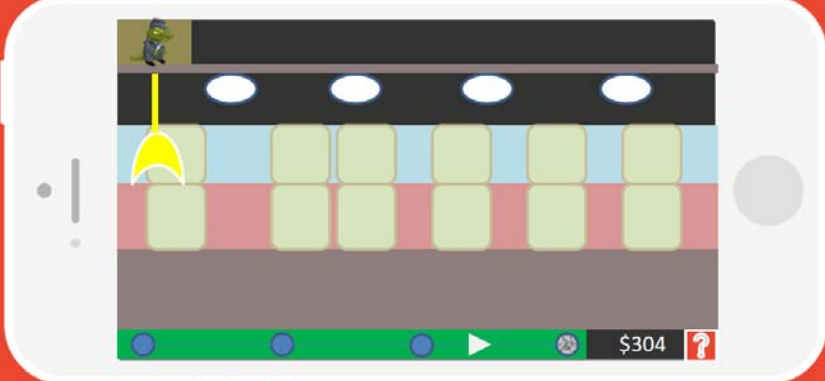


Animal Train

Crude design and concept mockups that I made for fun. (And I mean crude. I made it in PowerPoint for some reason.) It would be for a mobile game called Animal Train where your job is to manage unruly animals aboard a train by strategically placing them in different seats/cars.

Claw Control

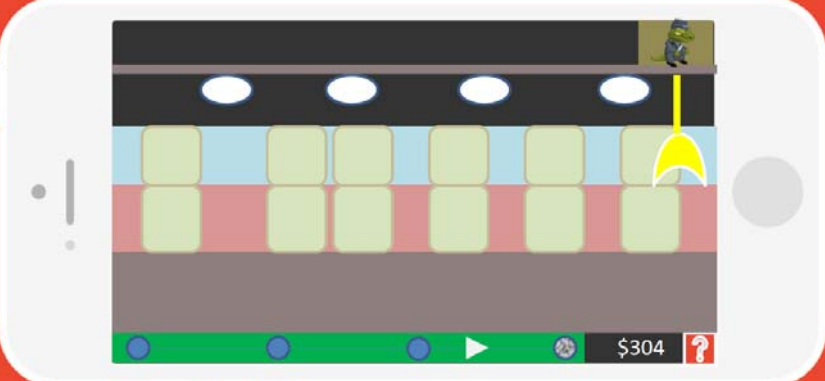
The claw hand hangs from the ceiling. When you descend the claw it will grab whatever appears from the player's perspective to be directly below it. Your player is in a little gunner-like box that rolls along a track.



There should be a weighted feel to the claw. The player can flick to the right or left to move the claw faster but with less accuracy.

You can either tap on the claw and drag it wherever, or tap on where you want the crane to go. Similarly, you can drag down or tap the claw to descend it. I think that part of the fun would be in mastering an imperfectly controlled claw (much like claw games themselves), so we shouldn't make it too easy. We should leave out the ability to double tap on something to descend on it, for instance.

In Game Screen Switch

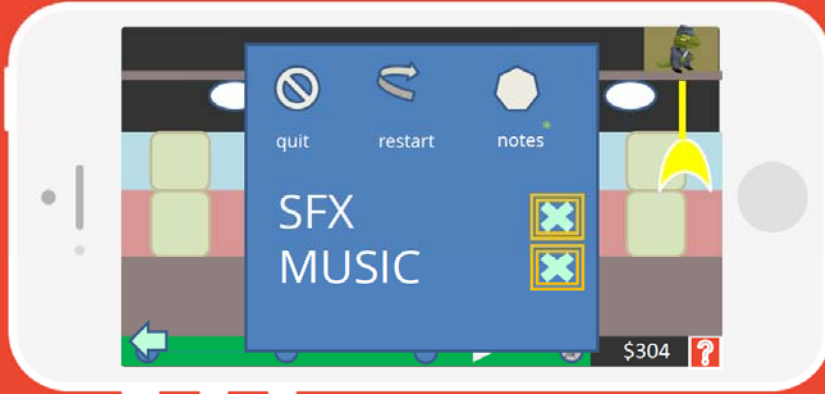


When you get to the extreme edge of the screen, if you swipe again you can switch to the next "screen". Alternatively, if you are touching and holding to move the claw, if you keep it held on one of the extreme edges for a moment, the screen can shift.

There could also be two levels of zoom – one that shows you a full screen, which would be a set number of columns, and one that shows you a sort of mini-map of all of the cars. Once you're looking at all of the cars, you can tap to quickly switch view to that car with a blurring animation.

In Game Menu State

Game screen should darken.



The in game menu functions as a pause. It has the options to quit to schedules board or restart the level. If they quit to the schedules board, they can resume where they left off. If they choose to restart, any brief cutscene should not repeat.

There's also the notes section, which has a little green asterisk if there's a new one. The notes are updated as you see new animals.

It also features the full set of options if you scroll a bit further down.

Mission 1b



It would be cool if the bubble could sort of grow downward as the text was teletyped. Users should be able to tap the bubble to show all text. For speech bubbles, we could ensure that the characters speaking are either on the right or left side of the screen, and then have the bubble occupy either the left or right half.