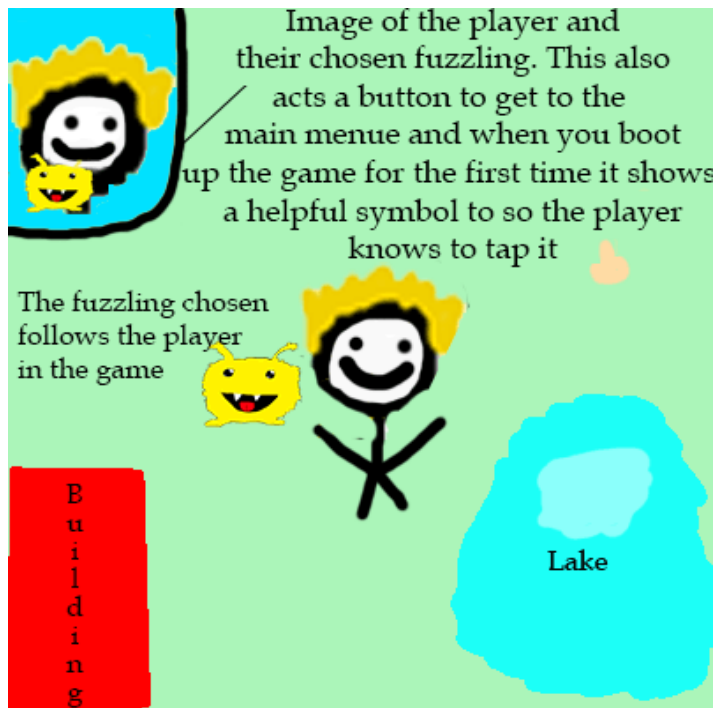# Outside the Fuzzerium's world design

The tapping image would also be animated so it catches the players eyes.

To the right there is also a example image from google of what the place the player

Is walking through could look like.

Dens and trees on the map:

(This image is a gif but they don't work great on word so I have also attached them.)

Semi trsnsparent button that tells you to swipe your finger over the tree

Races

The grey bars are not actually in the game - they are just to show how it works in the tutorial.

Basically, the player can swipe their hand anywhere near the bottom of the screen and the fuzzling will follow it. You can also turn by pressing the sides of the screen. This is useful for levels where you must move around corners.
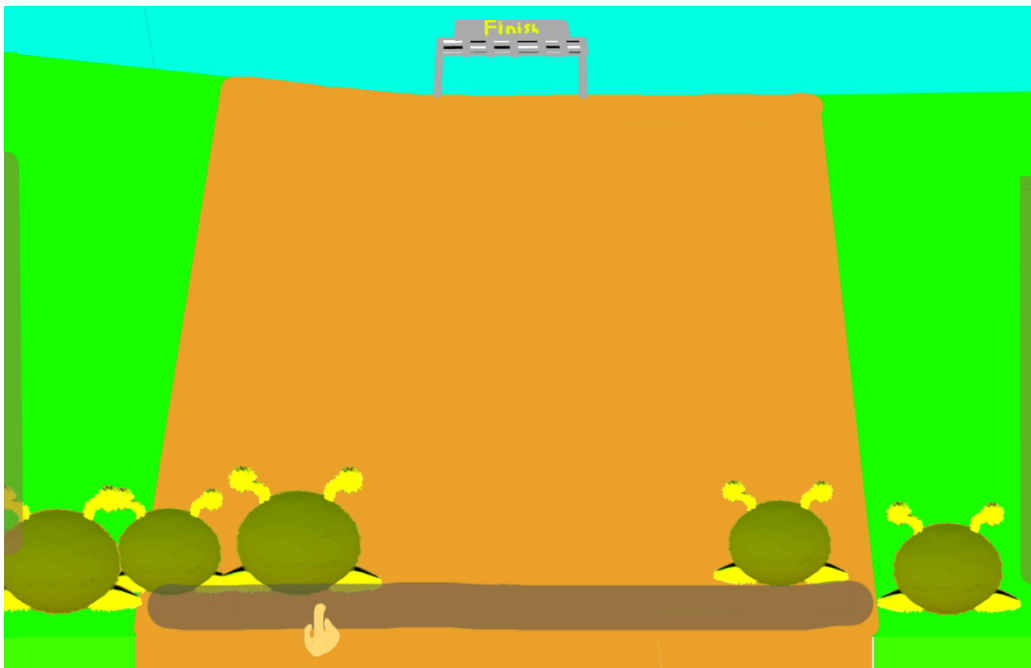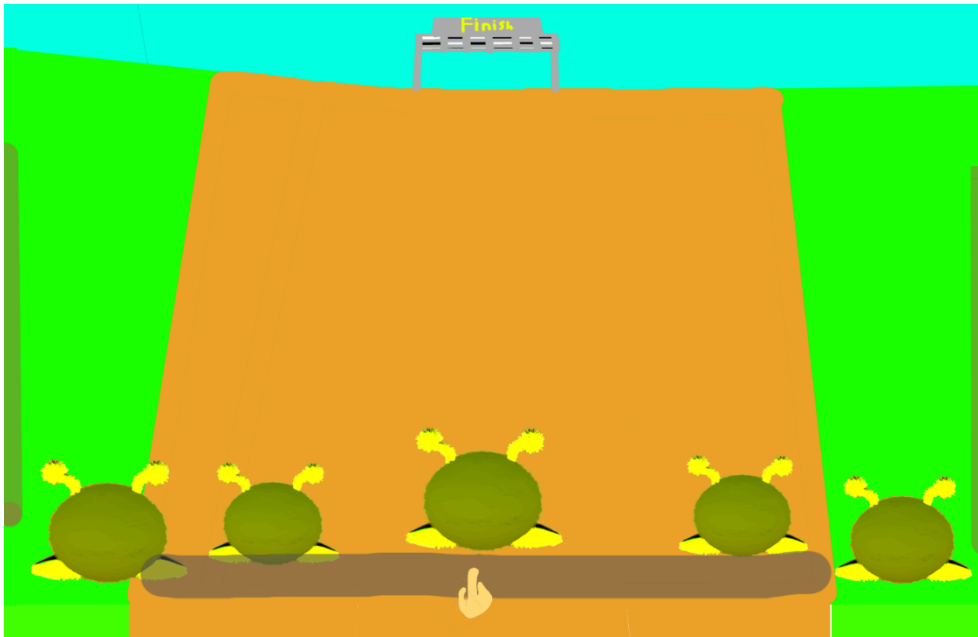
These warning signs show the player where the obstacles will appear:
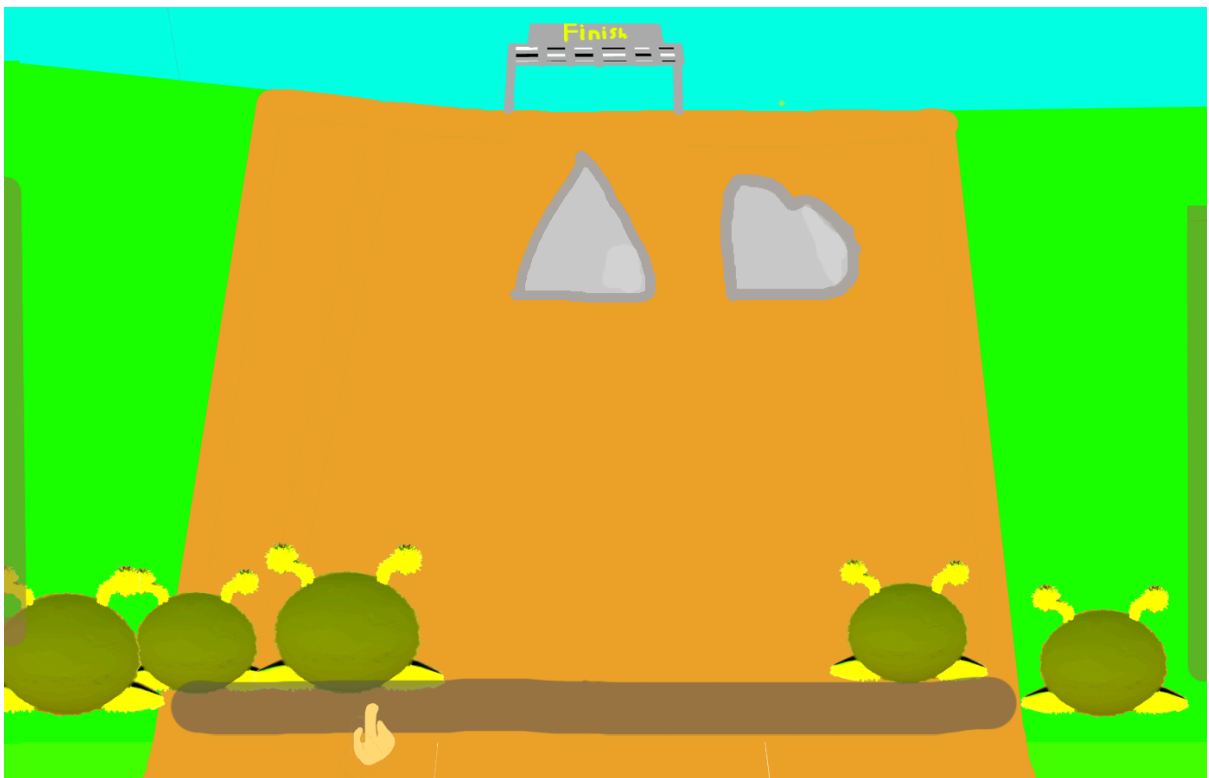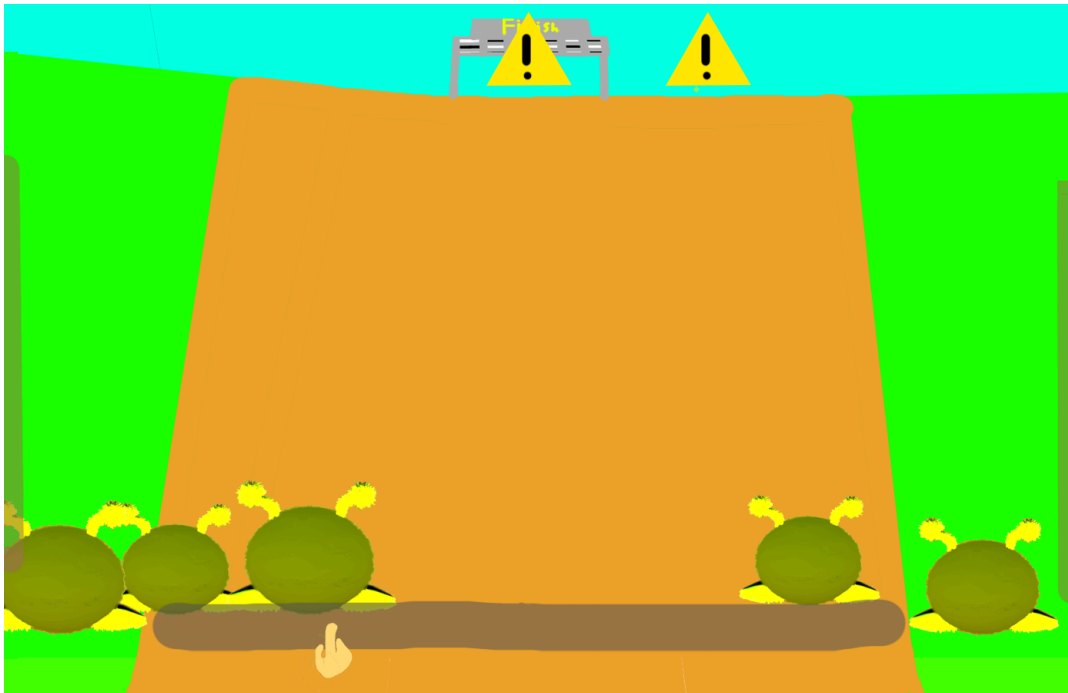
From the image above, you can see the rocks appeared where the warning signs were.
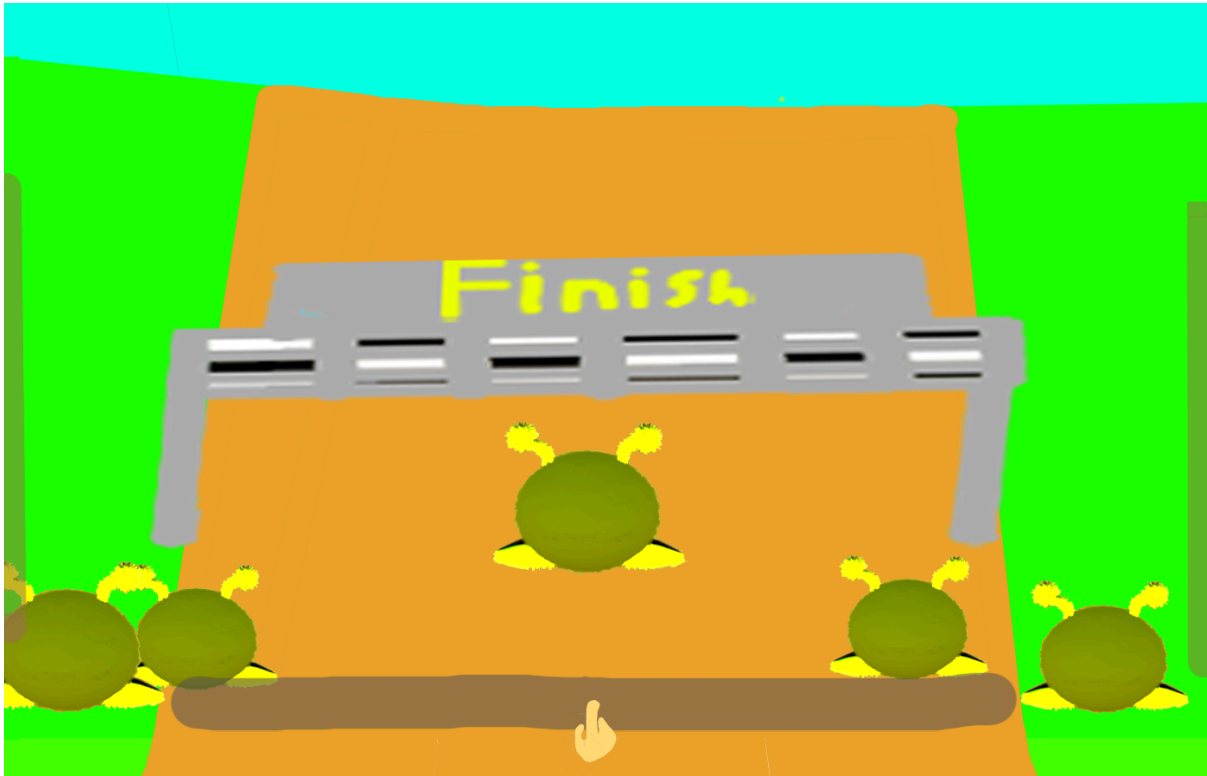
Once the player crosses the finish line, confetti are shot out of the cannons.

Congratulations, you came in first place!
You have unlocked the shovel that allows the planting of seeds!

The prize for first place follows straight after.

Battle:

Custard
Player

Fuzzy
Enemy
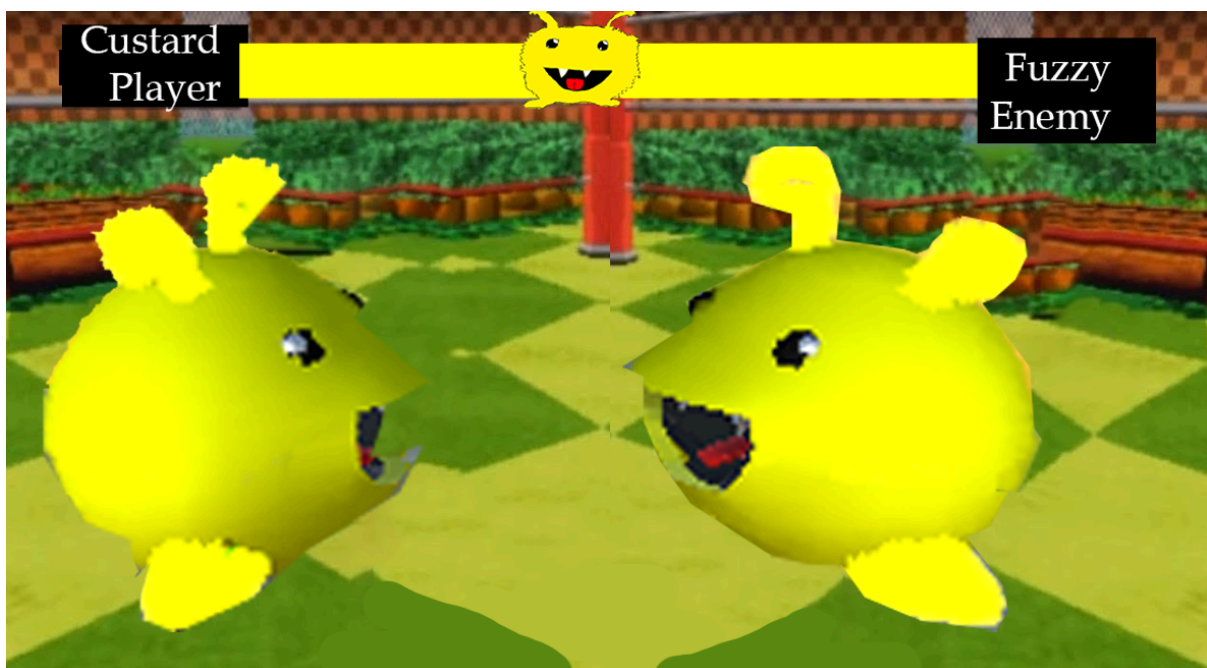
The top bar is the HP.

The first battle wouldn't be timed, but if it was the timer would be next to where the fuzzlings are.

This image shows the fuzzlings dodging:

In the image above, the player has won the fight and beaten the enemy.

Congratulations, you have won!

Your prize includes some boxing gloves.

Level examples

Race level 2

Battel level 1

And Battel level 3

Sound:

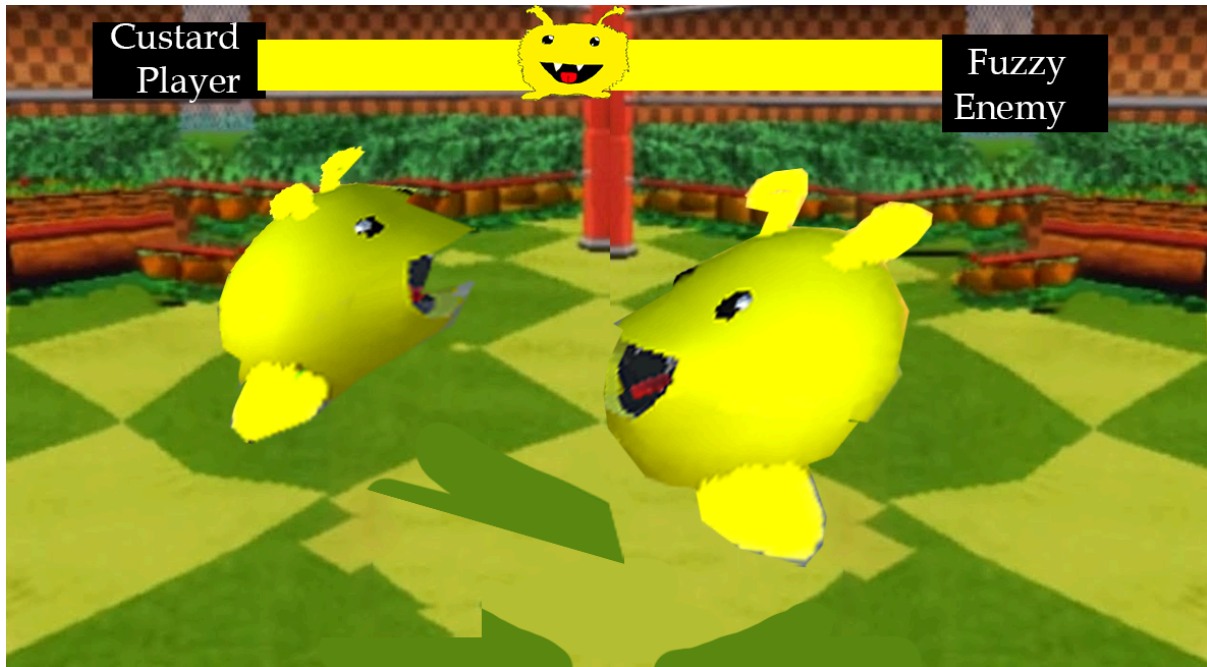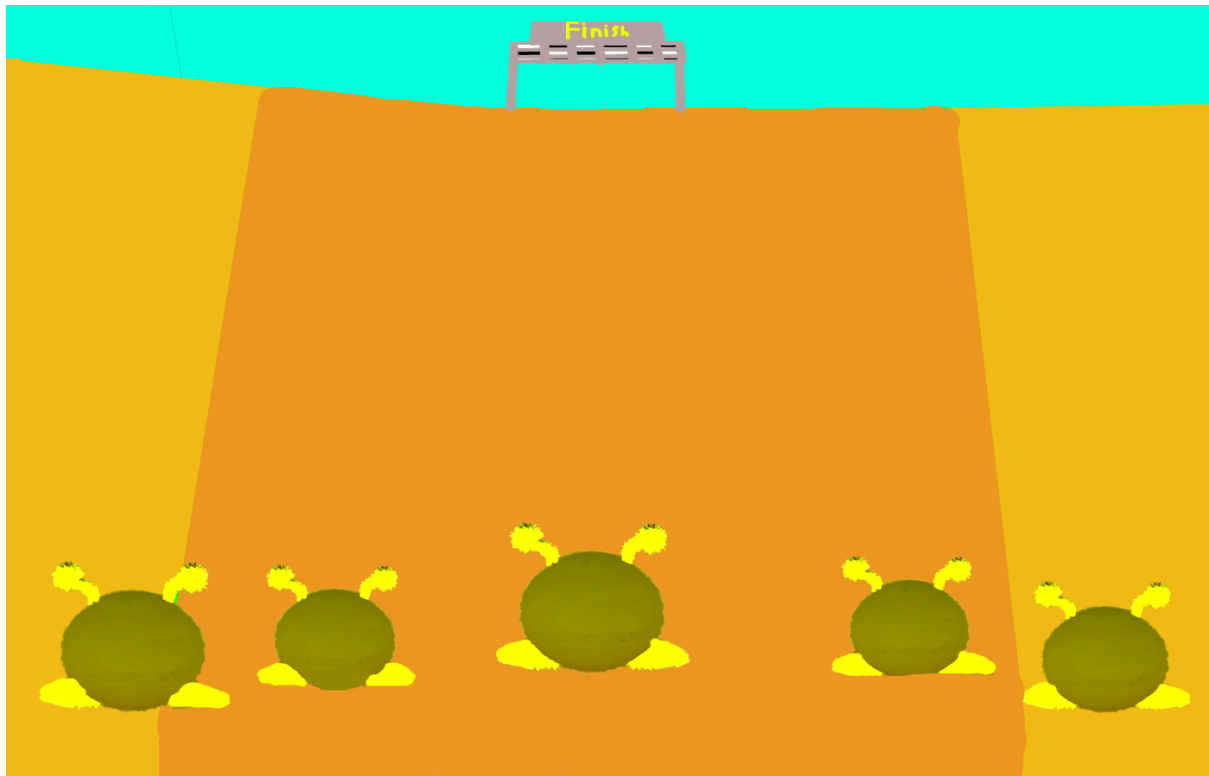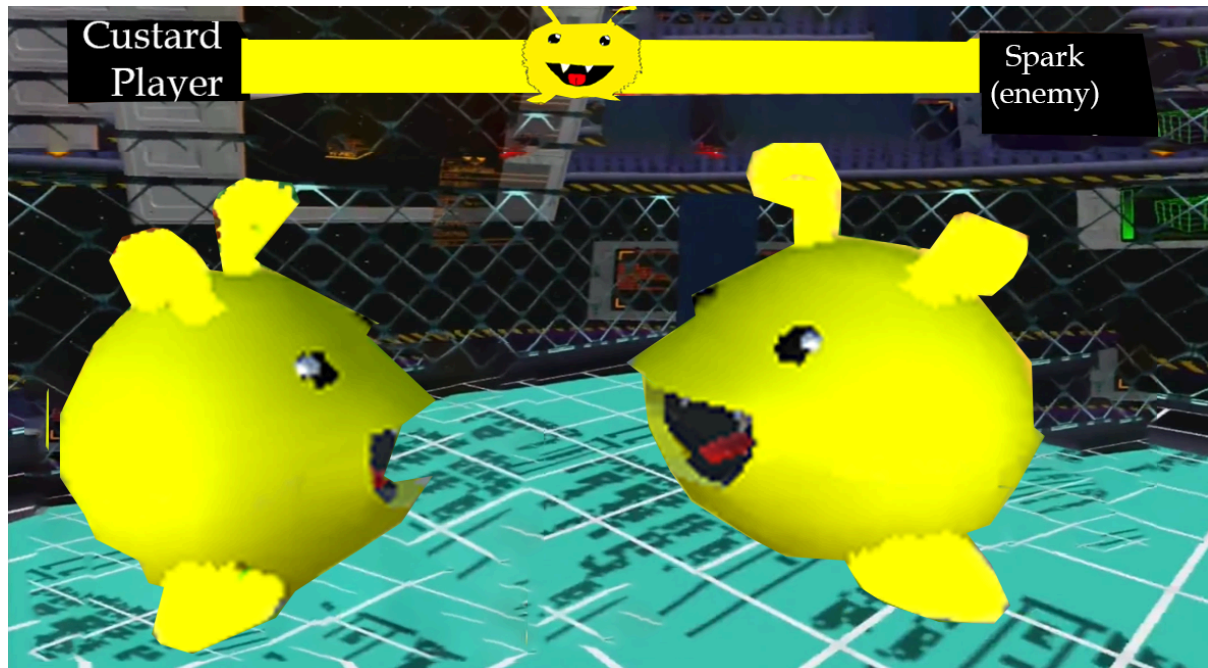For the main world, I think a peaceful melody would be great. Perhaps something like The natural chao garden from Sonic Adventure 2. I also think that a mysterious sound track like Mystic Cave from Sonic 2 would be good for that, or at least just after the very beginning bit. For the race I think something that is energetic (but not over the top) would be nice. Gourmet race theme from Kirby super star comes to mind. For the battle, I would like the themes to change as they get harder. The first one could definitely be the Sonic Adventure 2 chao karate theme (which is also where I got the background from in the prototype seen above). While later I think this song (something similar) from Super Bomber Man 3 would work.
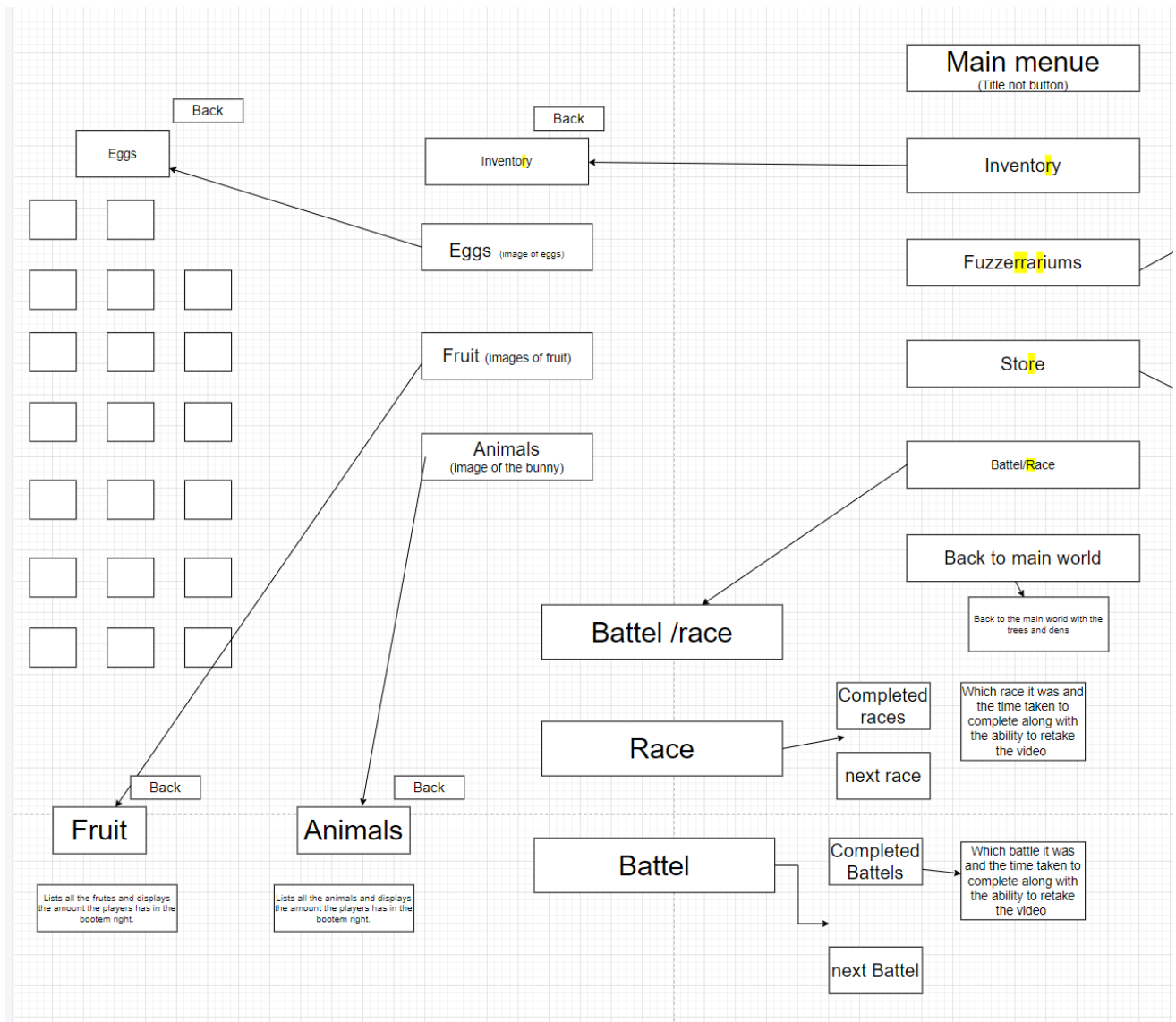
Foley:

 Shaking a tree, start and finish of the race, being hit by an obstacle and just some general cute fuzzling sound and foot steps in the race.
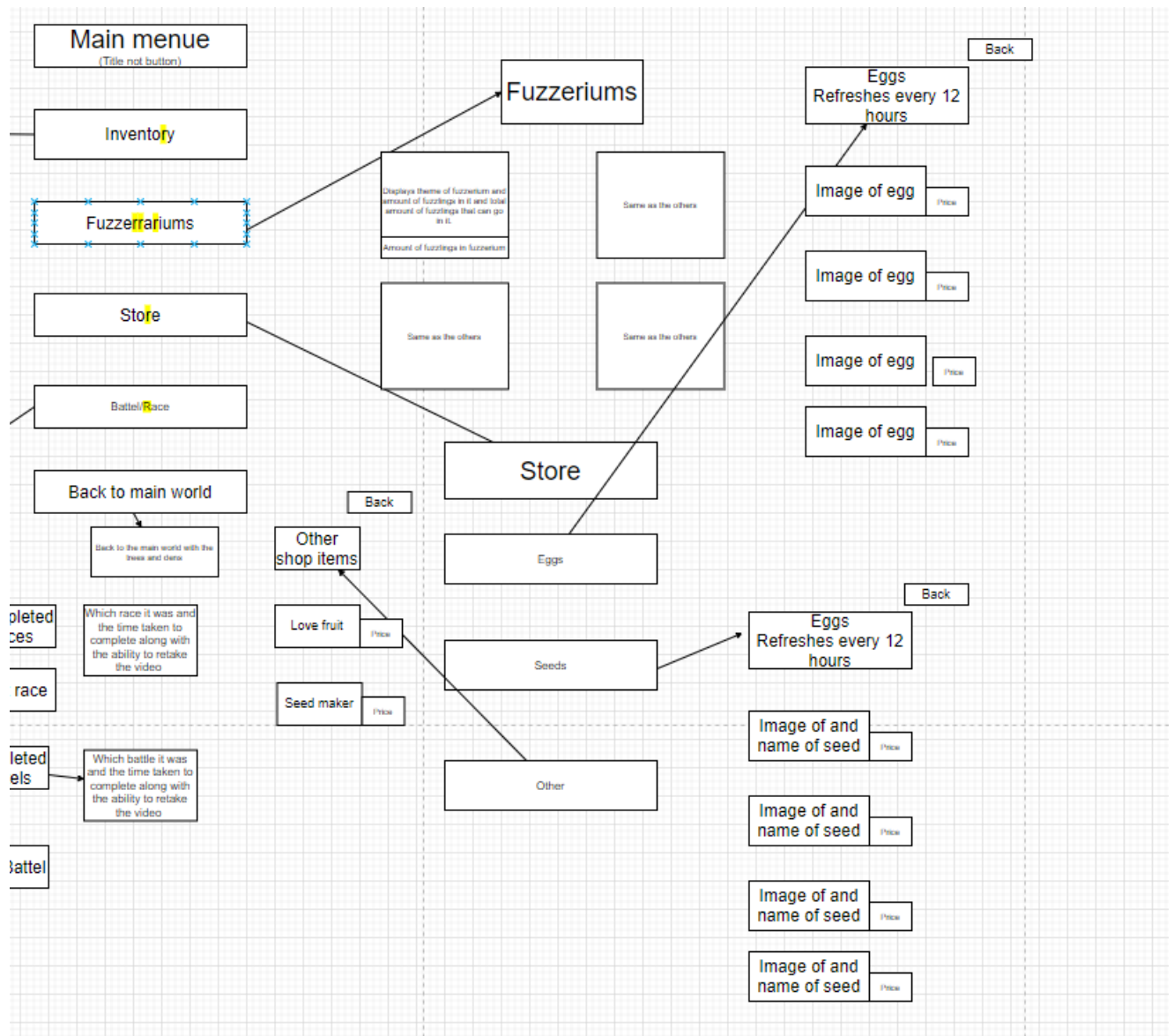
UI:

The different menus are as follow:

- Main
- Inventory
- Fuzzariums
- Store
- Race/Battle
- Character customization

You can see them all here along with where they go. A more detailed version is in the concept document.

Main menue
(Title not button)

Inventory

Fuzzerrariums

Store

Battel/Race

Back to main world

Fuzzeriums

Displays theme of fuzzerium and amount of fuzzlings in it and total amount of fuzzlings that can go in it.

Amount of fuzzlings in fuzzerium

Same as the others

Same as the others

Same as the others

Back

Eggs
Refreshes every 12 hours

Image of egg | Price

Image of egg | Price

Image of egg | Price

Image of egg | Price

Store

Back

Other shop items

Eggs

Love fruit | Price

Seeds

Seed maker | Price

Other

Back to the main world with the trees and dens

Which race it was and the time taken to complete along with the ability to retake the video

Which battle it was and the time taken to complete along with the ability to retake the video

pleted ces

race

leted els

Battel

Back

Eggs
Refreshes every 12 hours

Image of and name of seed | Price

Image of and name of seed | Price

Image of and name of seed | Price

Image of and name of seed | Price

Following the arrows on these diagrams will show you the paths and flow of the menus.

Bibliography

Image of the bunny used in the den is from Sonic Adventure 2.

Background image of the battle is from Sonic the Fighters.

Songs referenced:

- [the neutral chao garden from sonic adventure 2](#)
- [Gourmet race theme from Kirby super star](#)
- [sonic adventure 2 chao karate theme](#)
- [mystic Cave](#) from sonic 2
- [Super Bomberman 3 - Planet Select 3](#)