



Design Specification
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Executive Summary

Story Abstract

You, a mischievous scientist, are studying the genetic makeup of the Smiley Head race. Since Smiley Heads can only be born in your famous lab (they're just heads...they have no way to reproduce), you have quite a reputation. You must keep this reputation by creating happy Smiley Heads. (Smiley Heads are happy when they consider themselves good looking). The happier the Smiley Heads are, the more reputation points you achieve.

Game Play Abstract

This game might be described as an arcade style game. The player moves around on the screen in the form of a microscopic eye-dropper, collecting sequences of chromosomes. Each sequence they collect will affect the appearance of the Smiley Head. The player will be able to control the following features of the Smiley Head:

- The type of face it has – color, or pattern
- The type of eyes it has – color/shape
- The type of mouth it has – color/shape
- The type of hair it has – color/style

Once a Smiley Head gains all of its features...it is born into the world, possibly giving the player some good reputation points. The goal of the game is to get points!

Development Specification

- Gene Craft* will be developed for Windows using the DirectX 8.1 SDK.
- The programming will be done in C++ using Microsoft Visual Studio 6.0.
- Graphics will be programmed using a modified version of Andre LaMothe's Blitter Object (BOB) Engine.
- Graphics (8-bit) will be created by Amy Hedges in Jasc Animation Shop 3, Jasc Paint Shop Pro 7, and Microsoft Paint.
- Estimated Implementation Time: 1 Month.