

# Design Document for:

## Quack-Attack



### The Ducktastic Quackocalypse

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Version # 1.00

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# Design History

The scope of this game was to design a game which would be possible to finish in the given time of one semester. This idea reflects in every single aspect of the game. The entire concept stage took place after this decision was made, so that our ideas were all focused around the limitations of what we could actually completely finish within a semester. Our Idea was that in the end there would be a functional prototype with all key elements of the game. Of Course it is always possible to improve on a game, e.g. more story, new mechanics or more game modes. But for our game we wanted to see how far in the production we would get and we wanted to make a complete game with all intended features complete.

## Version 0.1

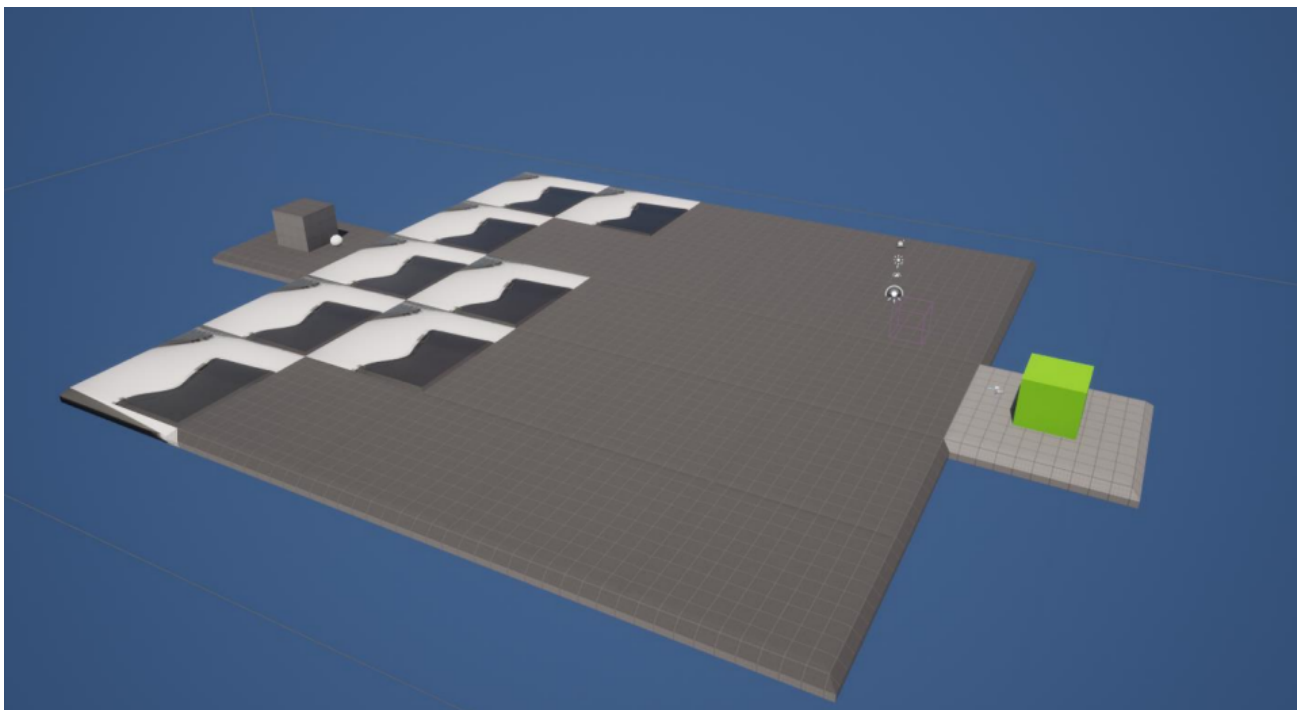


Fig.01 Overview Blockout Version

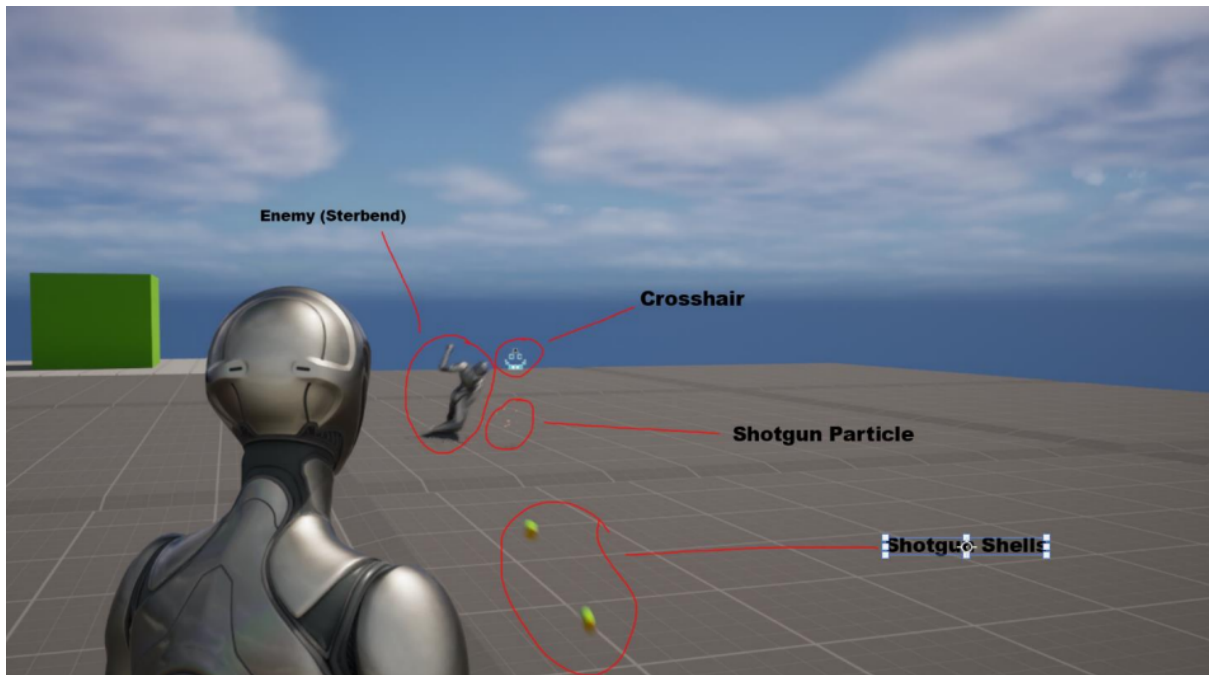


Fig.02 Ingame View: Blockout Version

This state of the game is a blocked out version of the first key element. The player is unable to plant seeds, it's an automated process. Which also makes the tiles upgrade to higher levels on their own. Tiles can be upgraded up to level 3, every explosion destroys one level. Therefore a level three tile needs three robots to explode on to turn the tile for the enemy. The enemies run out of their base and explode on a tile that is owned by the player and is either next to a neutral tile (no one owns it) or next to an enemy tile. To stop the robots the player can shoot the enemies. When the player aims the perspective switch into a 3rd person over the shoulder view. When a robot is shot he dies and doesn't explode. However the player will not die when hit by an enemy's explosion or take damage. It is impossible to win or lose the game.

Layout of the world in version 0.1:

The main field is a 5x5 square.

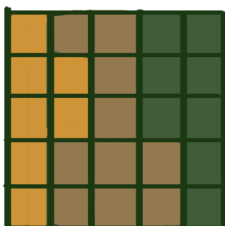


Fig.03 Tiles over view

## Version 0.2



Fig.04 Overview: Version 0.2

The world layout has changed from 5x5 to 5x10 tiles. This makes the playing field not only larger, but also more structured and the player can better estimate how many tiles they have won or lost.

The game now has barriers that keep the player away from the tiles the robots own. The interface is updated and the player can now see the amount of seeds they gathered. When the player steps on a tile they own it shows its progress. The progress bar visualizes how long the tile needs till new seeds are generated.

The player now can plant seeds.

It's also possible to enter the shop for the first time, however the player can't buy upgrades. There is also a life system added, when the player gets hit three times they die and responses a few seconds later. The game still has no winning or losing component integrated in the prototype. The shooting system has changed from over the shoulder to an isometric view.

The player can now use their compost ducks to destroy enemy tiles.

It's still impossible to win or lose the game.

## **Version 1.0**

Version 1.0 has all 3D assets and animations added. The player now is not only able to access the shop but can also buy upgrades, for example a better weapon or more valuable seeds to upgrade the tiles. The enemies have a more randomized pattern so the player can't predict where the robots will explode next. Which results in a more interesting game play for the player.

The game now has a ten minute timer. When the time is up the game ends and the side which earned more tiles wins. Therefore the player can win the game now.

## **Game Overview**

### **Philosophy**

The game showcases the fight between nature and technology. It has an environmentally friendly philosophy. Technology is destroying nature, while nature tries to reclaim it. This is a satirical exaggeration of current events. Nature is being destroyed for profit, leading to the destruction of ecosystems and the loss of biodiversity. These losses affect not only nature, but also us as humanity. Therefore, it is important to act sustainably so that the future remains worth living for people.

## **Common Questions:**

### **What is the game?**

Quack-Attack is a cozy third person shooter that has the player strategically balance out farming crops and defending their property, whilst taking part in saving an adorable little planet.

### **Why create this game?**

Tying into the philosophical points of the game, this game means to show the importance of appreciation and preservation of nature in a world that is turning rapidly to industrialisation that, instead of coexisting, destroys it. Thus this game is developed to take a lighthearted stance at the matter, as well as make a statement.

### **Where does the game take place?**

The game takes place in space, on a small planet overrun by cute robots issued to work for a huge corporation. However some parts of the planet still display normal nature, albeit very weak, the soil is still intact. Here the protagonist takes action and tries to plant new life onto her planet.

### **What do I control?**

The player will control the protagonist, a little girl in overalls, fighting the robots off her planet and restoring nature. Additionally the player controls small compost ducks, which are basically bombs, that help the protagonist to eject the robot enemies.

### **What is the main focus?**

The games focus and main objective is to eject all robots off the planet of the protagonist and restore nature as well as agriculture to an otherwise doomed to over the top industrialisation planet.

### **What's different?**

Quack-Attack in its concept merges the horrible violence of taking back what was devastated by technology with cute characters and calming nature design. As a game, mechanic-wise it builds the bridge between a 3rd person shooter and a strategic farming simulator.

# Feature Set

## General Features

Quack-Attack contains a multitude of features, some visual, some gameplay related. This section will give insight into the more general, visual features of the game, while the gameplay will be discussed below.

This game features an adorable top-down view world, paired with a simple and clean 3D graphic. Fitting to the already cute aesthetic, the main character is an adorable little girl with a passion for gardening. Always accompanied by her compost-ducks, she strives to liberate her planet from the robots that are also very cute looking, that have invaded it.

The main character features bright and happy colors, such as pink and yellow. Both her base, the nature around her and lastly her ducks are earthy toned. The robots feature an equally bright, but slightly colder palette than our main protagonist, being colored in a light orange, light turquoise and grey.

## Gameplay

The main goal of the game is to destroy the enemies tiles, before the robots reach the players base with their tiles. To stop the robots the player has to following key mechanics:

- The player is able to defend themselves against the robots by shooting them with a gun
- The player can use seeds to plant fruits and vegetables
- The player can use their seeds to buy better seeds to level up a tile. A tile can be updated up to three levels
- The player can use so-called "compost ducks" to destroy enemy tiles. The ducks are controlled by a point-and-click control system. When the ducks reach the selected tile they explode and destroy one level of the robot structure.
- The player can also use the seeds as a currency and buy upgrades for their character, for example better weapons to better defend themselves

# The Game World

## Overview



Fig.05 The ingame Planet

The game world is limited to the protagonist's home planet. Specifically, the part of it where she and the robots are fighting for territory against each other.

The only other place featured in the ingame world, that the player can visit, is the UFO.

Other than that it is only implied that the corporation, where the robots originate from, is either also part of the protagonist's home planet or is located in outer space.

## The Planet

The planet is the heart of Quack Attack, it is where almost the entirety of the game takes place. It is housing the protagonist and her ducks and is currently invaded by adorable, but lethal to nature, robots.

The planet itself was home to lush nature before its invasion by the robots. It retains a workable soil for possible crops to grow on it again, planting, maintaining and defending them is the players objective, though.

Major features of the planet are also described in more detail in the sections “The Physical World: Key Locations”.

## **The UFO**

The UFO is the only game location outside of the planet that the player can visit throughout their game experience. It can be summoned from a button next to the player's base and will approach the planet shortly after to pick up the player. Once picked up, the player finds themselves inside the UFO that traveled back to space. Now they can shop multiple kinds of wares.

## **The Physical World**

### **Overview**

The physical world features multiple key locations, such as the player base, the enemy base and the UFO, that will be described below. It is divided into multiple tiles that have to be flipped individually. A tile's status can be either neutral, enemy owned or player owned.

The aim for the physical world was to depict a place that felt worth rebuilding from past hardships inflicted by the robots.

### **Key Locations**

The overworld features multiple key locations, the player base, the enemy base and the UFO.

The player base is usually located to the rightmost corner of the overworld and houses the protagonist and his ducks. It marks the starting point for the player at the beginning of a new



round, as well as the point where they respawn, should they be defeated in battle. Furthermore, should the enemy robots reach the player base, the game is lost. The button that summons the UFO to the planet, is also located at the player base.



Fig. 06 Player Base Concept



Fig. 07 Player Base ingame

The enemy base is located at the opposite end of the map from the player base and serves at the headquarters of the robots. Here, robots spawn and are sent out to the planet they're supposed to build their structures onto. The player's main goal is to reach this base, it is heavily guarded and the robots behave more aggressively should the player progress to a point where the enemy base is in reach. In addition to their more aggressive attacks, they also launch missiles at the player, should they come too close to the robots base.

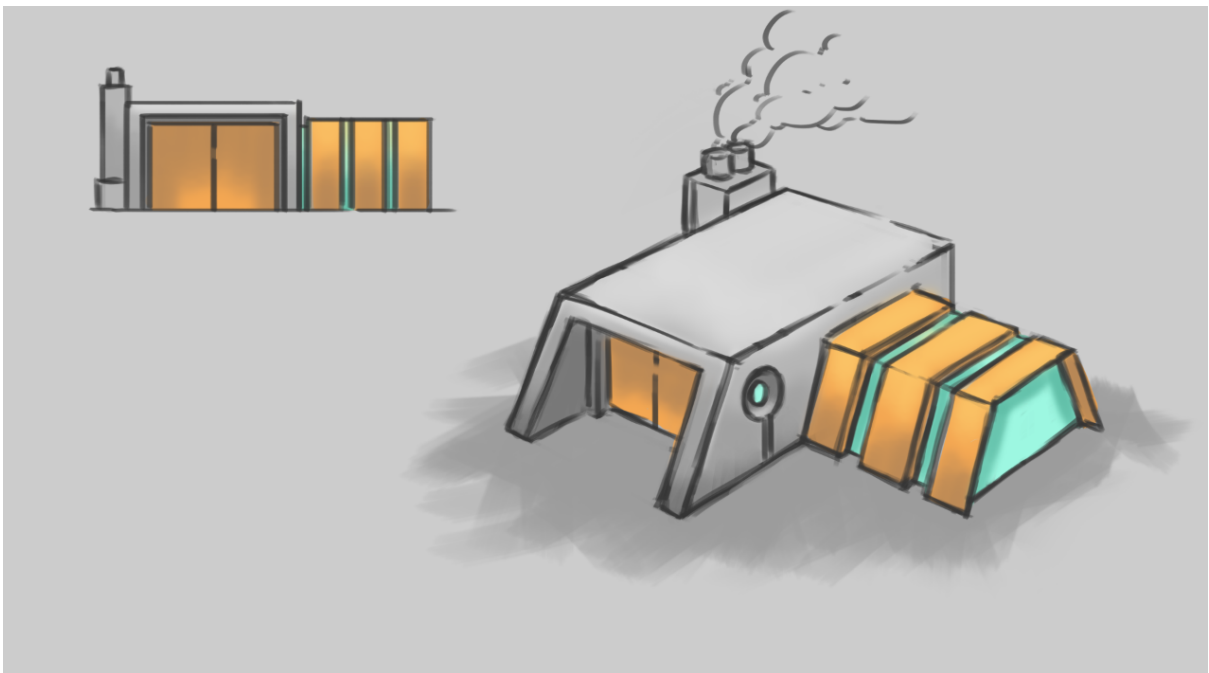


Fig. 08 Enemy Base Concept

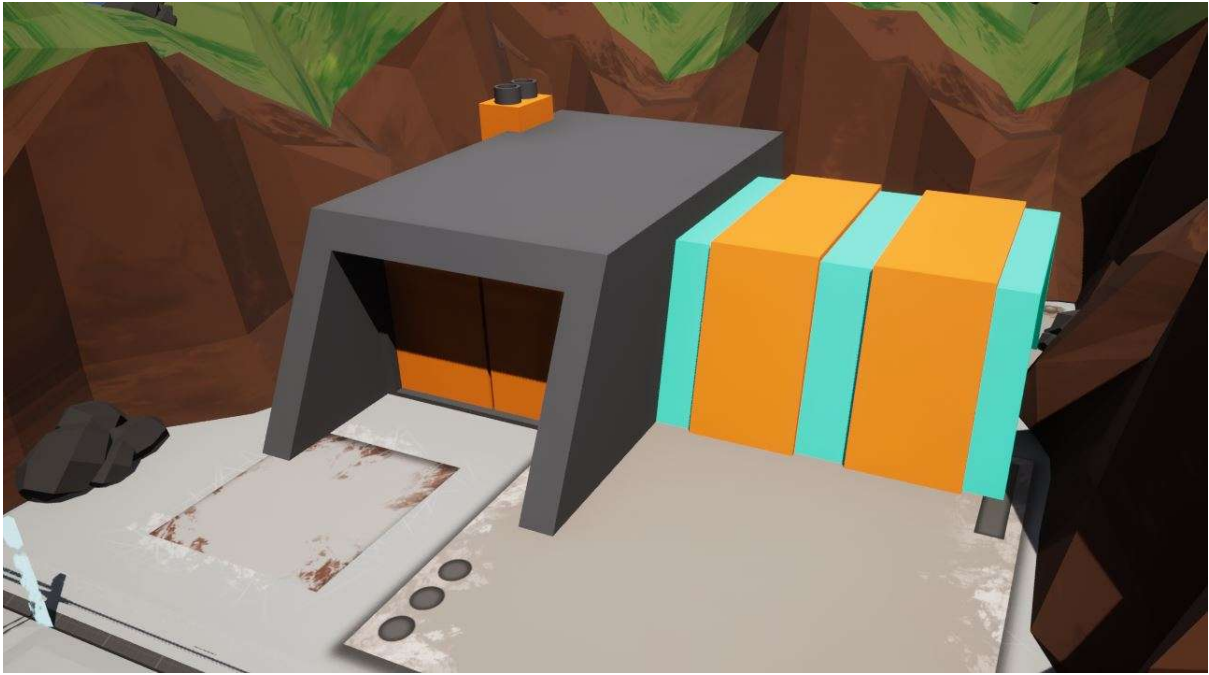


Fig. 09 Enemy Base game

The UFO serves as the game's main store, where the player can stock up on munition, Seeds and purchase new weapons. Its exact location is unknown to the player, they can summon it from a button next to their base. Once pressed, the UFO will descend from the sky and pick up the protagonist to shop. The current prototype features only a vending machine as the UFO's interior. The inside of the UFO usually features a Shopkeeper with some futuristic tables to display their wares as well as shelves filled with miscellaneous items behind him.



Fig. 10 UFO Interior Concept + Design Notes

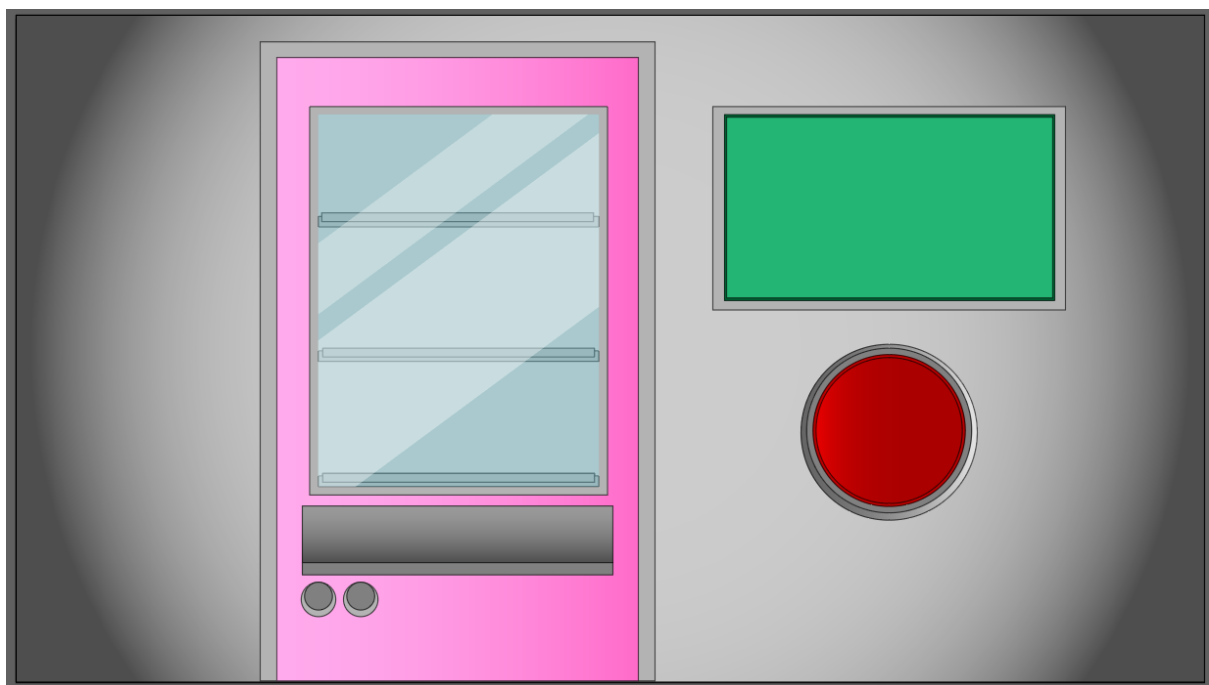


Fig. 11 UFO Interior ingame





Fig. 12 UFO Exterior ingame

## Travel

The player is able to walk around on every tile they own. However the mobility is restricted by a fence right in front of the robot tiles. Only ducks can cross this line. Should the player attempt to walk onto an enemy tile, it'll result in an instant death and the player will respawn at their base.

Another option for the player to travel is a UFO they can call to enter the shop by walking to the button next to their base.

## Scale

The main field is surrounded by mountains which give the feeling of a world behind the walls. It also creates a clear space, which helps the player to not get lost and structures the main area.

It is generally left up to the player's interpretation, if the planet is only limited to the main field or if it continues behind the mountains.

## Objects

The player has the opportunity to collect and interact with multiple objects throughout the game.

First, the player may interact with seeds to plant flipped tiles with them. There are multiple kinds of seeds, such as vegetable seeds, berry seeds and fruit seeds. If the player is in need of specific seeds that they can not acquire otherwise, they are able to buy them from the ingame shop.



Fig. 13 Current ingame Seeds

Apart from that, the player can find the fruits of their labor, quite literally. There are multiple kinds of trees, crops and bushes to be found on the flipped tiles of the player that all produce different types of crops.

To summon the ingame shop, the UFO, the player needs to interact with a button that can be found next to their base, thus another item they can interact with.

The ducks are objects the player interacts with, that they need to guide to the tile that they are supposed to explode on.

Please refer to the “Objects Appendix” for a list of all the objects found in the world.

## **Day and Night**

Quack Attack features a day and night cycle that repeats itself in two minute intervals. Day and night last for two minutes each. After their respective time frame the sun goes down and the moon comes up, or vice versa.

This cycle is merely existing for aesthetic purposes, to improve the immersive feel of the game.

## **Time**

In addition to the day and night cycle the game features a 10 minute timer. This timer shows the time remaining in a round, while the day and night cycle runs in two minute intervals. It is displayed in the top right corner of the main screen of the game.

If the timer runs out before either the protagonist or the robots win, the entity with the most flipped tiles is declared the winner of that round.

After that, the player has the opportunity to start the timer anew and the fight begins yet again.

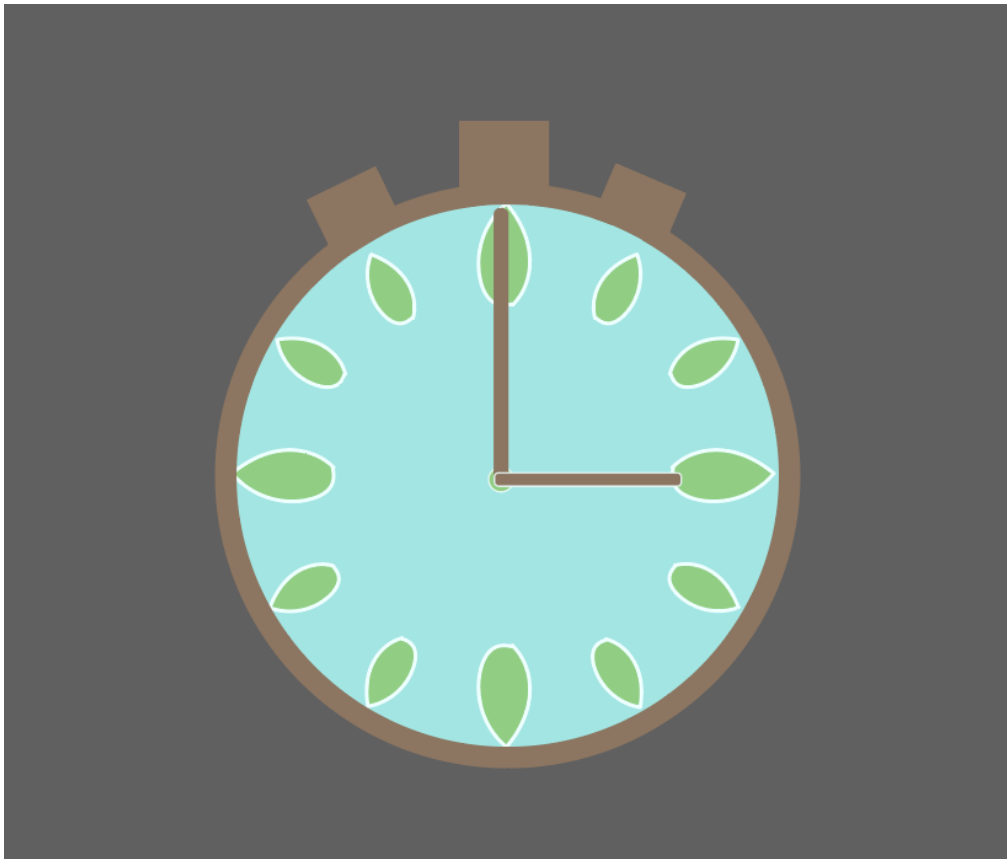


Fig. 14 Ingame Timer

## Rendering System

### Overview

The same game engine that is used in development of this game, is also used for rendering. Specifically, Quack-Attack is rendered through Unreal Engine 5.1 with Direct X12 and RHI.

### Camera

The game's main camera uses the projection mode and grants the player an 90 degree field of view. A camera zoom enables a light camera lag, to ensure a smooth transition for the player while they zoom in and out. Furthermore, the camera cannot be rotated and is locked to a top-down view of the main area.

The camera always follows the player during the entire game and is oriented perspectively, instead of orthographically.



# Game Engine

## Overview

This game's prototype was developed in Unreal Engine 5.1.

Unreal engine is a game engine that was first released in 1988, as “Unreal Engine” and has been updated regularly until today. Most often used for complex 3D titles, Unreal Engine features the most comfortable workspace to create a 3D game, such as Quack-Attack.

The Version 5.1 that is used for this game was released in november 2022 and contains lots of new features, such as VSM (Virtual Shadow Maps) updates and the Nanite system for developers to work with.<sup>1</sup>

## Ingame Classes

In order to keep track of everything that happens throughout the game, there are multiple classes set up in the game engine. The following classes are instanced in the engine:

- Game Mode
- Game instance
- Player Controller
- UFO Controller
- Duck Controller
- Enemy Controller
- Tile Controller

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<sup>1</sup> see: [unrealengine.com](https://unrealengine.com)

## **Collision Detection**

Collision will be handled with two different techniques in this game. There are collision hitboxes that allow the player to move through the game world, without falling through it. Furthermore they ensure that the player is able to move around game objects, such as trees and robots don't just glide through them.

Secondly, overlapping hitboxes are being used to determine if an enemy is within reach for the shotgun to hit it, on which tile the player is standing currently or if they are standing on the UFO button or if the player is within reach of an explosion.

## **Lighting Models**

### **Overview**

All lighting used in "Quack Attack" is from unreal itself. No baked lighting effects were used in this game. The game uses dynamic lighting and sky lighting in normal scenes.

For explosions of any kind the game uses unreal engine presets. Explosions include firing a gun or robots and ducks explosions.

# The World Layout

## Overview

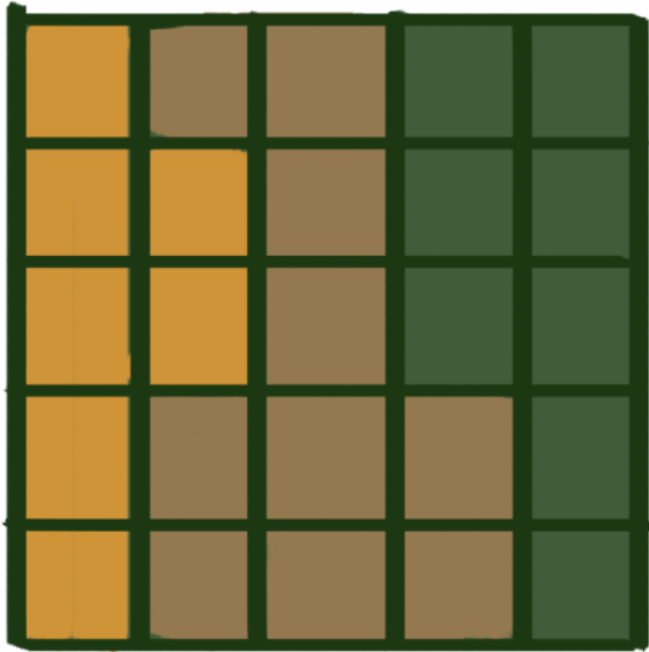


Fig. 15 Layout of the Main Field

The layout for the main field the player experiences the game on, is a rectangle, divided into tiles. This helps visually guide the player to tiles they still need to explore or flip.

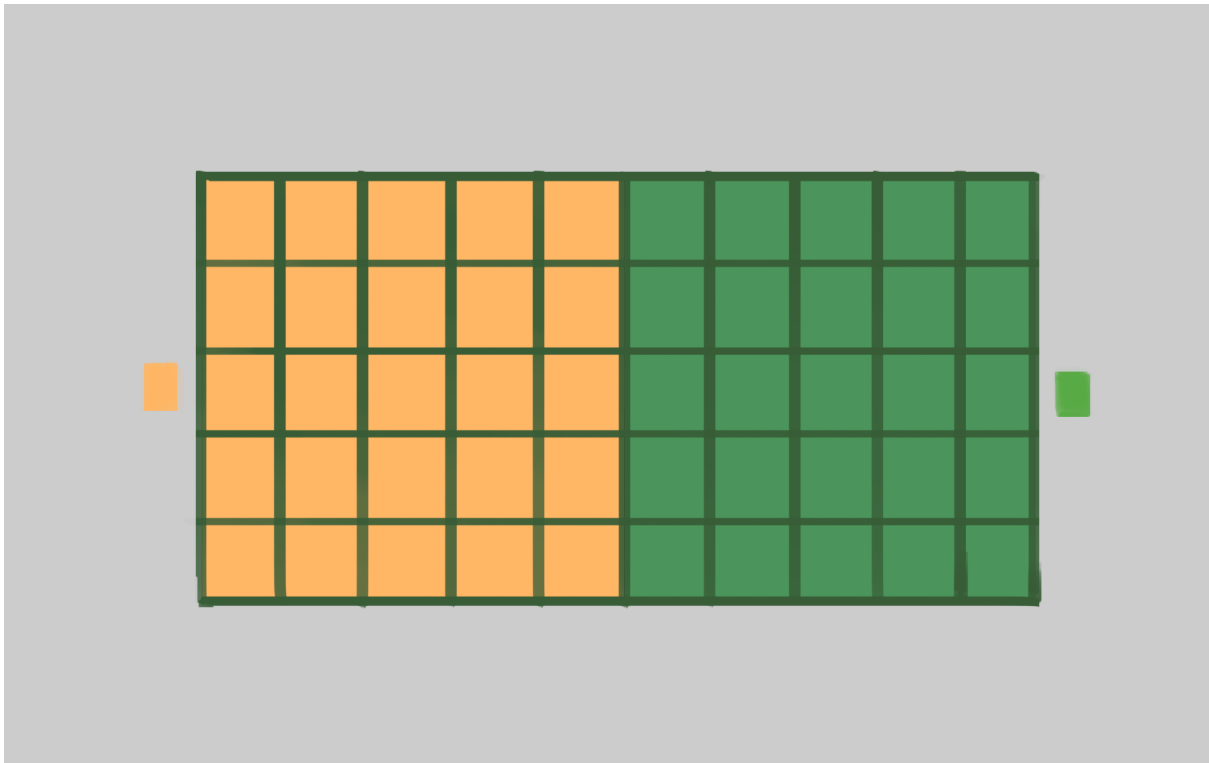


Fig. 16 A 50/50 layout of the main field

The map itself is divided into two sides. Both of them have a base in the back and serve as the spawn points for the different groups. At the beginning of the game the middle of the field features neutral tiles.

## Game Characters

### Protagonist

In the beginning of the design process the main character should have been more plant based. However, it was then decided against the plant design, because it would have been too difficult for the player to spot the protagonist when surrounded by other plants.





Fig. 18 The Protagonist ingame

## Enemies and Monsters/ Robots

Lore wise, the robots are the diligent underlings of an otherwise unspecified space corporation that orders them to build their structures on different planets. They also have been sent to the protagonist's planet and are met with fierce resistance. Apart from their diligent building activities, they also are well versed in combat.

The main enemies in this game are robots. They are designed with the cute theme of the game in mind. Multiple types of robots are fightable in Quack-Attack. They are distinguishable through their HP (Health points) and speed differences, as well as their type of travel.

Flying robots are fast travelling enemies, but they can be defeated by taking one hit. Robots that walk normally on the ground travel slower compared to their flying counterparts, they are more resilient though, as they need to be hit at least twice to be defeated.

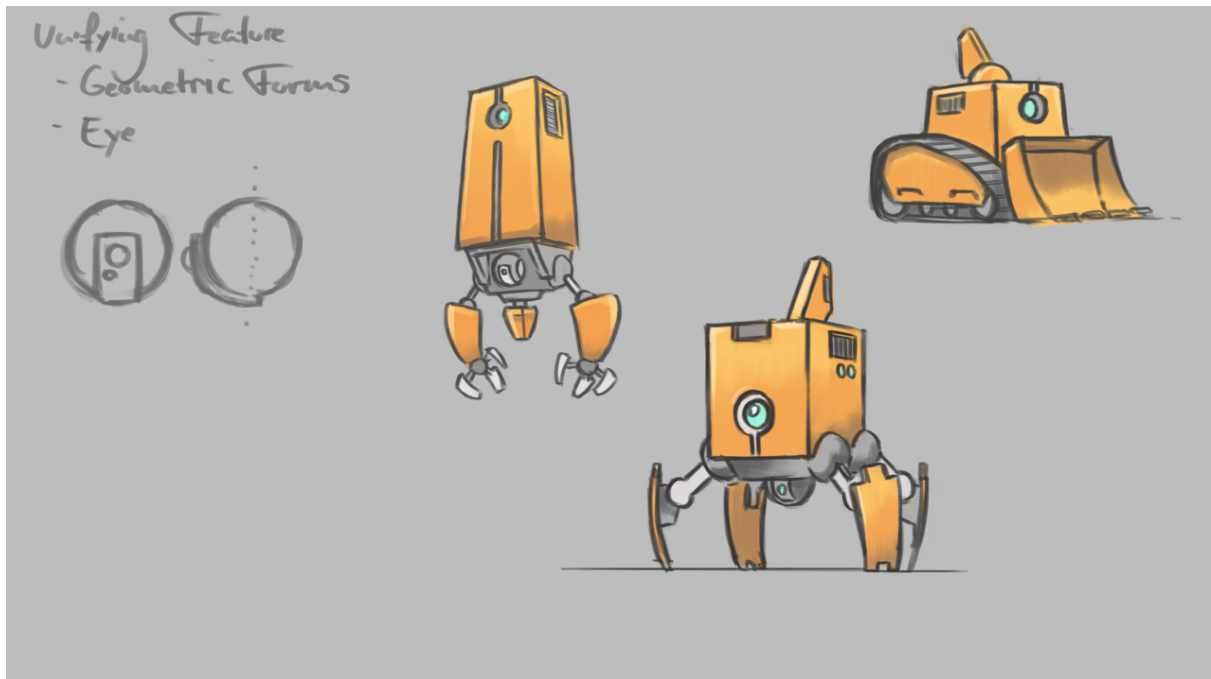


Fig. 19 Robot Concept Art



Fig. 20 Robots ingame : Walking Robots



Fig. 21 Robots ingame: Flying Robots

## User Interface

### Overview

For this game, the initial idea and later first concept's aim was to be presented extremely simple, but effective. Next to these two attributes, since the game features cute characters and enemies alike, an additional aim for the UI Design was to have a cute touch. Both the nature aspect, as well as the cold, futuristic feel of the enemies is reflected through the UI.

All UI Elements display a white border around the main element, to give them a sticker feel. That makes them evoke more of a fun and carefree feel, that adds to the theme of the game.

### Colors

The color choice was split between three options. First off, a pastel palette that involves a lot of pink, violet and yellow, to represent the liveliness and motivation of the main character. Secondly a cold, blue palette that revolves around light greys and light blues, to represent a feel of a world that has been completely overrun by robots. Thirdly, a palette that involves



greens and browns mostly, to tie into the nature theme, that the main character wishes to restore.

Ultimately, it was settled on the green palette as the main color palette, though the icons touch up on the other two palette options quite often. Additionally, everytime the robots are included in the UI (like, for example in the defeat screen/banner), it was opted to use the cold color palette. When designing the weapons for the main character, both the ingame weapons and their icons display the fist, very lively color palette.



Fig. 22 Color-Palettes

## The Ducks

The ducks are a huge part of the game and a central mechanic of it. Naturally, because of their huge importance to the game, as well as their fitting cuteness, they are often displayed in the game UI.

The game's logo involves the duck as a central theme, it being the bringer of chaos and explosion, carrying a theme of destruction, while that destruction also brings about peace and nature. It is wearing the main UIs colors, albeit made a bit darker.



Fig. 23 Quack-Attack Logo

The Victory screen also displays the ducks prominently. In that particular banner they are meant to look even more adorable, to paint the happy picture of the protagonist living happily ever after with her pet ducks. The victory screen also displays the main UI coloring, being mainly green. It sits in contrast to the game logo, being much lighter in color.

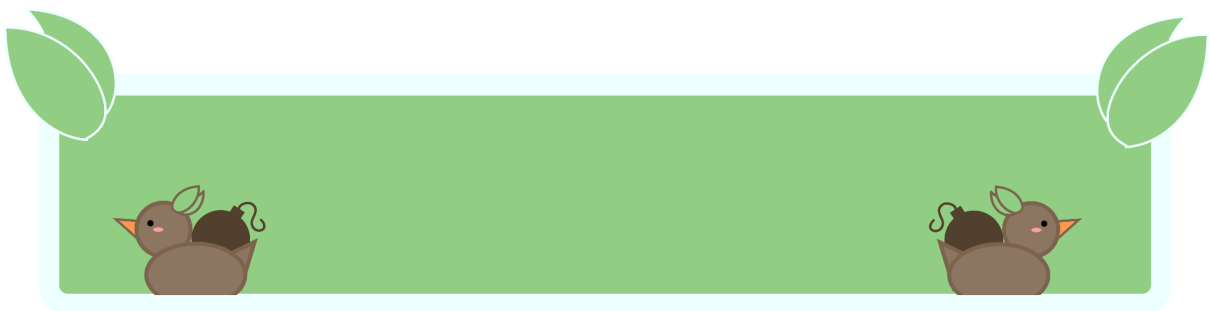


Fig. 24 Victory Screen/Banner

# Weapons

## Overview

All the weapons the player can use are long range. If the player gets too close to an enemy and the robot explodes, the player can take damage or even die, when they aren't careful enough. Death does not end the game, but it will take time for the player to come back, which puts them in a disadvantaged position.

## Guns

### Shotgun

The shotgun is the first weapon the player owns right at the beginning of the game. They don't have to buy it. This gives the player the possibility to defend themselves. The weapon has a range of ten meters. But the further away the gun hits the less damage it deals. While using the shotgun the player has to consider how close they can get without running in danger for the robot to explode. The shotgun has two shoots before the player has to reload.

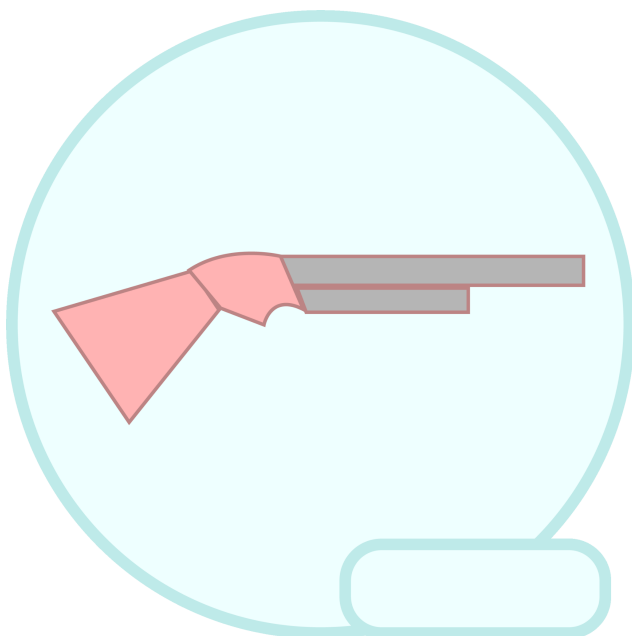


Fig. 25 Shotgun Icon

## Water Gun:

The water gun can be bought by the player in the store. To buy the gun the player has to use seeds. This gun fires a beam and is so able to fire hundred ammo in five seconds. Even though it is able to shoot more in a shorter time the reload animation takes longer then for the shotgun. The player has to look for the perfect timing to shoot so that the robot won't explode while reloading. The water gun and the shotgun have a similar range.

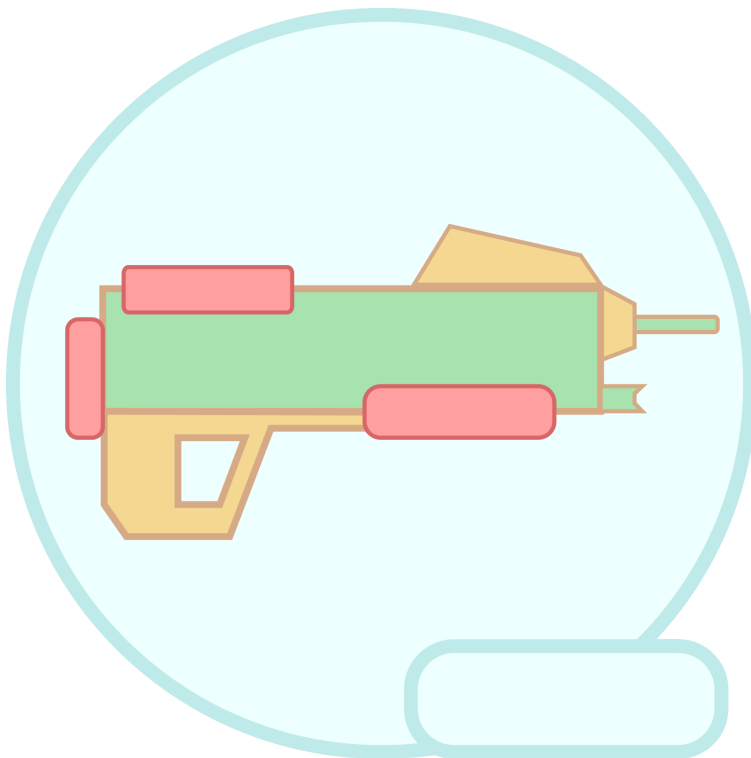


Fig. 26 Water Gun Icon

## Compost Ducks

Another type of weapon in Quack-Attack are the ducks itself. The ducks work as walking bombs. They are only able to enter a tile which borders a player's tile. From there the player can choose which tile the duck should explode on. Ducks blast off one level of a tile. A tile can have up to three levels, which guarantees a higher protection. The ducks have a cool down to hinder the player from spam attacking the robots tiles.



Fig. 27 Compost Duck Icon

## Musical Scores and Sound Effects

### Overview

Quack-Attack features a simple and fun soundtrack, as well as sound effects. The soundtrack provides a silly ambient feel to the game experience, while the sound effects support it with more comedical twists.

For the exact used sounds and their source, please see the list of Musical Scores and Sound Effects provided with this document.

## **Sound Design**

Quack-Attacks sound design is aimed to be lighthearted and fun. The main background track adds a comedic, silly feel to the game.

The sound effects of various creatures or objects of the game were used and selected in mind with them sounding funny. Furthermore the sound effects are usually sounding “over-the-top”, being very extreme, for what they are depicting, which adds yet another layer of silliness. The silliness of the soundtrack contrasts the sometimes violent nature of the game, as it features gunshots and explosions.

## **Single-Player Game**

### **Overview**

The single-player experience in Quack-Attack aims to be a simple and cozy one. The player should be able to relax a bit during farming, while also concentrating and being engaged a bit during combat.

### **Cozy Farming Experience**

Quack Attack features two very polar opposites of gameplay. Even though combat is a big part of the game, the equally big part of farming has the goal of being cozy, relaxing and wholesome. After the player has successfully flipped a tile for themselves, they can start planting crops onto them and tend to them, by leveling up their tiles.

### **Robot Combat**

The second big part of this game is the combat against the robots. While the player relaxes during one part of the game, they have to be very focussed on the other. The robot combat features a real-time based battle system, where robots try to flip tiles for themselves by exploding on them and their fellow robots building structures onto them.

The player has to successfully dodge the exploding robots, as well as shooting every other robot they come across. When they have shot all robots in sight, the player can then start sending out their ducks, which can flip back robot- owned tiles. The duck's explosion can also harm the robots, however they are mainly a device to flip tiles and are not to be primarily used for combat.

## **Story**

Quack Attack is set in a far away dystopian future, where large parts of the universe have been captured by the evil "Robots GmbH and co kg". Their goal is to destroy every last bit of nature, in order to build more factories and produce even more robots. It is now up to our protagonist to defend the evil company, by restoring nature and destroying every robot that stands in her way.

The game takes place on a faraway planet, where the robots have already landed and are starting to destroy it. That's when our protagonist arrives with her UFO to fight for the plants.

## **Hours of Gameplay**

One round of the game takes ten minutes. After finishing the first round, the player still has to collect and unlock locks of things in the game, such as more seeds to plant crops and weapons with different properties.

Depending on how the last round ended for the player, such as a defeat or a victory through having flipped more tiles, they might be feeling inclined to try again.

Since the goal for this game is to be cozy and casual, the game experience for one single round doesn't need to be very long, the player is supposed to relax and, if they don't feel like playing anymore today, they can simply try again tomorrow.

## **Victory Conditions**

After ten minutes the game ends, the player wins if more tiles are in their possession. It doesn't matter how high the tiles are leveled, only the number of tiles counts. When time is up and the robots have more tiles the player loses.

## **Conclusion**

Quack-Attack is a game that was intended to only be a prototype or a quick casual mini-game. A full on game production was not intended and with the resume of this semester the development of it is completed to the desired status.

The production of it went smoothly and the team exceeded and improved a lot during development. As the developers we hope to still, even though the game is currently in playable prototype form, to have provided a fun experience to players and other developers alike.

Thus, is this game design document concluded, thank you for reading until the end. Happy quacking to you all!



# Flowchart Document

## Overview

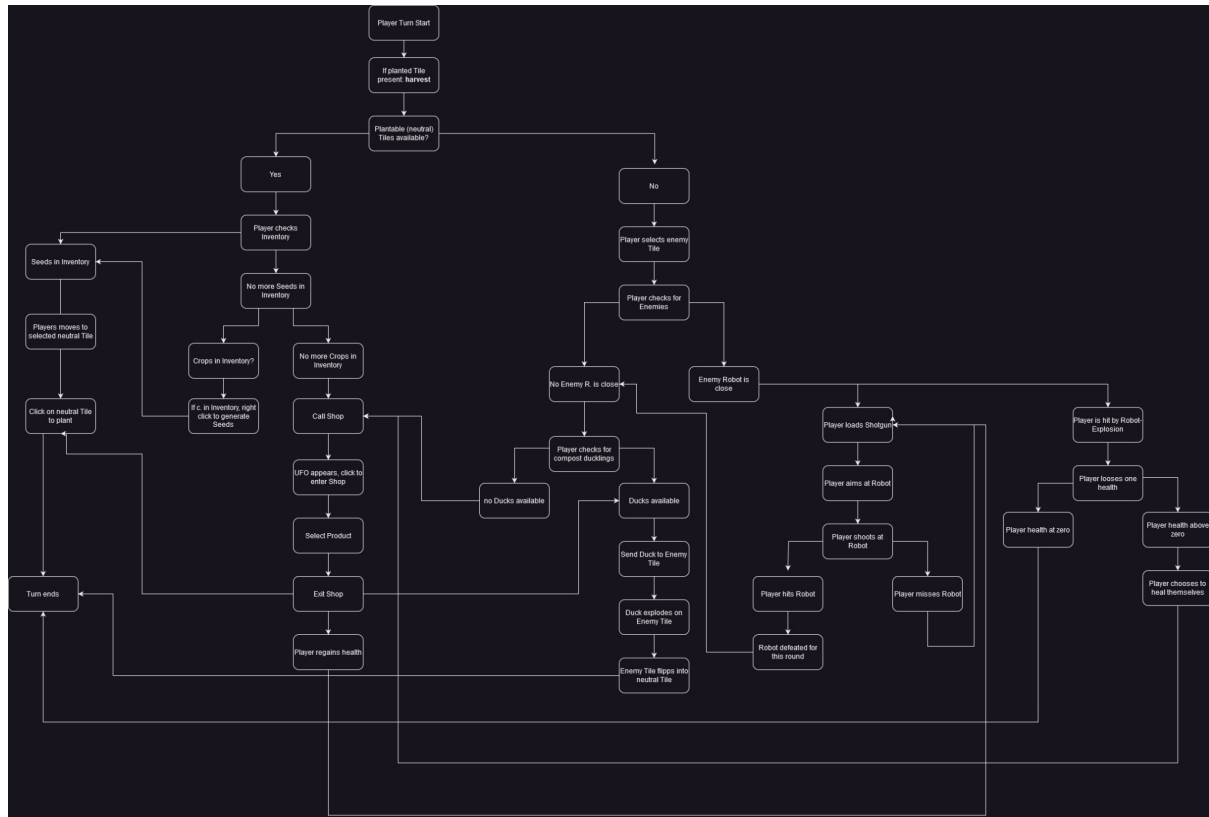


Fig. 28 Flowchart overview

Closeup left:



Fig. 29 Flowchart closeup left

Closeup right:

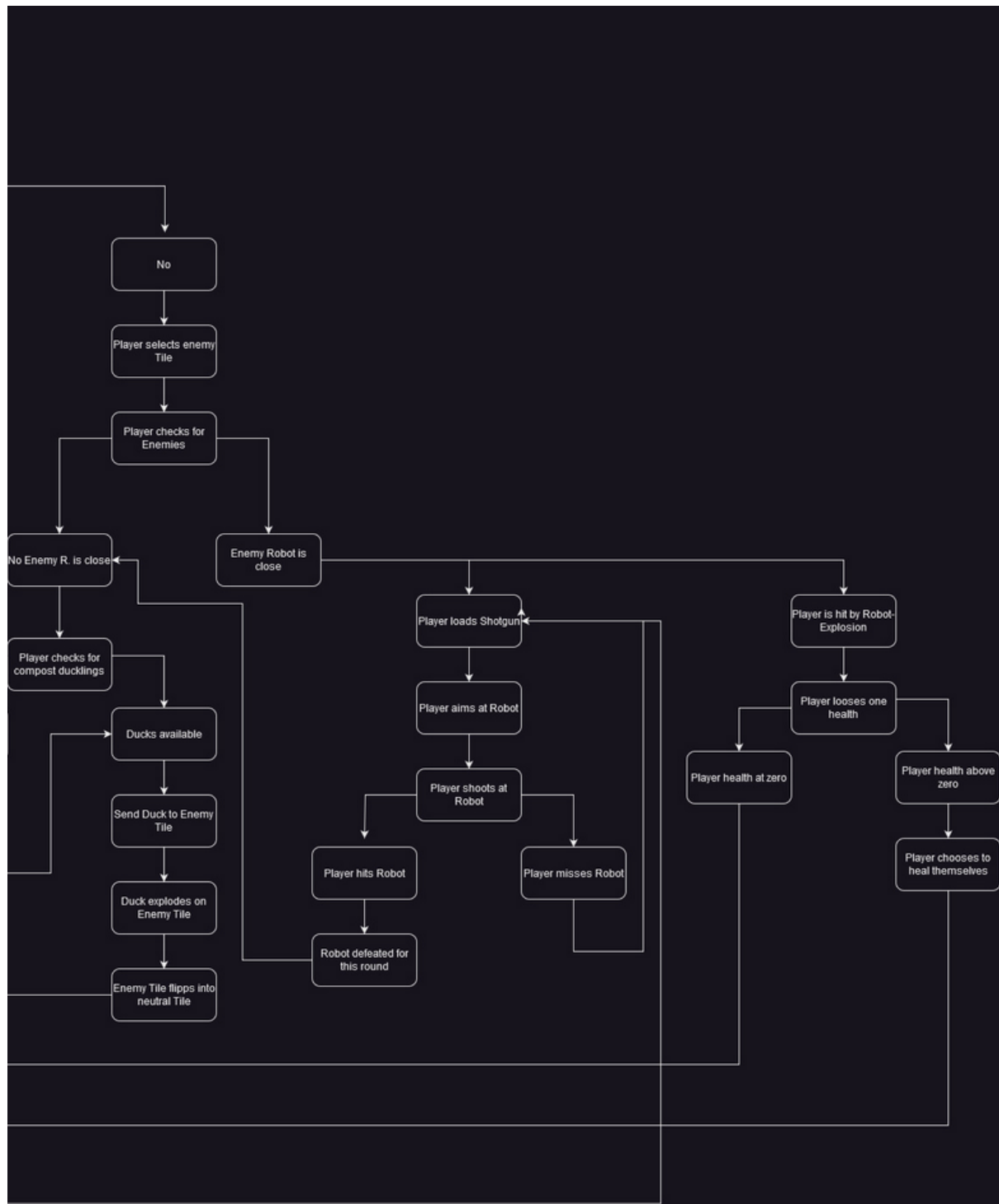


Fig. 30 Flowchart closeup right

# Sources

<https://www.unrealengine.com/en-US/blog/unreal-engine-5-1-is-now-available>

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# Sound Appendix

In the following all sound effects and soundtracks are listed on the left, their source to the right.

Clock Tick 1	-	Source: Adobe Audition Sound Effects
Clock Tick 2	-	Source: Adobe Audition Sound Effects
ExplodeMetalTile 1	-	Source: Adobe Audition Sound Effects
ExplodeMetalTile2	-	Source: Adobe Audition Sound Effects
LargeExplosion1	-	Source: Adobe Audition Sound Effects
LargeExplosion2	-	Source: Adobe Audition Sound Effects
AmbienceNature	-	Source: Adobe Audition Sound Effects
EnterShop	-	Source: Adobe Audition Sound Effects
Notification	-	Source: Adobe Audition Sound Effects
Pen_Clicking	-	Source: Adobe Audition Sound Effects
PlayerDied	-	Source: Adobe Audition Sound Effects
Quack	-	Source: Adobe Audition Sound Effects
ShopBuy	-	Source: Adobe Audition Sound Effects
UFOSound	-	Source: Adobe Audition Sound Effects
FunnyCartoonTheme1	-	Source: Adobe Audition Sound Effects
FunnyCartoonTheme2	-	Source: Adobe Audition Sound Effects
Reloaded 1	-	Source: Adobe Audition Sound Effects
Reloaded 2	-	Source: Adobe Audition Sound Effects
Reloaded 3	-	Source: Adobe Audition Sound Effects
ReloadingAmmunition1	-	Source: Adobe Audition Sound Effects
ReloadingAmmunition2	-	Source: Adobe Audition Sound Effects
ReloadingAmmunition3	-	Source: Adobe Audition Sound Effects
RobotHit1	-	Source: Adobe Audition Sound Effects
RobotHit2	-	Source: Adobe Audition Sound Effects
RobotHit3	-	Source: Adobe Audition Sound Effects
HardImpact	-	Source: Adobe Audition Sound Effects
Shoot1	-	Source: Adobe Audition Sound Effects




Shoot2	-	Source: Adobe Audition Sound Effects
Shoot3	-	Source: Adobe Audition Sound Effects
ShotHit	-	Source: Adobe Audition Sound Effects
PlayerFlipsTile1	-	Source: Adobe Audition Sound Effects
PlayerFlipsTile2	-	Source: Adobe Audition Sound Effects
RobotFlipsTile	-	Source: Adobe Audition Sound Effects
Walking1	-	Source: Adobe Audition Sound Effects
Walking2	-	Source: Adobe Audition Sound Effects
Walking3	-	Source: Adobe Audition Sound Effects
Walking4	-	Source: Adobe Audition Sound Effects
Walking5	-	Source: Adobe Audition Sound Effects
WeaponEmpty1	-	Source: Adobe Audition Sound Effects
WeaponEmpty2	-	Source: Adobe Audition Sound Effects
WeaponEmpty3	-	Source: Adobe Audition Sound Effects



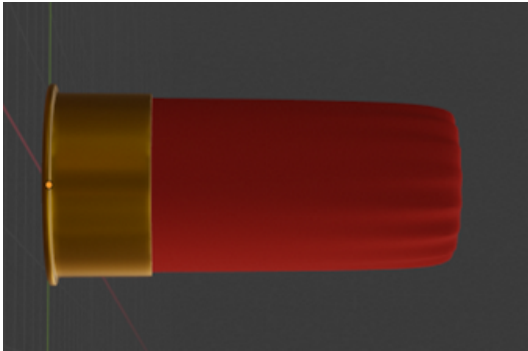
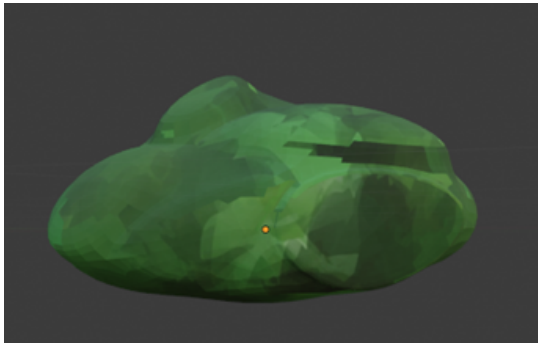
# Asset list

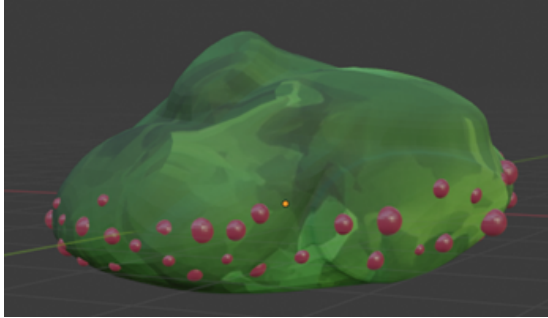
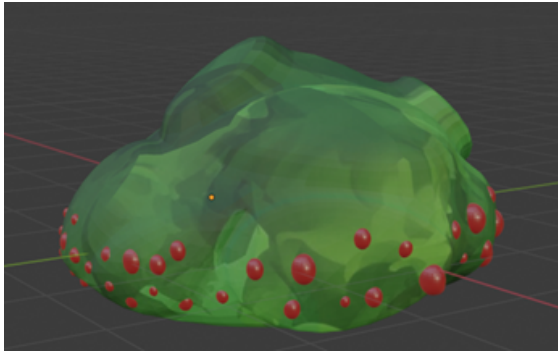
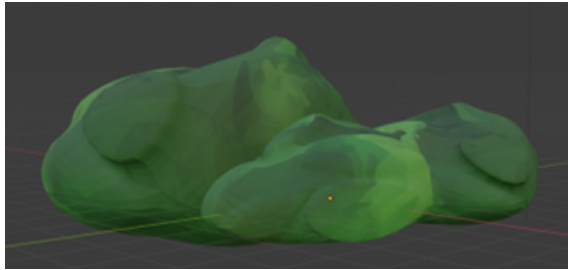
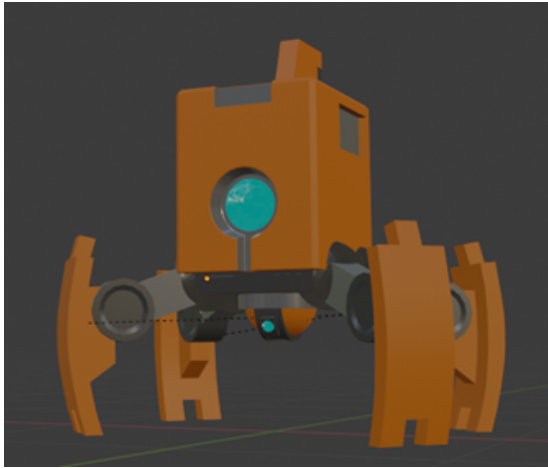
All assets were designed and created by our group itself!


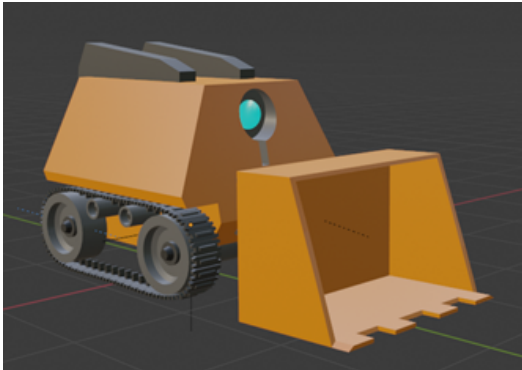

Typ of Object	Name	Picture
3D Object	Character	
3D Object	normal tree	

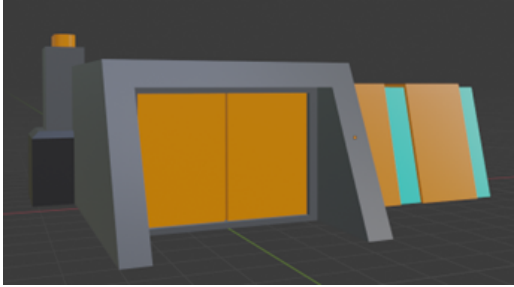
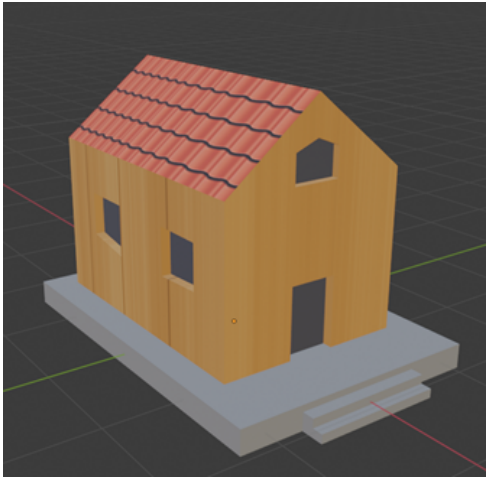




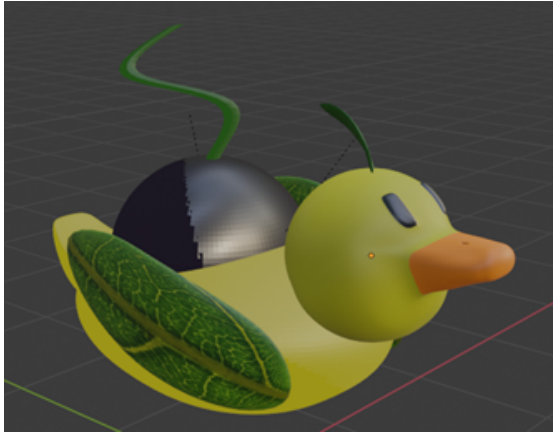
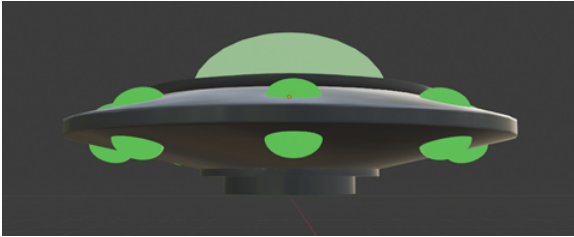
3D Object	Empty tree	
3D Object	Tree with fruit	
3D Object	Alternativ tree	



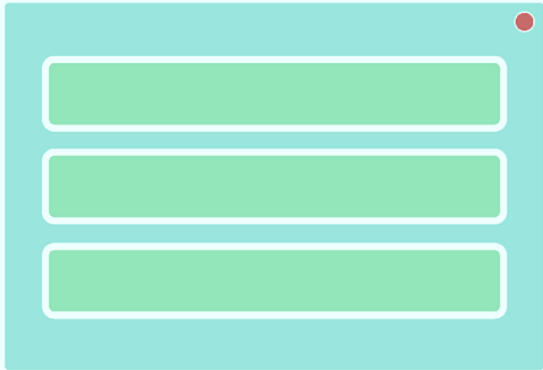
3D Object	Shotgun	
3D Object	Watergun	
3D Object	Shotgun Shell	
3D Object	Bush	





3D Object	Bush with berrys	
3D Object	Alternitiv bush with berrys	
3D Object	Three bushes	
3D Object	Robot 1	

3D Object	Robot 2	 <p>A 3D model of a bipedal robot with a yellow-orange body, a blue glowing eye, and yellow-orange legs. It is standing on a dark gray plane with a green grid. The robot has a small black sensor or camera on its chest and a small black sensor or camera on its head.</p>
3D Object	Robot 3	 <p>A 3D model of a tracked vehicle with a yellow-orange body, a blue glowing eye, and a yellow-orange front loader. It is standing on a dark gray plane with a green grid. The vehicle has two large black tracks and a small black sensor or camera on its head.</p>
3D Object	Player Base	 <p>A 3D model of a player base structure. It features a yellow-orange canopy supported by four brown poles. Underneath the canopy, there are several yellow-orange pots and a small green tree. The base is situated on a dark gray plane with a green grid.</p>




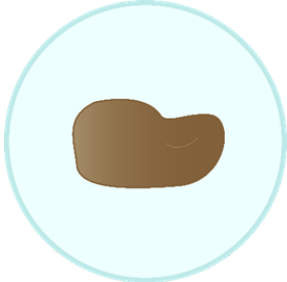
3D Object	Robot Base	
3D Object	Duckling house	
3D Object	Reed	



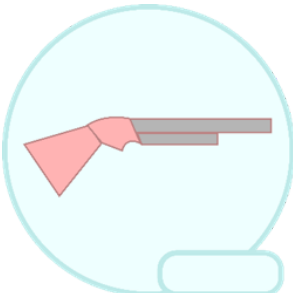

3D Object	Duck 1	
3D Object	Duck 2	
3D Object	UFO	



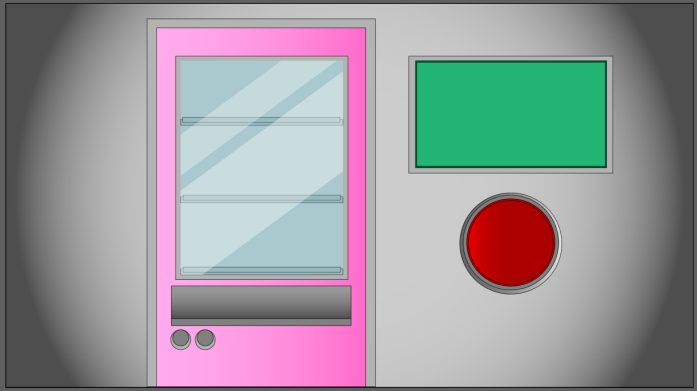

2D Object	Logo	
2D Object	Health	
2D Object	Pause screen	



2D Object	Seed 1(Carrot)	
2D Object	Seed 2 (Watermelon)	
2D Object	Seed 3 (Potato)	
2D Object	Seed 4 (Strawberry)	



2D Object	Seed 5 (Salat)	
2D Object	Carrot	
2D Object	Watermelon	
2D Object	Potato	

2D Object	Strawberry	
2D Object	Salat	
2D Object	Shotgun	
2D Object	Watergun	

2D Object	Ducks	
2D Object	Munition	
2D Object	Shop	
2D Object	Timer	

2D Object	Winning screen	 A horizontal green bar with a light blue border. At each end of the bar, there is a small brown bird with a green leaf on its head. Above each bird is a single green leaf.
2D Object	Losing Screen	 A horizontal light blue bar with a light blue border. At each end of the bar, there is a yellow box with a green circle and a yellow triangle on top.