

2DRFTRS

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LORN

Barely inspired by a Lorn music video

Version #1.0

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Version History

This version of the game implements basic newton laws, as gravity and inertia. All elements are rendered in a Canvas context and the code makes use of the [Create.js framework](#), applying SpriteSheets, filters and sounds.

<https://github.com/00s/lorn>

I. Game Overview

The game is a free creation based on [this music video](#) for Lorn's Diamond, from the album "Ask the Dust" and created, directed and animated by [Max Friedrich](#). In this version a "black cat rain" comes against the main character, called Lorn, and, as a superstitious guy, he must avoid the cats to reach as far as possible.

II. Game Play Mechanics

The Lorn avatar is present in the middle of the screen and the movement impressions are caused by both the animation of Lorn's SpriteSheets and the moving trees at the background. The perception of flow is also applied to the others elements on the screen, like the fireball and the black cats.

III. Controls

A previews attempt with mouse interaction was implemented, but the gaming experience wasn't tolerable. So, the player must interact with Lorn with the keyboard:

UP: jump

LEFT: move to left

RIGTH: move to right

SPACE: shoot fireballs (when possible)

IV. Interface Sketch

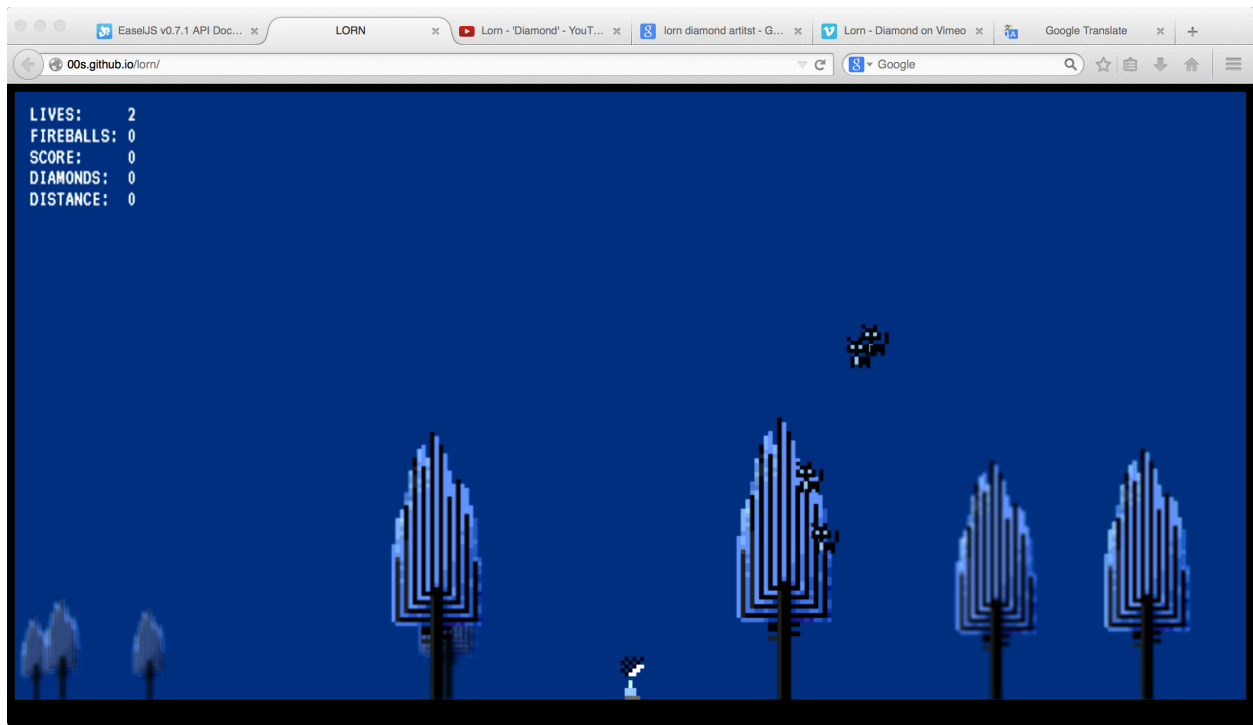


Figure 1 - Game Screen sample in Firefox web Browser

V. Items

- a. **DIAMOND** – gives the player 10 fireballs
- b. **FIREBALL** – gives the Avatar power to kill the black cats

VI. Art / Multimedia Index

All element were drawn on the <http://makepixelart.com/> website:

- a. Cat.png – Enemy
- b. Diamond.png – Power Up for Fireballs
- c. Fireball.png – thrown by Lorn
- d. Lorn.png – Main character
- e. Tree.png – Background element