Design

Student Name: Aleksandar Rangelov
Student Number: 572601

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User Journey

The user journey maps out the user's interaction from launching the game until game completion.
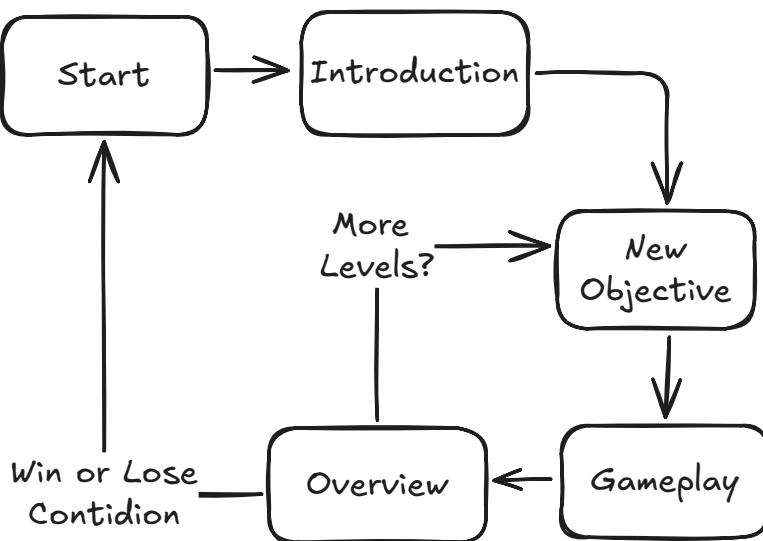
1. Start
   The player opens the game executable, thus starting the game.
2. Introduction
   An introduction to the game story in the form of email correspondence and gameplay instructions.
3. Objective
   The player receives an objective, which has to be completed in order to advance .
4. Gameplay
   - Spawn and move objects
   - Mistake check
     - Making a mistake increases the mistake counter.
   - Objective Completion:
     - Go to "Overview".
5. Overview
   - Whether or not the player did the task.
6. Win or Lose Conditions:
   - Win
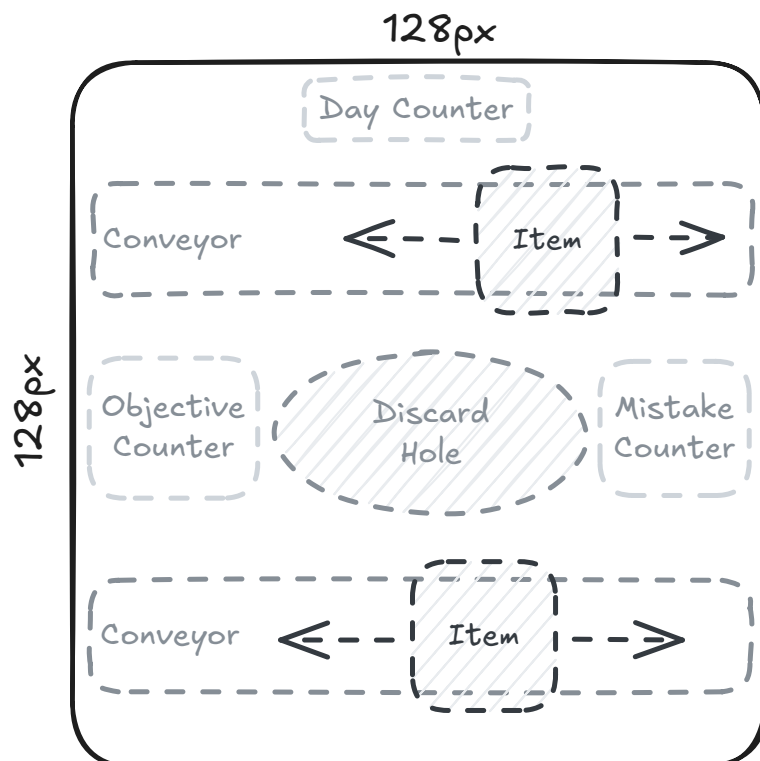   - Complete main objective (survive working 5 days)
   - Lose

- Make more mistakes than the accepted amount, persistent in between levels
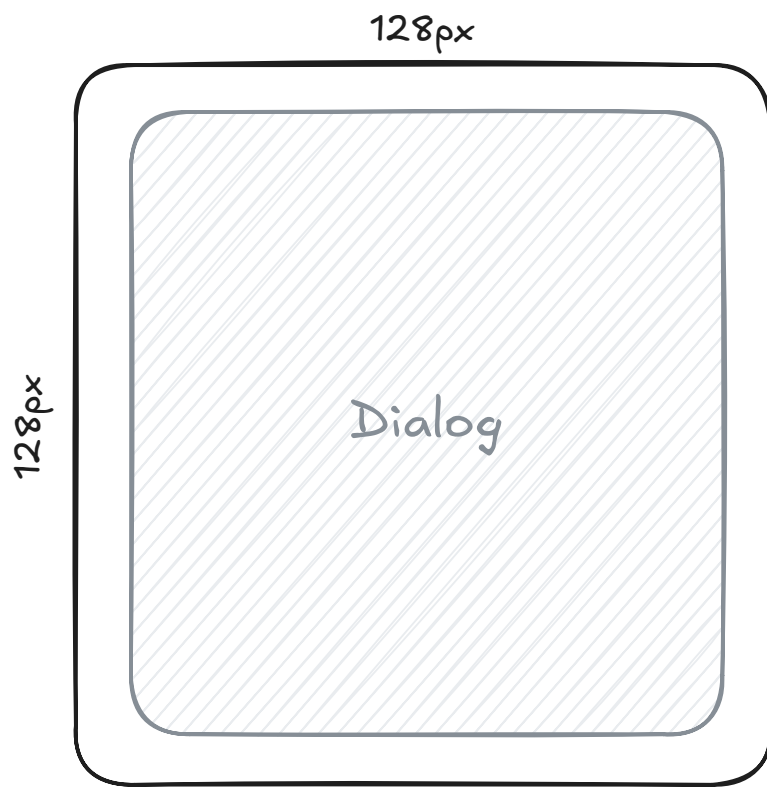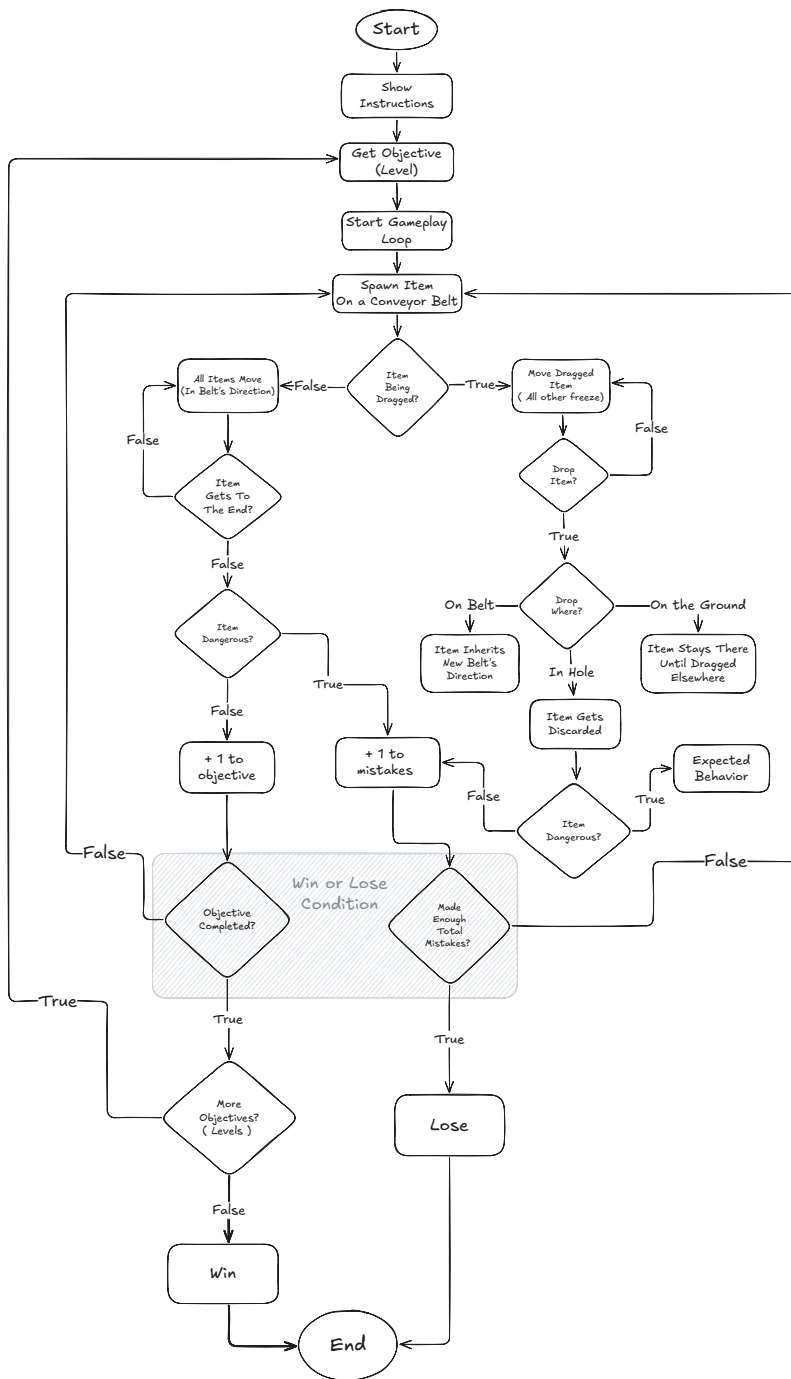
User Journey Diagram

Wireframes

Gameplay Wireframe

UI Wireframe

128px

128px

Dialog

Flow Chart

Start

Show Instructions

Get Objective (Level)

Start Gameplay Loop

Spawn Item On a Conveyor Belt

Item Being Dragged? — False → All Items Move (In Belt's Direction)

Item Being Dragged? — True → Move Dragged Item (All other freeze)

Move Dragged Item — Drop Item? — False (loop)

Drop Item? — True → Drop Where?

Drop Where? — On Belt → Item Inherits New Belt's Direction

Drop Where? — On the Ground → Item Stays There Until Dragged Elsewhere

Drop Where? — In Hole → Item Gets Discarded → Item Dangerous? — True → Expected Behavior

Item Dangerous? — False → + 1 to mistakes

All Items Move → Item Gets To The End? — False → Item Dangerous?

Item Dangerous? — False → + 1 to objective

Item Dangerous? — True → + 1 to mistakes

Win or Lose Condition

+ 1 to objective → Objective Completed? — False (→ Spawn Item)

Objective Completed? — True → More Objectives? (Levels)

+ 1 to mistakes → Made Enough Total Mistakes? — False (→ Spawn Item)

Made Enough Total Mistakes? — True → Lose

More Objectives? (Levels) — True → Get Objective (Level)

More Objectives? (Levels) — False → Win

Win → End

Lose → End

Game Functionality

Core Functionalities:

Dialog Screen:

Black screen displaying text, mimicking an email correspondence, between the player and his employer.

Gameplay Mechanics:

- Moving Items:
    - Direction and speed are based on the conveyor belt's direction.
- Drag and Drop:

- Hovering over an item, clicking and holding the left mouse button allows the player to move and drop any visible item, anywhere in the playing field.
- Players move dangerous items off of the belt into a hole, while letting the safe ones stay on the belt.
- Each mistake (dangerous item passing through or discarding of a safe item) increases mistake counter.
- Each safe item that passes through the end of the belt, adds 1 point gets added towards the objective (daily quota of safe items).

UI Updates:

Mistakes counter and objective quota update in real-time

Game Rules

- Main Objective:
    - Get to the 5th level of the game
- Secondary Objective:
    - Each level has a quota of safe items the player has to pass through
- Item dragging:
    - Player has to remove dangerous items off of the belt before they pass through, and drop them into a hole, properly disposing of it.
    - Player can remove any safe or dangerous item.
- Scoring:
    - The game tracks the number of errors.
    - Fewer mistakes indicate better performance.
- Winning the Game:
    - Complete the main objective
- Losing the Game:
    - Making too many mistakes
- Restarting:
    - Players can restart the game but will lose all of their progress.