Simple Platformer

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Platformer Game Design Document

Description

I wished to use my level manager to create a simple platformer.

I was going to use my level manager to generate a level, I want the player the beable to move left and right while being able to jump onto platforms.

The platforms might move to show the collision between non-static items and player-controlled items.

To make the game more interesting and give the player a goal I’m going to haveTriggers hidden around the map and when the player collides with the trigger enemies will spawn in set locations.

The player needs to be able to shoot the enemies too, once one bullet hits the enemy the enemy should be killed. Everything inside the level so; the bullets, enemies, players, and platforms should all be managed through the level manager.

Introduction

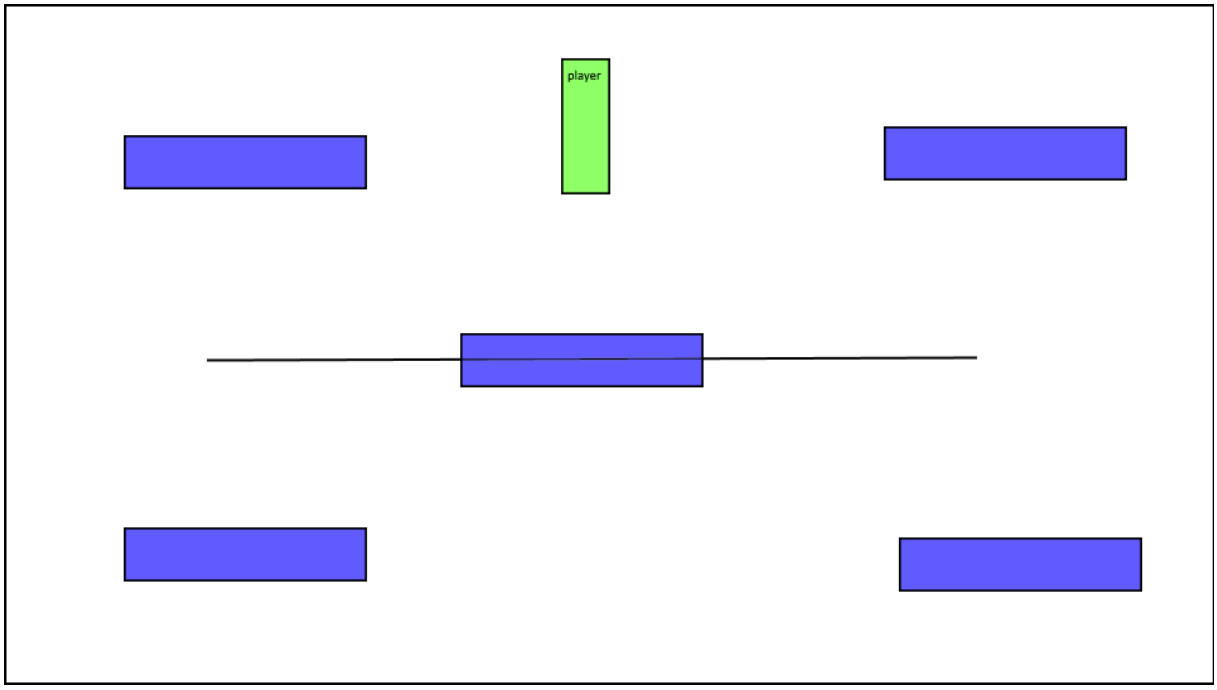
The game will be a very simple platformer game with no goal, no story no win or lose condition. The objective of the game is to show off the power and usefulness of the level manager.

The game could later be expanded to a Mario clone or a Megaman clone by changing sprites inside the game.

Design

Level Design

I drew a rough sketch for the first level, the player will be dropped in and have to fight through some enemies and then a visible trigger could appear which will allowthe player to move onto the next level.



Player Experience

The player will be able to move, jump and shoot a gun.

The gameplay is very linear. There is no progression, there are no skills, scaling, oranything.

Core Mechanics

- Movement
- Physics
- Bullets

Tech Specs

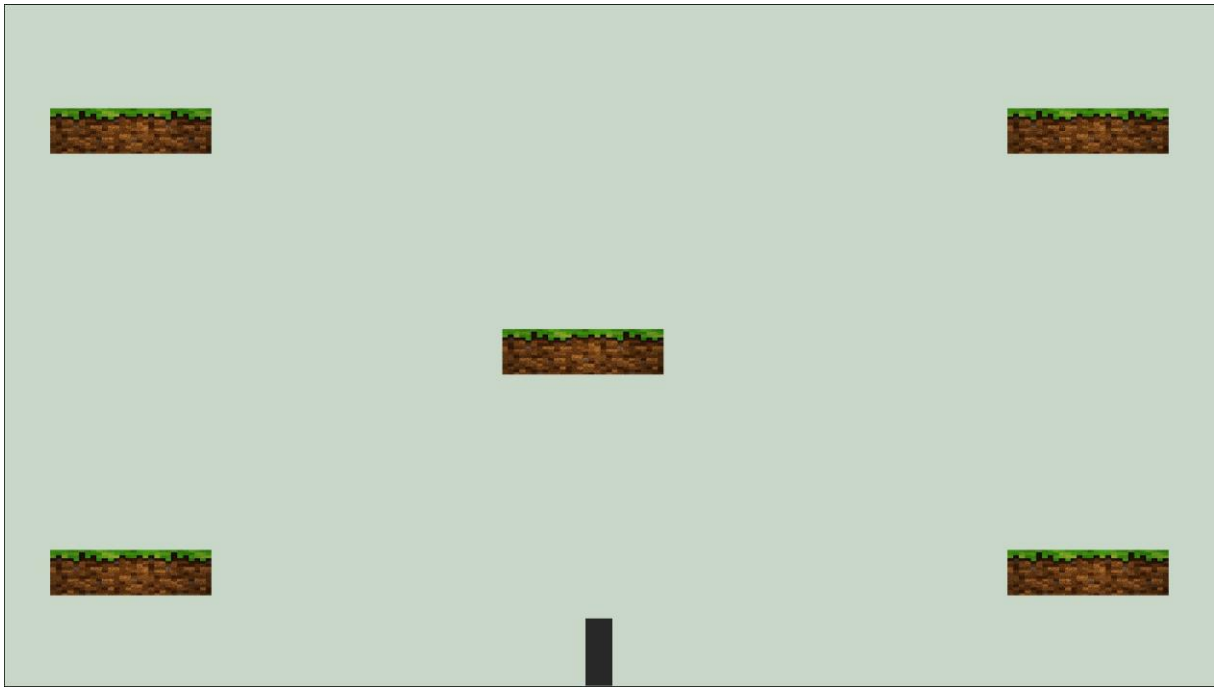
- SFML
- Box2D
- Physexe (My project)

Project Flow and Screens

- The player will be loaded straight into the main scene, where he will be free tomove around and shoot freely
- Once the player hits the invisible triggers he will be met by enemies

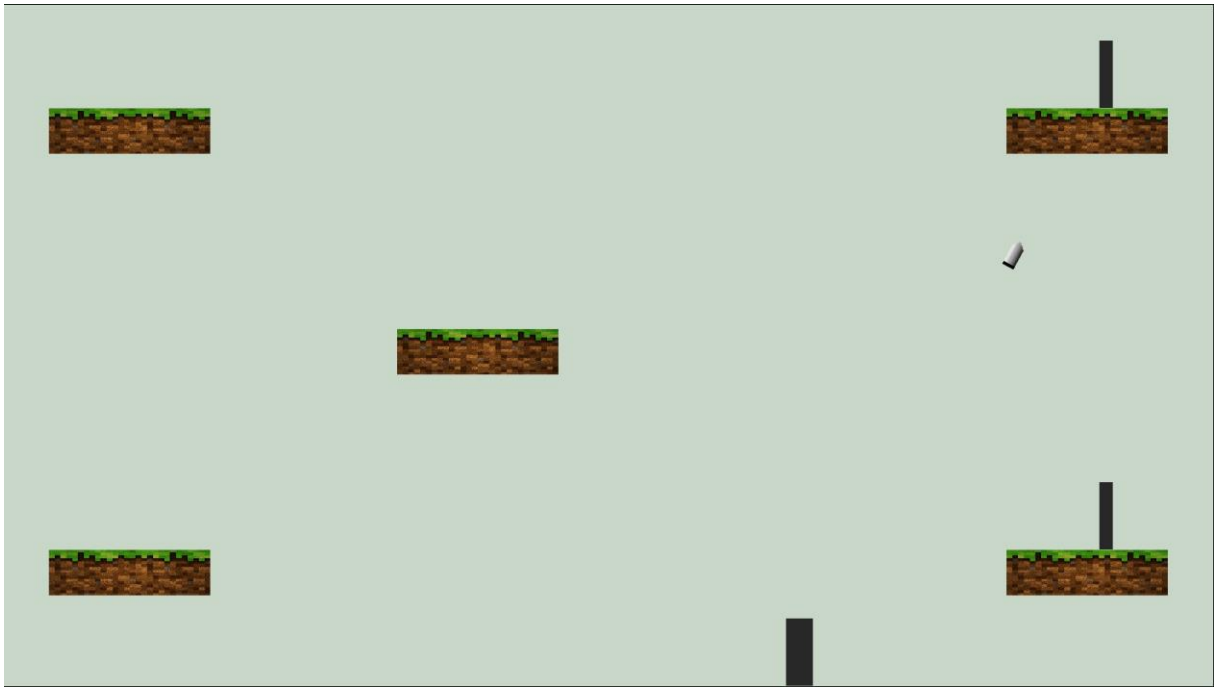
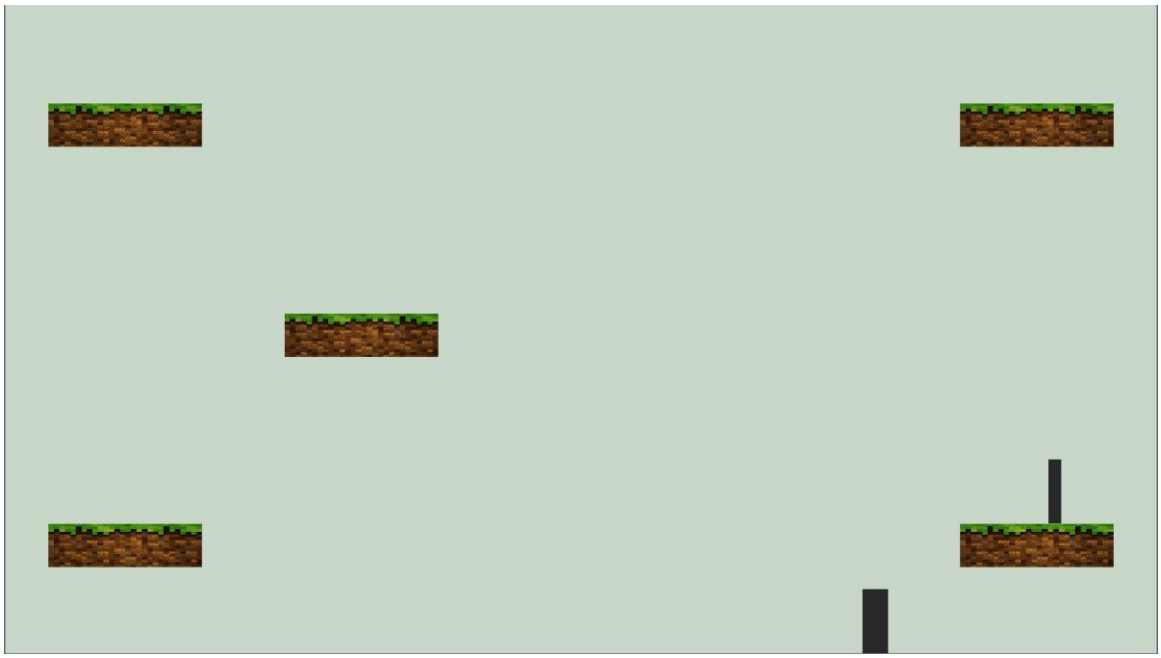
Storyboards

Start of the level:



Player hits trigger with platform moving:

Player Shoots enemy:



Enemy despawns: