Games development

Design

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hit 'em back

Table of Contents

[Introduction 3](#_Toc182519859)

[References 3](#_Toc182519860)

[Gantt Chart 3](#_Toc182519861)

[Mood board 4](#_Toc182519862)

[Functional and Non-Functional Requirements 4](#_Toc182519863)

[Functional Requirements: 4](#_Toc182519864)

[Non-Functional Requirements: 5](#_Toc182519865)

[Accessibility Analysis 5](#_Toc182519866)

[Sources 6](#_Toc182519867)

# Introduction

This is a first-person sword fighting game where you are a knight trying to save your princess from the top of the tower and you will have to reach the top to save here which will put you against the enemies in the tower.

# References

The main references for this games look and feel will be super-hot for the games look for its characters and also for its background which has been called a minimalistic environment but some things from super-hot won’t be included such as the time stopping ability and also the guns in the game[[1]](#endnote-1).

The UI and menu reference for this game would be dishonoured 1 where you have a health bar you “magic” stamina which will just be the stamina in my game and then your item which will have more slots for all the sword the player will have[[2]](#endnote-2).

The main background of this game is mainly influenced by old gimmick of the princess trapped at the top of the tower and the knight coming to save her that are most common are in fairy tales.

# Gantt Chart

I have my development of my game split 4 ways into design, implementation, testing and debugging in my excel Gantt chart to record and keep track of my progress



# Mood board

A screenshot of a video game

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# Functional and Non-Functional Requirements

## Functional Requirements:

* **A Level Design**: The level layout includes set enemy and health item placement.
* **Movement**: Players have movement controls, and basic AI enables enemies to pursue and attack.
* **Usable Objects**: Players can collect health packs to restore health and swords with unique abilities.
* **UI/Menu**: The UI displays health, attack readiness, and current sword. Menus include start, quit, and restart options.
* **Sword Inventory**: Sword inventory appears in the UI, showing available consumable swords and their status.
* **Health Display**: Hearts in the UI represent health, decreasing when the player is attacked and increasing the player uses the health packs.
* **Level Completion Cue**: A cue triggers when all enemies in a level are defeated that will end the level.
* **Level Reset**: The level resets to the start if the player dies or he resets from the menu.

These requirements define the core gameplay loop.

## Non-Functional Requirements:

* **Screens**: Includes death, start, level complete, and game-over screens.
* **Reset Button**: Allows players to restart the level from the menu or death screen.
* **Sound**: Adds sounds for movement, attacks, and consumable items.
* **Volume and Resolution Settings**: Adjustable in the menu for better user control.
* **Instructions**: The main menu includes instructions on using consumables and understanding the UI.
* **Background Story**: Adds game context by explaining the events and character motivations.
* **Visual Refinements**: Enhanced models and textures for characters and objects.

These non-functional elements enhance the overall user experience.

# Accessibility Analysis

There are many scenarios where you will need accessibility in games with people who are deaf, colour blind, Customizable Controls for people with physical disability and Toggle for Flashing Effects for people with epilepsy.

Examples of games going out of there way to include people with accessibility problems would be games like Stanley parable with its use of multi-language subtitles which is include in the game that allows players to be able to understand what is going on in the game if they are deaf and/or hard of hearing and also allow people that don’t have English as their native language to be able to understand what is going on in the game which will increase the demographic that will now also be able to enjoy the game.

A screenshot of a video game

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Another example of a game that accessible is diabotical which has settings for custom colour blend for support of the colour blind where they can set it to pre-set settings for the colours and if they don’t find a set that works for their specific case of colour blindness, they can create a custom setting that would want to play the game



# Game layout Wireframe

# UI and UX Wireframe

# Sources

1. *Superhot* (2020) *Wikipedia*. Available at: <https://en.wikipedia.org/wiki/Superhot>. [Accessed: 29/10/24] [↑](#endnote-ref-1)
2. Wikipedia Contributors (2019) *Dishonored*, *Wikipedia*. Wikimedia Foundation. Available at: <https://en.wikipedia.org/wiki/Dishonored>. [Accessed: 29/10/24]

   ‌ [↑](#endnote-ref-2)