Games development

Design

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hit 'em back

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# 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.

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

Description automatically generated

# Functional and non-Functional Requirements

## Functional Requirements:

* A level: A level is a main requirement to have where there is a set layout of the level and health and enemy count, and you beat the level when all enemies are defeated.
* Movement: movement for the player and a basic AI movement for the enemies just go to the player and attack is a basic need of the game to make it come together for a fun and enjoyable game.
* Usable objects: the user will be able to pick up health to get back health and pick up swords which have different abilities to use.
* UI/Menu: the user will have a UI where they can see their health and also see if they are able to attack and the sword that they have on hand at that moment and the menus will be a start the game menu at the launch of the game and then a quit or restart during the game play.
* Sword inventory: at all times in the UI the inventory of the players consumable sword will be on display to the player that will show when the player picks up a sword or when he uses it.
* Health: at all times in the UI at hearts that will decrease when the player is attacked and increased when the player uses a health pack.
* Cues: once all the enemies are killed the cue for end of that level will come into effect which is a basic function in a level-based game.
* A level reset: When the player dies the level will reset to the start of the level.

These are the function requirements for my game that will ensure the basic game loop of my game as with these requirement they will be able to start up the game to bring the moveable player to the first level where they will have to defeat all the enemies that are there and if needed use the consumable health or swords that are around the map.

## Non-Functional Requirements

These are functions that would add more depth to the game such as:

* A death screen to inform the user player that their character has died, and they have failed.
* A reset button to let the player chose when they would like to restart the level from the menu or from the death screen.
* Sound for the movement of the player and enemies and also sound for the use of consumables and attack animations.
* A volume and resolution setting in the menu.
* A Explanation in the main menu to explain the consumables like the sword or the health pack and also to explain the UI that the user will have.
* A explanation of the background of the game and why the events going on are happening.
* Refinement: with this game the focus is the game loop and the enemies and such and not the character models and objects models that will be used since it won’t improve the performance of the game, but it would improve the user experience.

All these non-functional requirements are things that would add to the user experience but wouldn’t improve the performance of the game, but these are good refinements of the game that will improve the look and feel of for the players.