Rising Waters

Game Design Document

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Movie Synopsis

A poor artist and a young rich woman meet and fall in love while in the Titanic. Although she is married to a soon to be successful business owner, she defies her family and friends in search of the one true love.

What We Want Out of The Movie

In this project we are going to focus on the second part of the movie. We are going to focus on the part when the ship is sinking and we'll try to capture that moment in our game.

History

You're **Arthur**, one of the few reporters who were lucky enough to get selected to be able to get on board of the Titanic on its inaugural trip. You were tasked to write an article about what's like to be on board of the world's fanciest ship.

You get to your room and start to rest when suddenly you feel the ship shaking and you hear the alarms. You go gather your stuff and go out of the room to see what's going on when out of nowhere you see water flooding the hallway so you start to do the only thing you can think of...you run!

Mechanics

Story Mode

- **Jump** -> [W], [Up Key] or [Space];
- **Duck** -> [S], [Down Key] or [Control];
- **Pause** -> [ESC];

    In this part of the game the player is running through the hallways in order to escape the water. He has to jump or roll to avoid the obstacles he faces otherwise he will slow down and get consumed by the wave of water behind him. As the player goes up the stairs onto the next hallway the ship's leaning gets progressively wider.

Arcade Mode

- **Jump** -> [W], [Up Key] or [Space];
- **Duck** -> [S], [Down Key] or [Control];
- **Pause** -> [ESC];

    The Arcade Mode will be similar to the story mode however, it won't end until the player dies. In this mode there will be a scoring system and power-ups.

Game Objectives

- **First Half** -> Escape from the water while avoiding various obstacles;
- **Second Half** -> Escape from the water while avoiding various obstacles for as long as you can;

Game "World"

During the **story mode** Arthur is running through hallways trying to escape the water that is flooding the ship. This ends when he reaches the opposite side of the ship.

During the **arcade mode** the same happens however Arthur never reaches his goal and runs forever.

Game Agents

- **Arthur** -> He is our main character and the player controls him.

- **Various types of debris** -> These are all types of objects that can fall on the player and slow him down. For example, chairs, lamps...etc.

- **Obstacles** -> Which the player has to jump over or duck under so he doesn't hit them and slow down.

- **The Water** -> The player has to avoid getting overtaken by the water at all costs otherwise he will drown.

Types of Obstacles

- **Table** -> To pass this obstacle the player has to jump over.

- **Small Table** -> To pass this object the player has to jump over the table.

- **Broken Lamp** -> To pass this obstacle the player has to duck under this lamp.

Means of Storytelling

In this game we will use cutscenes for when the player isn't controlling our main character. For example, when Arthur is going up floors, at the beginning and at the end of the game or when Arthur gets hit by a door.

Art

Cutscene

For the initial cutscene we will have Arthur leave the room then the water rushes in through the hallway and he starts running.
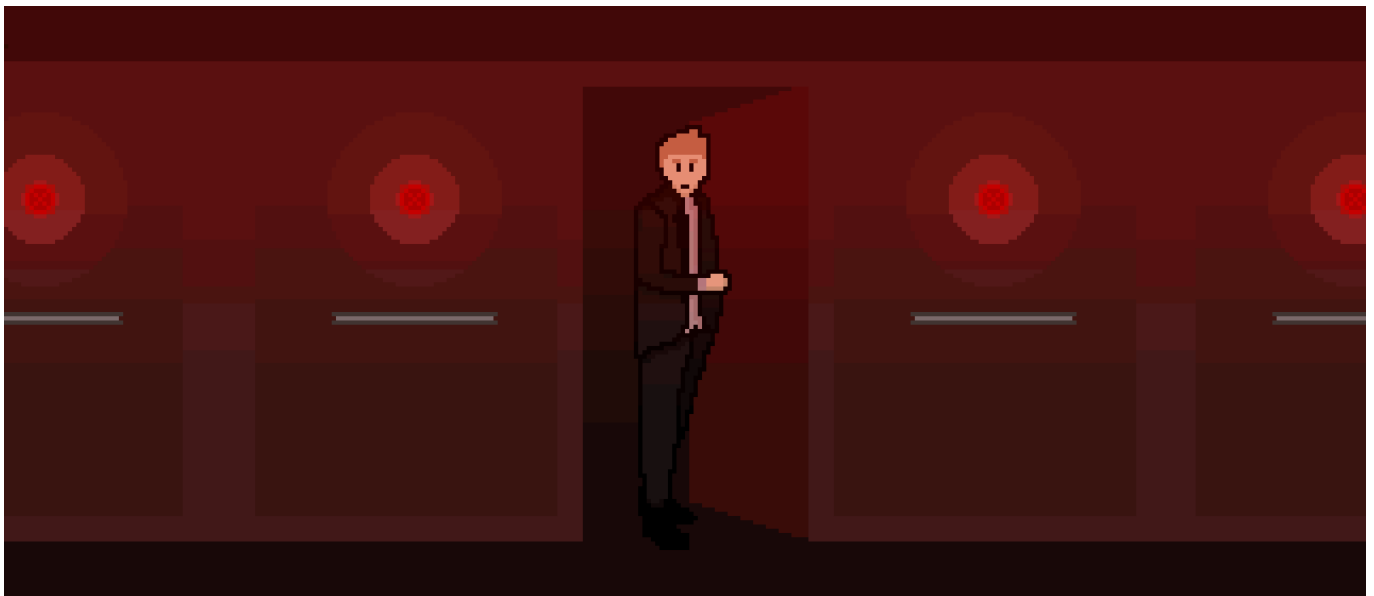
Hallway

This is the hallway that we are going to put on loop for the first part of the game. Has the player goes through he has to dodge various obstacles.

Change Log

Date	Changes
15/05/2020	Added art, Change Log and made a few fixes
30/05/2020	Made changes according to our decisions (Arcade mode, Rolling)
28/06/2020	Made a few fixes and updated the information