

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

First Half of the game

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

In this part of the game the player is running through the hallways in order to escape the water. He has to jump or crouch 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.

Second Half of the game

- **Move Left or Right** -> [A] or [D], [Left Key] or [Right Key] ;
- **Jump** -> [W], [Up Key] or [Space];

In this second half of the game the player is on top of a table that is floating on the water. The player has to dodge falling debris and use them to stay floating. Each time a debris fall on the water it only floats for a limited time (the starting door included). This way he will be able to stay a float.

Game Objectives

- **First Half** -> Escape from the water while avoiding various obstacles;
- **Second Half** -> Use the rising water to get to the other side of the ship without getting hit by debris;

Game "World"

During the **first half** of the game Arthur is running through hallways trying to escape the water that is flooding the ship. Then he gets hit with a table in the face and is knocked unconscious.

During the **second half** he wakes up on top of a table floating on the water, the ship now is fully sideways and the water is quickly rising. Arthur uses the falling debris to stay on top of the water and to try to escape from the ship.

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 slide 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.
- **The table and Stick** -> This is what the player uses to be able to be on top of the water and get to the other side of the ship.

Types of Obstacles

- **Table** -> To pass this obstacle the player has to crawl under or jump over.
- **Room-cleaning cart** -> To pass this object the player has to jump over the cart.
- **Broken Lamp** -> To pass this obstacle the player has to crawl 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. As the player goes through the lights behind him turn off due to a power failure.



Change Log

| Date | Changes |
|------------|--------------------------|
| 15/05/2020 | Added art and Change Log |