Cyclub-nite

Level Design Document

IM 160-C

By Mark Hanson & Alex Laubenstein

1. **Title Page**
    1.1 Game Name - Cyclub-nite. Mark Hanson & Alex Laubenstein
2. **Game Overview**
    2.1 Game concept - Golf Puzzle Game with explosive bombs to propell golf balls and explosive golf balls swung by a normal golf club
    2.2 Genre - Action, Puzzle, and RPG
    2.3 Target Audience - Fans of bomberman, dungeon crawlers, and puzzle games
    2.4 Game Flow Summary – The Title screen is shown, The Levels are shown but you can only access the first one or the ones you completed, and once you go to the first level you complete the puzzle and go to the next room until you make it to the boss.
    2.5 Look and Feel - Simplified pixel art
3. **Gameplay and Mechanics**
    3.1 Gameplay - Solve puzzles with explosive golf clubs and explosive golf balls
    3.1.1 Game Progression - Get through rooms to progress to the final boss of the level
    3.1.2 Mission/ challenge Structure - Puzzles get more difficult as you get through more rooms
    3.1.3 Puzzle Structure - Most of the puzzles are switches to toggle or destroying a object to progress
    3.1.4 Objectives - Getting through rooms by solving the puzzle with the utilities you have (explosive club/ tnt golf ball)
    3.1.5 Play Flow - Players start off in different rooms and meet in the middle and then fight the boss of that level.
    3.2 Mechanics
    - Explosive club that sends off the golf ball at top speed to hit an object and a mechanic that sends off a TNT golf ball that explodes in the other room.
    -Explosive golf ball that detonates after approximately 3 seconds
    - Moving around the isometric rooms with the left analog stick
    3.2.1 Physics - The only true physics in the game is the explosive golf ball since it doesn't go as far
    3.2.2 Movement in the game - Movement is you walking around
    3.2.3 Objects
    - Explosive club
    - Explosive golf ball
    - Toggle switches
    - Locked Doors
    - Unlocked Doors

3.2.4 Actions Including whatever switches and buttons are used, interacting with objects, and what means of communications are used

3.2.5 Combat - Swinging the same explosives and golf balls for puzzles at opponents

3.2.6 Economy - n/a

3.2.7 Screen Flow - The camera follows the character

3.3 Game Options - Only one difficulty in game modes but room do get progressively harder

3.4 Replaying and Saving - You can save wherever you are and come back where you left off

3.5 Cheats and Easter Eggs - see doom and maybe references to other games

4. **Story, Setting and Character**

4.1 Story and Narrative - No narrative for the game just two extremely good golf players stuck in a dungeon with explosive golf clubs and golf balls

4.2 Game World - The Dungeon is the whole game world. The golf men are stuck

4.2.1 General look and feel of world - Pixel look

4.2.2 Areas, including the general description and physical characteristics as well as how it relates to the rest of the world(what levels use it, how it connects to other areas) - The Dungeon is a brown well lit underground area

4.3 Characters - Two cyclub golfers who are trapped into a dungeon due to having TOO much skill

5. **Levels**

5.1 Levels - Each level consists of a certain number of rooms and a boss at the end of each level

5.2 Training Level - Consists of the first few rooms of the dungeon and shows you all the basics of the game

6. **Interface**

6.1 Visual System -

6.2 Control System - Both D-pad and stick can be used

6.3 Audio, music, sound effects - golf club explosive sound effects, and doors opening

6.4 Help System - Controls, miscellaneous

7. **Artificial Intelligence**

7.1 Opponent and Enemy AI - One of the main opponents is the final boss which is a huge fox that wants to steal golf balls and end golfing as a whole

7.2 Non - combat and Friendly Characters - n/a

7.3 Support AI - Player and Collision Detection, Pathfinding

8. **Technical**

8.1 Target Hardware - Windows PC, Mac

8.2 Development hardware and software, including Game Engine, Unity

8.3 Network requirements - N/a

9. **Game Art - Key assets, how they are being developed. Intended style.**