

# Studio Compass PRESENTS



Version: 1.0.0

A Game Development Project as Requirement for the course EMC131P

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**Game Name:**

Seafarer

**Genre:**

Roguelike, 2D Platformer

**Game Elements:**

This game features puzzles and hack and slash mechanics that challenge players to think outside the box and defeat enemies with their wits and reflexes. Each level presents new challenges that test players' skills and keep them on their toes.

**Player:**

A Single player roguelike 2D platformer. The player is named *Gawr Gura*, in referenced to Cover corp.'s HoloEN Myth talent.

## TECHNICAL SPECS

This section describes the technical specification for *Seafarer*.

### Technical Form:

This game is designed as a 2D Platformer game.

### Camera View:

The camera view of the game is set to side-scrolling, which means that the camera follows Gura as she moves from left to right on the screen. The camera view is fixed and does not move unless Gura moves to a new area.

### Platform:

Web Game

### Language:

Javascript, Html

### Device:

Desktop PC, Laptop

## GAME PLAY

This section describes the game outline for *Seafarer*.

### Game Play Outline

The player named *Gura* must touch the portal to achieve victory. But before that, *Gura* must fight its way with different kinds of enemies and solve brain teasing puzzles and parkour through uneven terrains. *Gura* must evade or attack the enemies that is lurking around in the whole map, when *Gura* collides with an enemy or obstacle, *Gura's* HP percentage will decrement based on the enemy or obstacle collided.

### Key Features

- Enemies: There are five types of enemies:
  - Dark Shrimp
  - Chicken
  - Ghost
  - Comet
  - Giga Duckthat can be fought while traversing the map.
- Puzzles: The game features a puzzle mechanics where the player can interact with different blocks and even earn bonus points to advance through the map.
- Power-ups: There are also power-ups available for pick up throughout the map.

## **DESIGN DOCUMENT**

This section describes the game mechanics of Seafarer.

### **Design Guidelines**

In creating Seafarer, the goal of the design is to build around the captivating core mechanic of the game and the developers will make sure the player experiences fun as well as giving them the opportunity to utilize their problem solving skills and reflexes when playing the game.

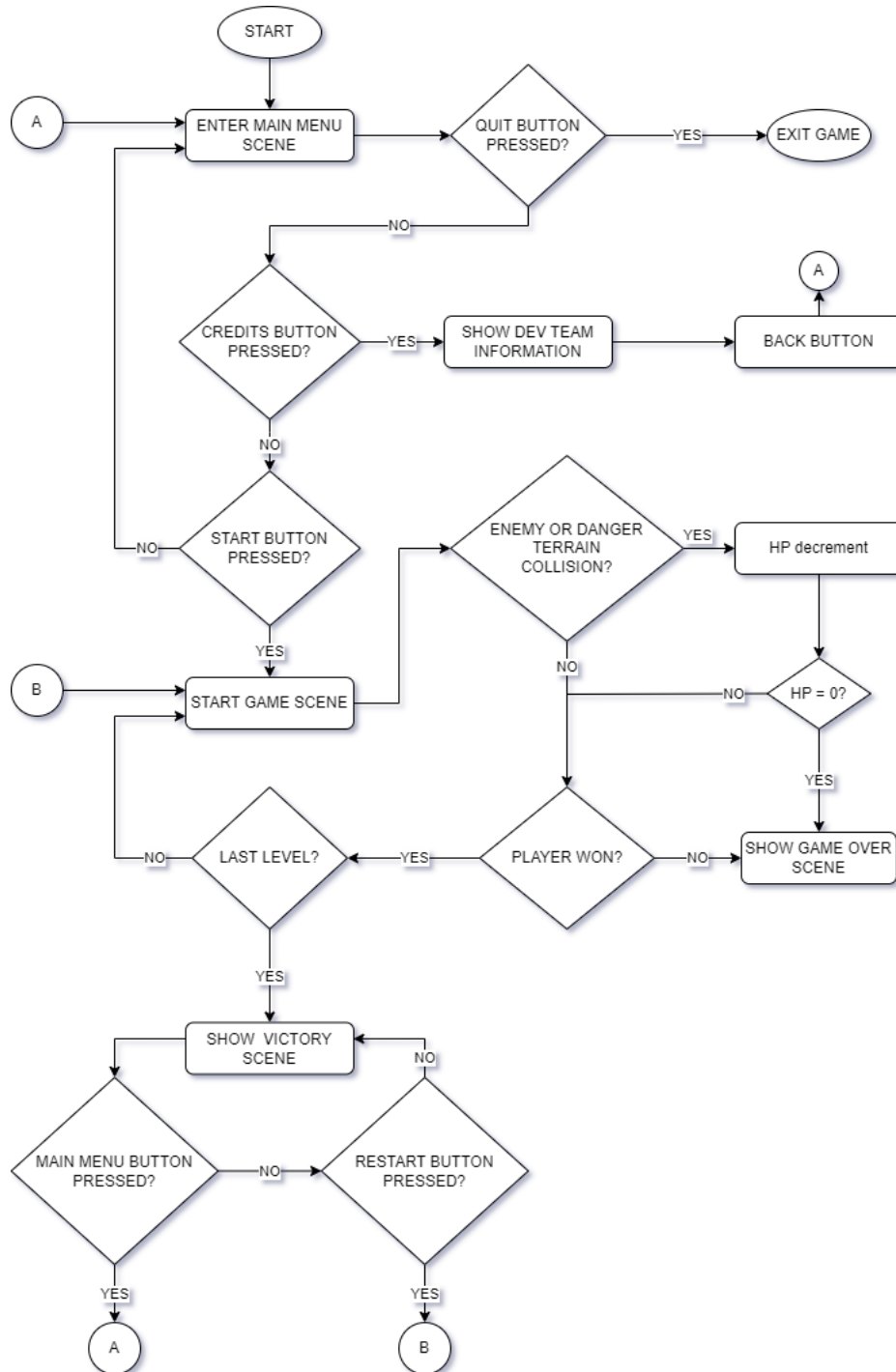
### **Game Design Definitions**

Seafarer gameplay is pretty straight forward. Gura, the main character, must fight its way into the portal to advance through the next level. but before that, Gura must defeat different kinds of opponent and solve puzzles to advance into the next level.

There is a small story that is being implemented in the game, where Gura is on a journey to return of her home city, Atlantis. Each level of the game represents a theme based on the progress of her adventure. Level 1 is themed around an island, Level 1.5 or a transition level is themed in shallow waters, level 2 being underwater themed, and finally Level 3 is themed around Atlantis.

## Game Flowchart

The image presents the game flow of Seafarer starting from the start where the user enters the main menu scene.



## **Player Definition**

This section presents the player definitions and its properties.

## **Player Definitions**

This are the attributes or talents of the main character, Gura.

- Default Hit Points is 100
- Uses trident as a weapon
- Has an ability to jump on different platforms as well as interact certain objects.
- Hit Points will decrease whenever Gura collides with an enemy entity or if she is out of bounds. The deduction of Hit Points will vary based on the enemy type

## **Player Rewards (power-ups and pick-ups)**

These are the list of power-ups that Gura can pick-up throughout the map:

- Hit point recovery +10 (Max of 100 HP)
- Attack range increase (range increases by 1.3 in scale)

## **User Interface (UI)**

An easy and clean UI with minimal words and visual representation of controls will be used for the user interface for the easy navigation of the user throughout the game.

For in game UI, the following will be displayed located in top left and right of the screen:

- Hit Points
- Score
- Time Spent
- Current Level
- FPS counter
- Main Menu Button
- Restart Button