DirectX

GDD

Game Overview

The game is a simple, time based parkour puzzle platformer, where the objective is to get to the end of the level and touch the skull as fast and as quick as possible.

Players will be graded on their speed, and given points for the time they finished the level, which is based on the speed they accomplished that.

Each level will have different obstacles and one point of direction that will point you the way to go. The player must navigate from there on out and must find their way to the end of the level and touch the skull, along the way the player will have obstacles to overcome to avoid being killed and having to start again at the beginning.

The game concept is a simple enough one to grasp for the new player, being a simple objective, get to the skull as fast as possible.

Players can run up walls, run along walls, and jump from obstacle to obstacle.

Plot & Setting Information

The setting for this game is, an obstacle course themed, with various themes and obstacles to represent what type of theme it is.

There is ultimately no story line behind this game, other than the premise of achieving the skull, and getting the highest score possible.

Core Gameplay

The gameplay for this game is, run along walls, run up walls, jump from obstacle to obstacle and touch the skull as fast as possible.

The direction in which the character faces is the direction in which he or she will walk.

Along the way the player will have to avoid obstacles that will kill the player.

If the player falls off and or dies, the player will then restart at the beginning, and will have to start the level over again.

Interface Usage

Key Controls:

A🡪Move left

W🡪Move forward

D🡪Move right

S🡪 Move Backwards

Spacebar🡪Jump

Mouse🡪Look Direction(y,x)

Esc🡪 Quits the game

Alt+Enter🡪Fullscreen

Menu and General Game Usage

The Menu is fairly simplistic, the only Buttons represent in the menu are the following:

Play🡪 When clicked the player will begin the game, and a timer will appear preparing the player that the round and timer is about to start, the player must then achieve the goal of touching the skull.

High Scores🡪 When clicked the user will be brought to a high scores page, and can view the high scores saved locally on the computer in use.

Quit🡪 When click this will close the game

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