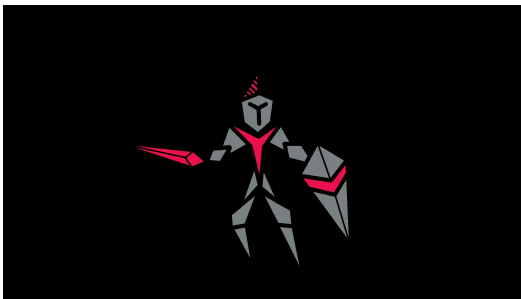


Game Document

- Game objectives: Get to the final level and defeat the boss to save the kingdom.
- Game experience: Players will have to fight their way through different levels in order to reach the final boss. They will do so by defeating enemies and platforming. The player will play as a knight and kill orcs, skeletons, and a fellow corrupted knight as the final boss.
- Goals: Our goal as a team was to make a platformer that pays homage to the old platforming greats. Our game is very simple but has a distinct aesthetic that will attract players.
- Rules: Our game doesn't have many rules. The player is free to go wherever they want if it exists. They can go forward, backwards, up, and down if needed. Players are restricted to only attacking by sword. If the player dies, they will start at the beginning of the level.





- Action of characters: Each character can move and attack. Enemies are restricted to only moving and pacing on a platform, while the player character is able to jump and move freely around the map. Each character can attack. All characters can also attack.
- Main Objects: Shrines that provide extra lore, platforms that can be jumped on, and boxes that are used in a level of the game that can be pushed around. They are used in a puzzle. The rest of the objects are part of the background and cannot be used. They are there for environmental purposes. These include, torches, knight statues, castle walls, swords in the ground, chandeliers, rocks, mountains, and a lot more.
- The Tetrad: We used Unity to make this game since it is the engine that the professor told us to use. Unity was very easy and fun to work with. It provided us with all the tools needed to make a successful game mechanically and aesthetically. The story is told through a cutscene at the beginning of the game. It tells the story of the Kingdom of Arinsal and its

fall. It is now up to the player to rescue the kingdom. We went for a medieval aesthetic. We used Pixel 2D Tileset created by Szadi Art. His assets helped us make the game we wanted to make and gave the game a dark and medieval aesthetic. We also used Fantasy Skybox FREE by Render Knight to make the main menu and level select screen. Our music choice which I will talk more in depth about later also gave our game a darker tone which is what we were going for. Lastly, our mechanics are very simple. Since we wanted to pay homage to older platformers, we followed their formula. It's the same jumping, attacking and platforming.

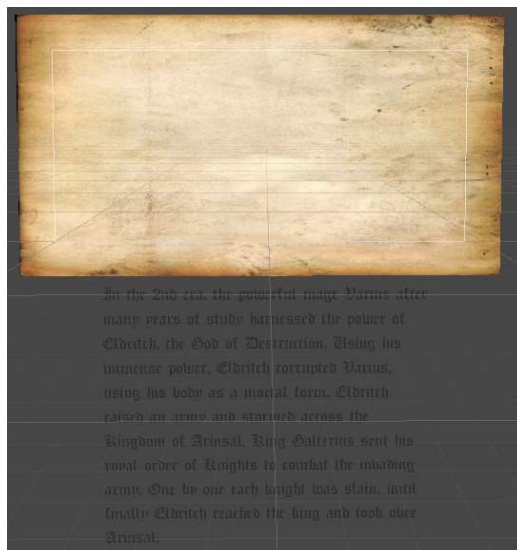
- Balance, curves of interest, and use of space: To balance our game, we made sure to playtest as much as possible to make sure the game was hard, but not downright impossible. We also made sure that the enemies had enough health, but not too much health and the enemies get more health as time goes on. The bigger enemies attack slower compared to smaller ones but have more health. Our curve of interest is based on the player wanting to see what the final boss is. We want the player to care for the kingdom and want to save it, so by showing a ruined castle and dead knights that were once your friends will push the player to continue and defeat the final boss. Finally, we tried to use as much space as possible. We didn't want empty areas. If there are areas with no platforms, we put environmental items there to tell a story. Everything you see is put there for a purpose. We want to keep the player engaged, so we use as much space as possible.

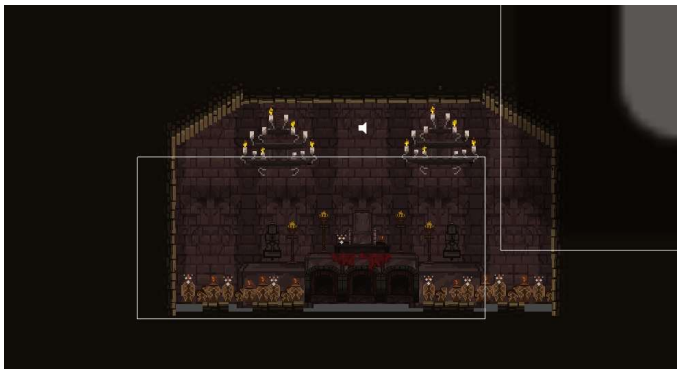
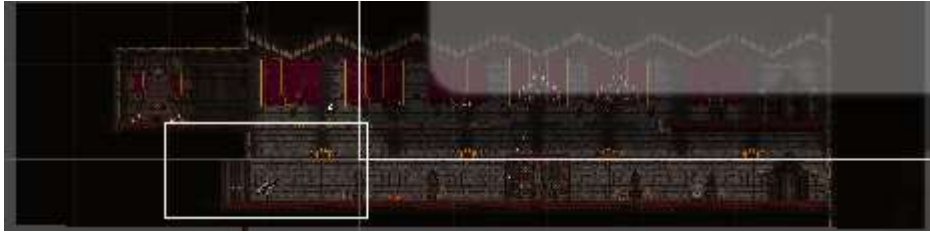
- HUD: Our Hud is very simple, it just consists of a health bar and a pause menu if the escape key is hit. The enemies and player also flash red if hit.



- Sound: The sound was very fun to work with. I was able to find an artist name The Gateless Gate. One of his albums named “ Heikan no Setsu” is based on Mongolian throat singing and while playtesting the game with different music, his music fit our world perfectly. Although our game is not set in Asia, the dark tone and medieval feel to his album made it a perfect fit to our game. His music is royalty free and can be found here: https://freemusicarchive.org/music/The_Gateless_Gate. For our final boss song, I went for something different. There is a song called Dark Skies from the Castle Crashers OST that I knew would fit the final boss perfectly. I contacted the artist via Discord and was able to receive a download for the song to be used. He was a super nice guy and I’m super glad I was able to use my favorite song from Castle Crashers in the game. Artist can be found here: <https://www.newgrounds.com/audio/listen/70107>.

- Screenshots:





- Puzzles: There is a puzzle in the basement where you have to make a stairway using a whole bunch of boxes. All you must do is push the boxes off three different platforms and stack them. There are also other puzzles involving pushing boxes to get to shrines that provide world building.
- We were going to include magic, different weapons, and powerups but due to time constraints we were not able to implement those mechanics.

Contributions:

John Torres: Character, enemy, and world scripting.

Andres Candido: Level and character design, animations

Juan Ascanio: Menus, cutscenes, and music

Kevin S: Poster and sound effects

Sources:

Music: Gateless Gate: https://freemusicarchive.org/music/The_Gateless_Gate

Dark Skies: <https://www.newgrounds.com/audio/listen/70107>.

Assets: Pixel 2D Castle Tileset: <https://assetstore.unity.com/packages/2d/textures-materials/tiles/pixel-2d-castle-tileset-135397>

Fantasy Skybox FREE: <https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353>