DESIGN DOCS | Team 10 | TEVEN STUDIOS

LOW FI PROTOTYPES

1. ENEMIES AND THEIR SKILLS

An enemy that Charlie encounters during the game is a guard dog. This scenario is when Charlie the chicken has to pass a ditch with a guard dog which he must avoid.

Scenario 1: Basic dog movement.
The dog walks back and forth within the ditch while Charlie is not around. The dog simply turns around and walks the other way when he reaches each wall.
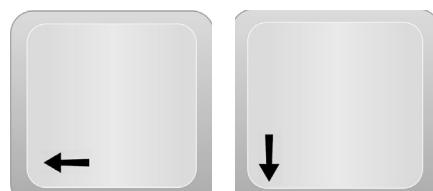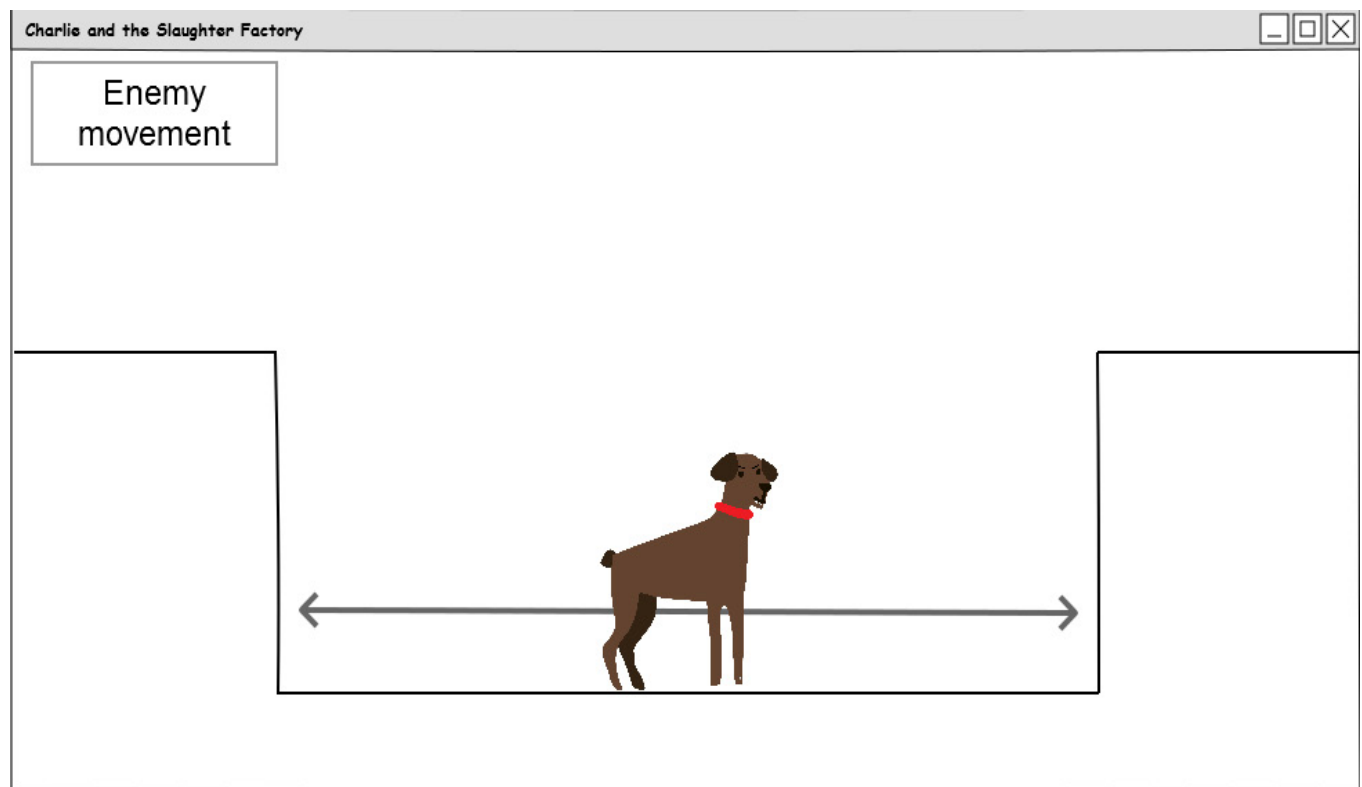
1. ENEMIES AND THEIR SKILLS

Scenario 2: Charlie avoids the dog and passes safely.

Charlie jumps behind the dog while it is walking the other way, and the dog continues walking normally as it does not notice Charlie. Charlie can then jump over the dog, and out of the ditch to arrive safely on the other side.
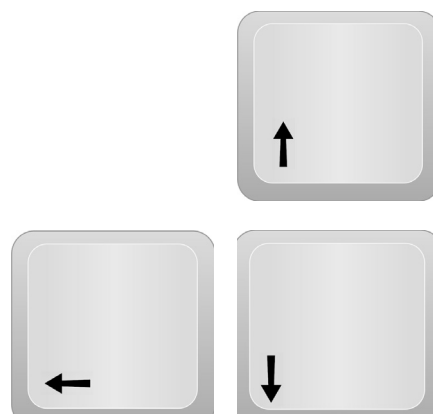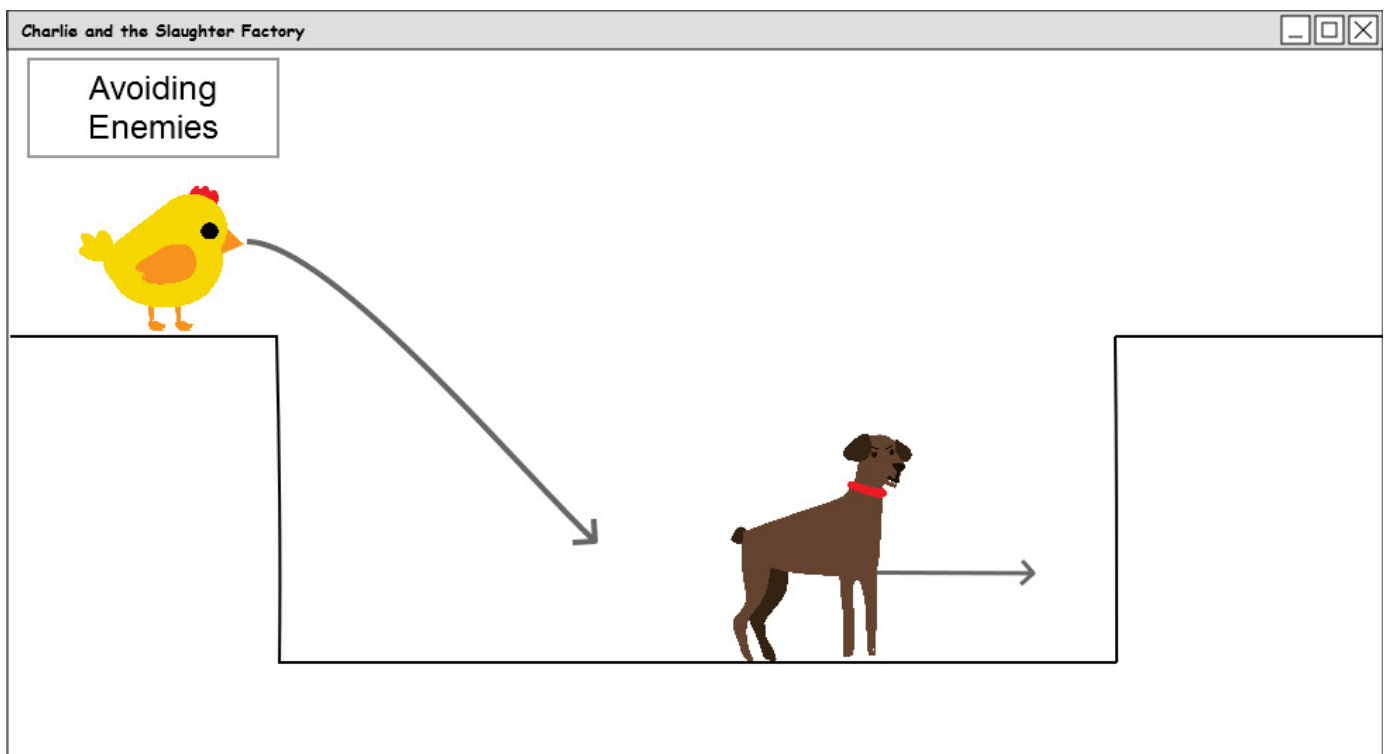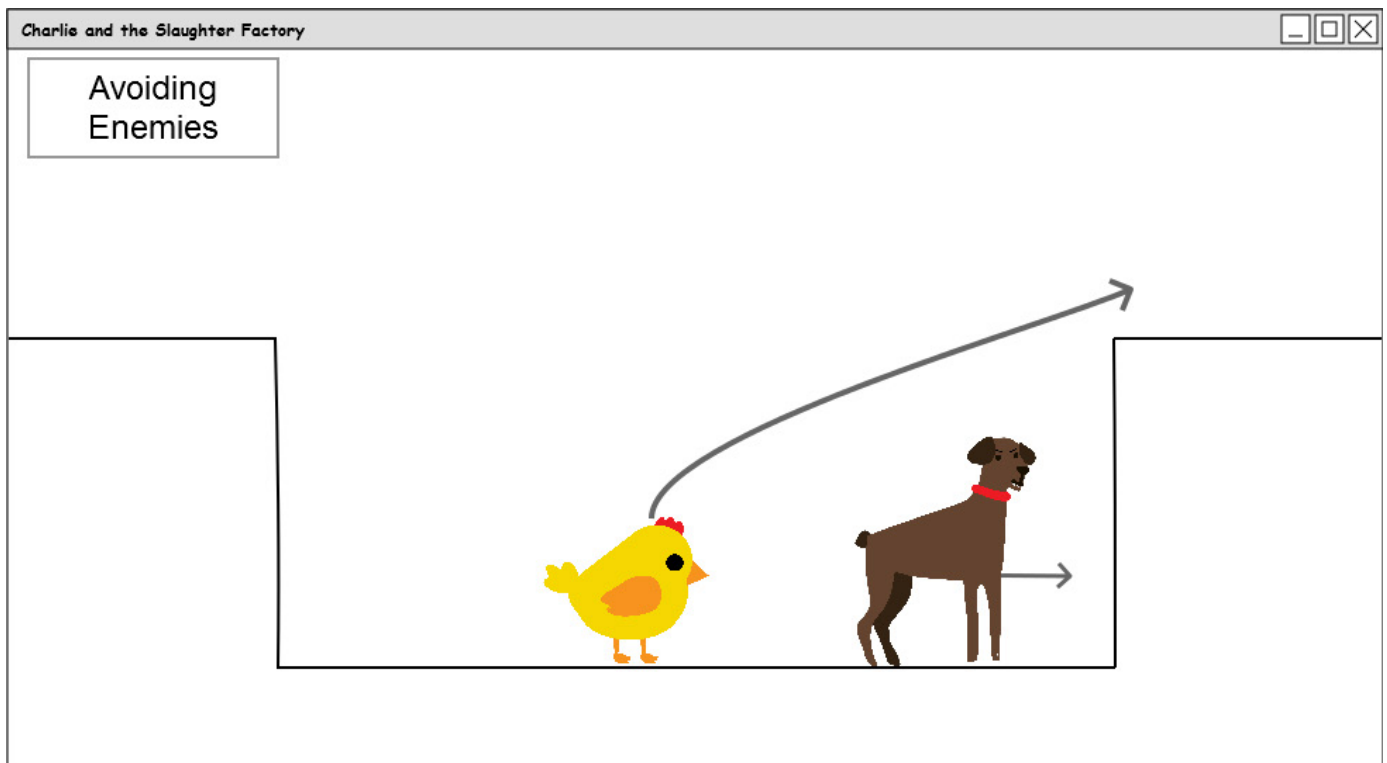

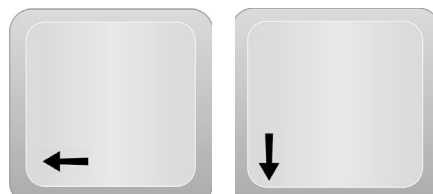Press the right arrow to make Charlie jump down into the ditch.

1. ENEMIES AND THEIR SKILLS

Scenario 2: Charlie avoids the dog and passes safely.

Charlie jumps behind the dog while it is walking the other way, and the dog continues walking normally as it does not notice Charlie. Charlie can then jump over the dog, and out of the ditch to arrive safely on the other side.

Press either right or up arrow to make Charlie jump up out of the ditch.

In the game:
Both the right and up arrow can be pressed simultaneously to get Charlie out.

1. ENEMIES AND THEIR SKILLS

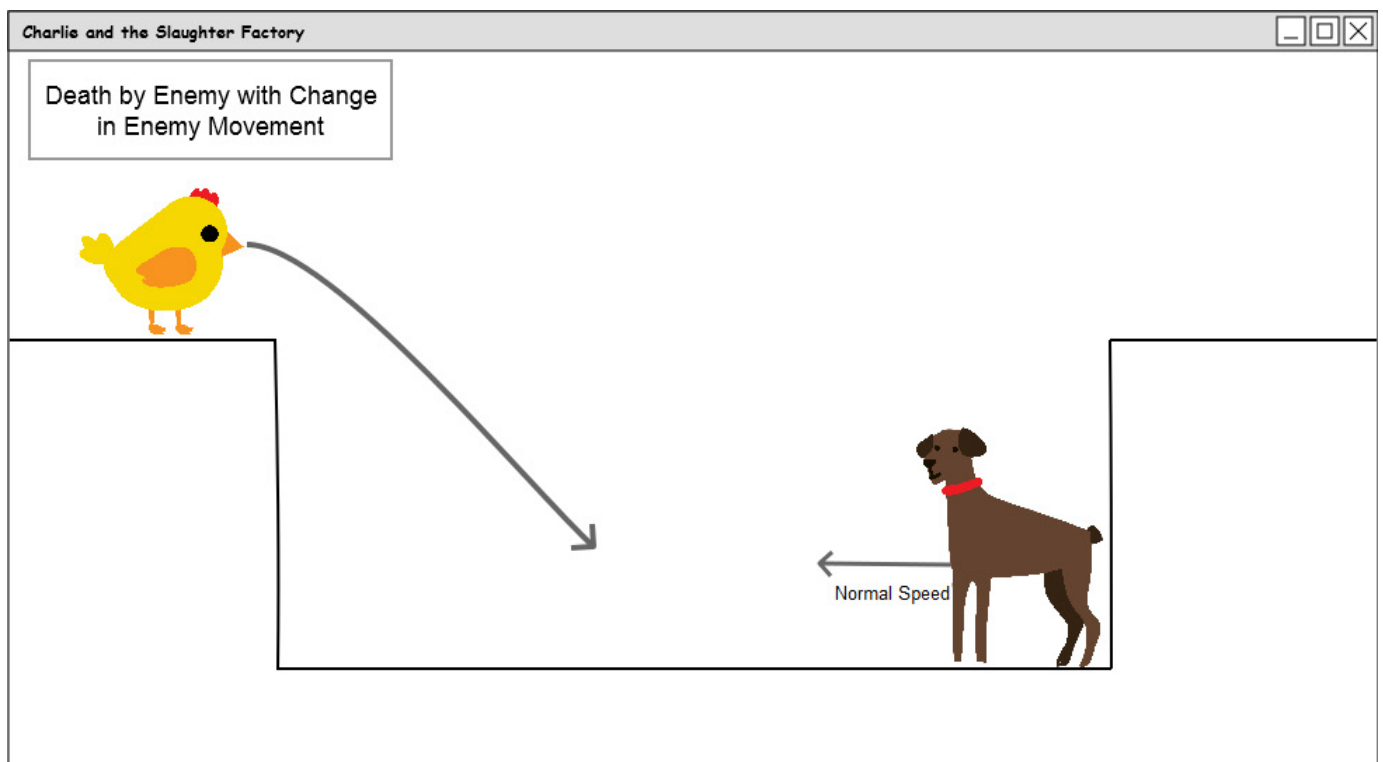Scenario 2: Charlie avoids the dog and passes safely.

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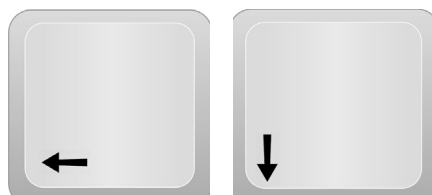

Charlie and the Slaughter Factory

Avoiding
Enemies
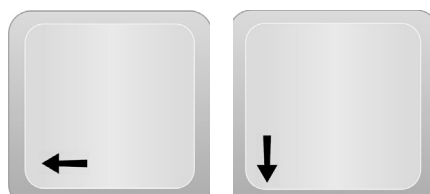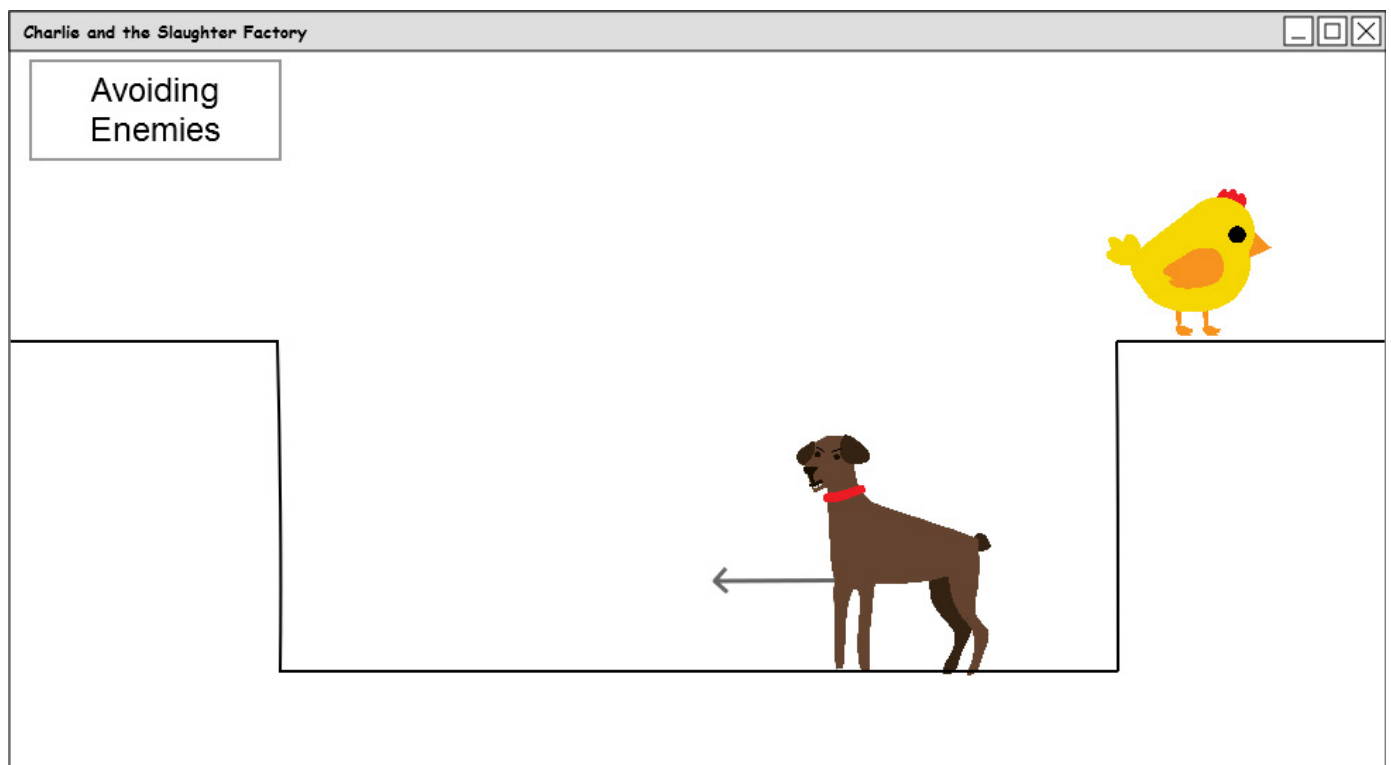
1. ENEMIES AND THEIR SKILLS

Scenario 3: Charlie jumps into the ditch in front of the dog.

The dog 'sees' Charlie and speeds up to chase him. When the dog touches Charlie, Charlie loses health. In this case he did not have enough health left and died.
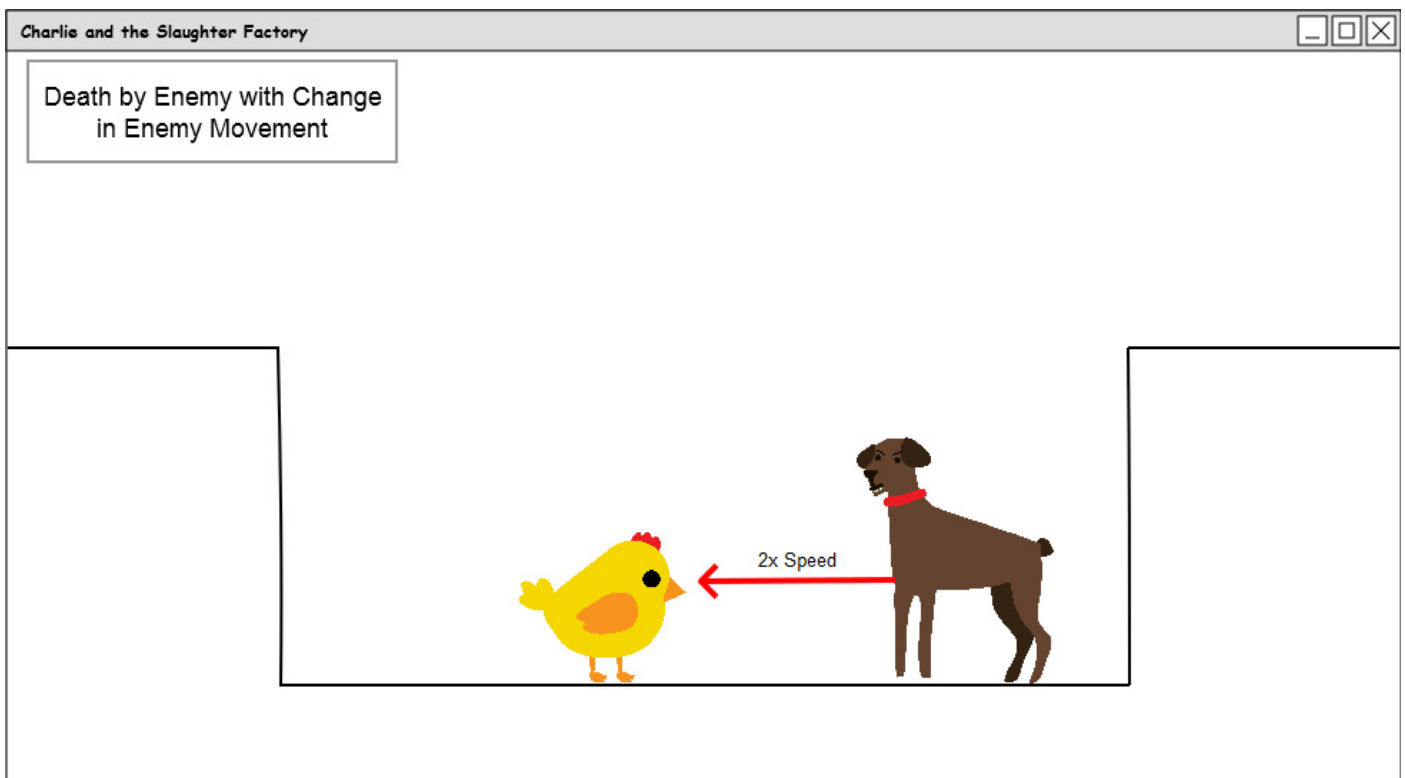

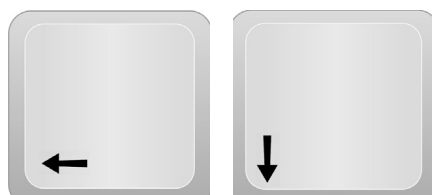Press the right arrow to make Charlie jump down into the ditch.

1. ENEMIES AND THEIR SKILLS

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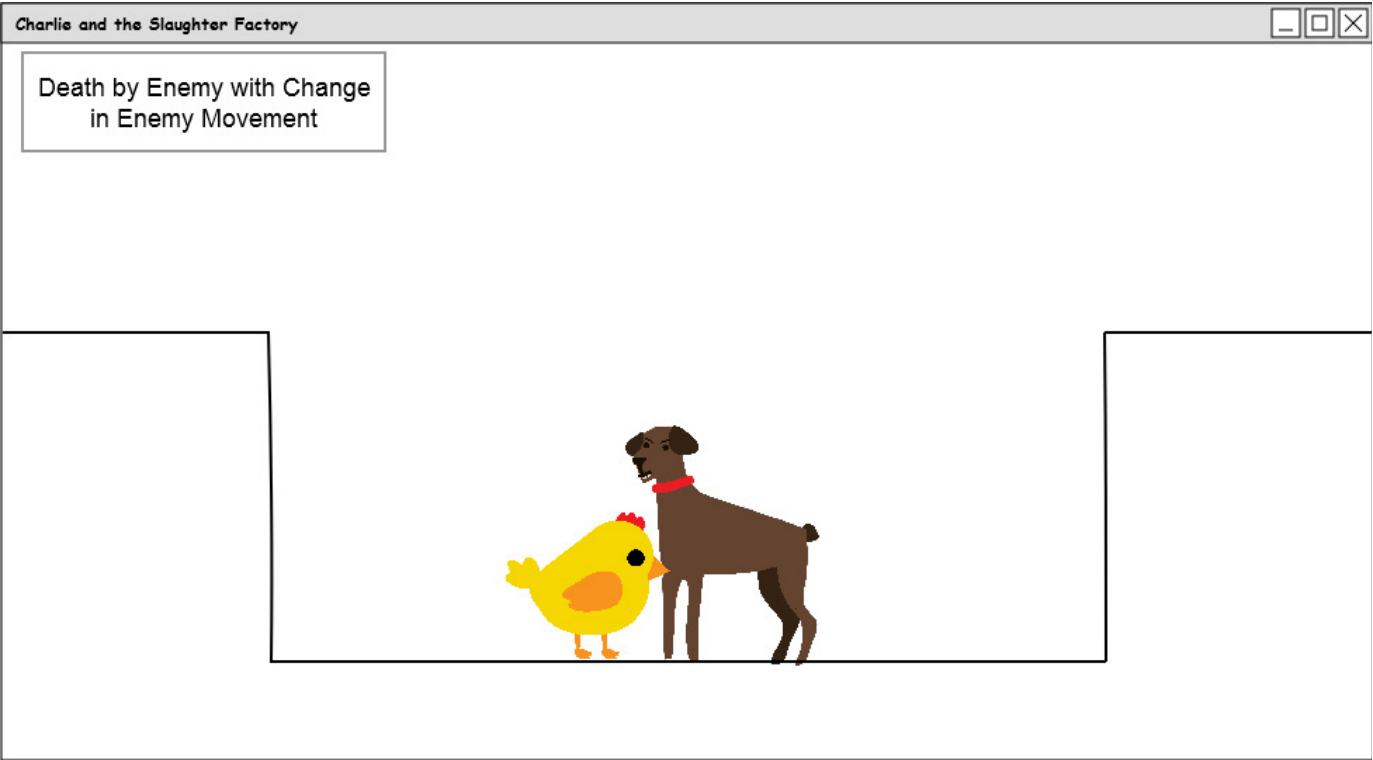

After Charlie jumps into the ditch, the dog sees Charlie. The dog runs towards Charlie at increased speed.
(Press right arrow to continue events for demonstration.)
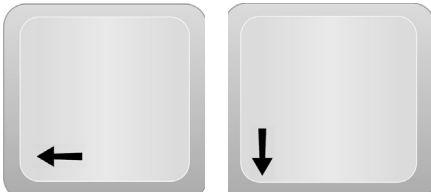
1. ENEMIES AND THEIR SKILLS

Scenario 3: Charlie jumps into the ditch in front of the dog.

The dog 'sees' Charlie and speeds up to chase him. When the dog touches Charlie, Charlie loses health. In this case he did not have enough health left and died.

The dog catches Charlie.

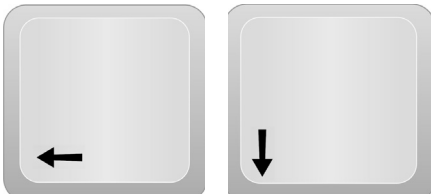(Press right arrow to continue events for demonstration.)

1. ENEMIES AND THEIR SKILLS

Scenario 3: Charlie jumps into the ditch in front of the dog.

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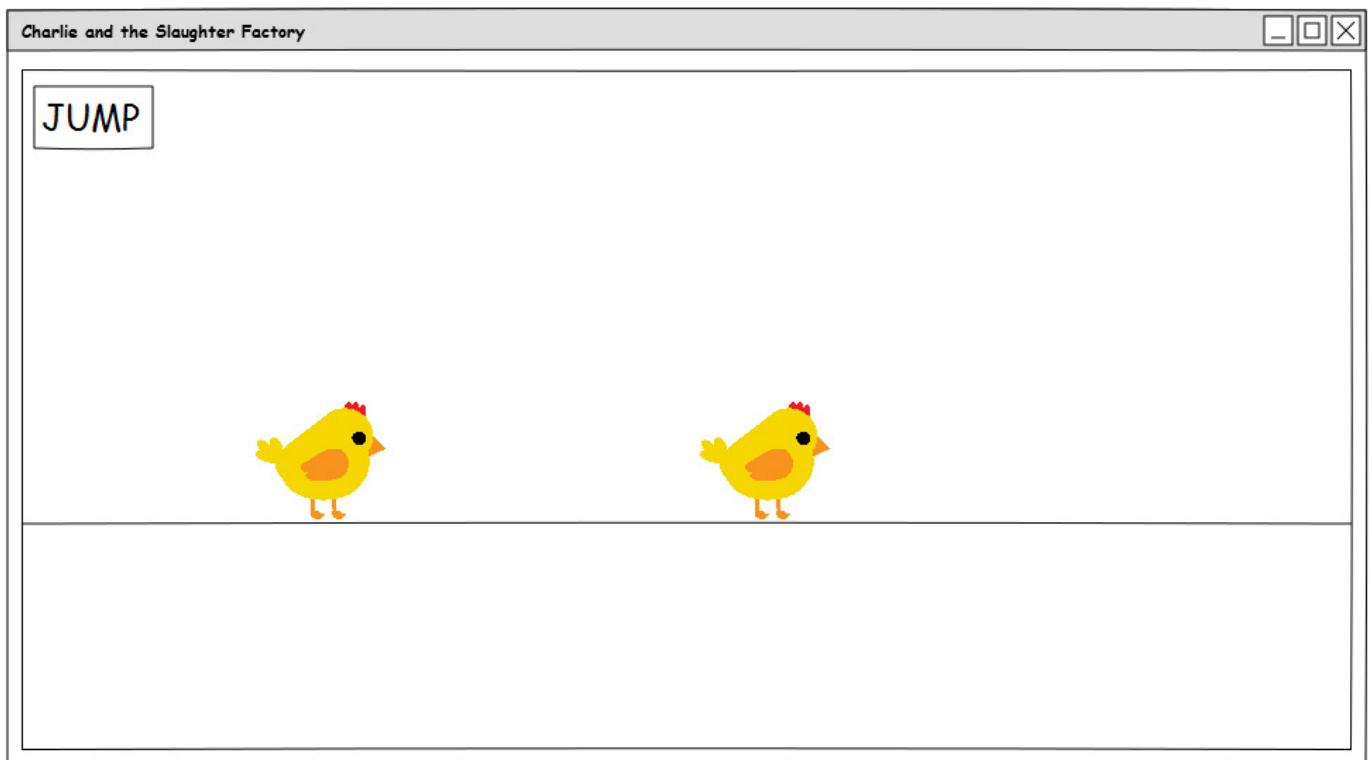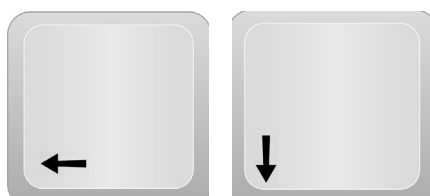

The dog eats Charlie.

2. CHARACTER MOVEMENT

Scenario 1: Charlie the chicken can jump vertically (with the up arrow), and jump to the left and right (up arrow and left/right arrow).
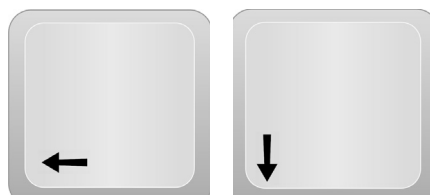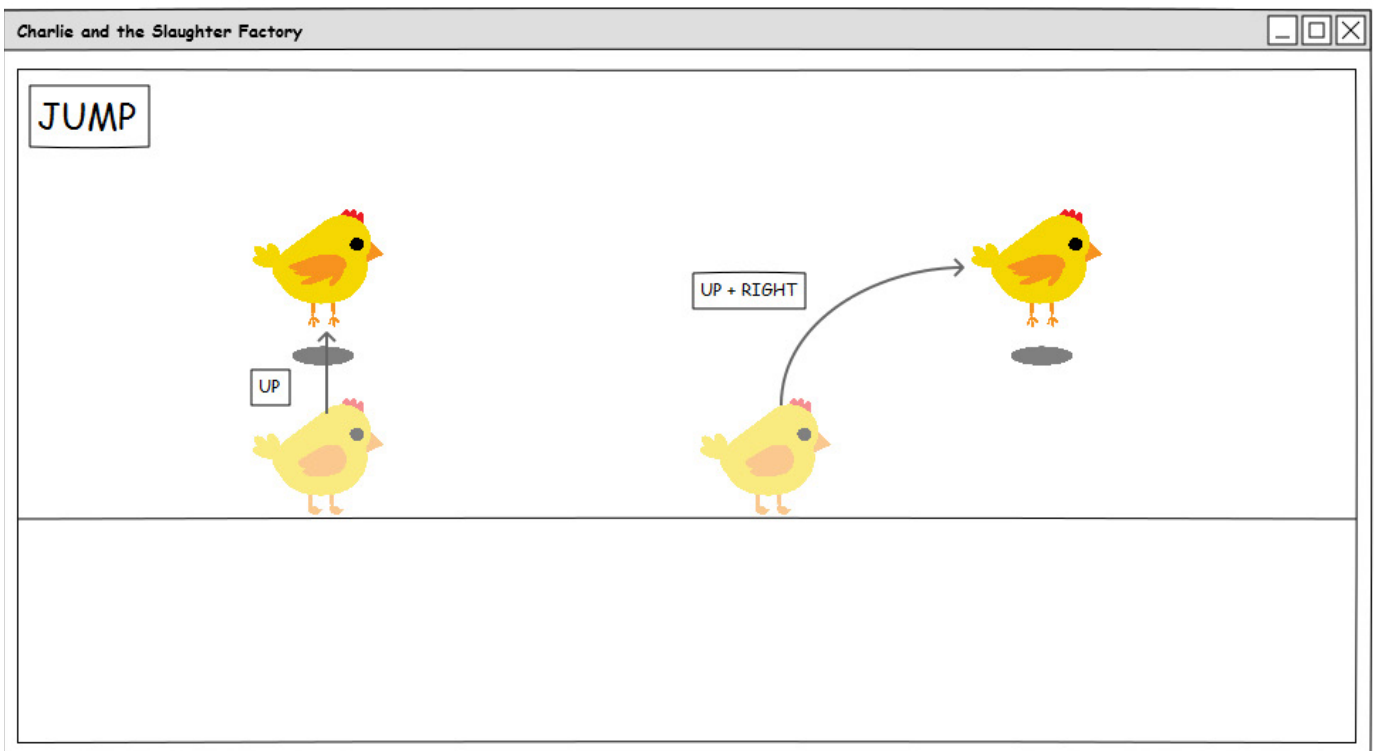

Press the up arrow to make Charlie Jump upwards.

In the game:
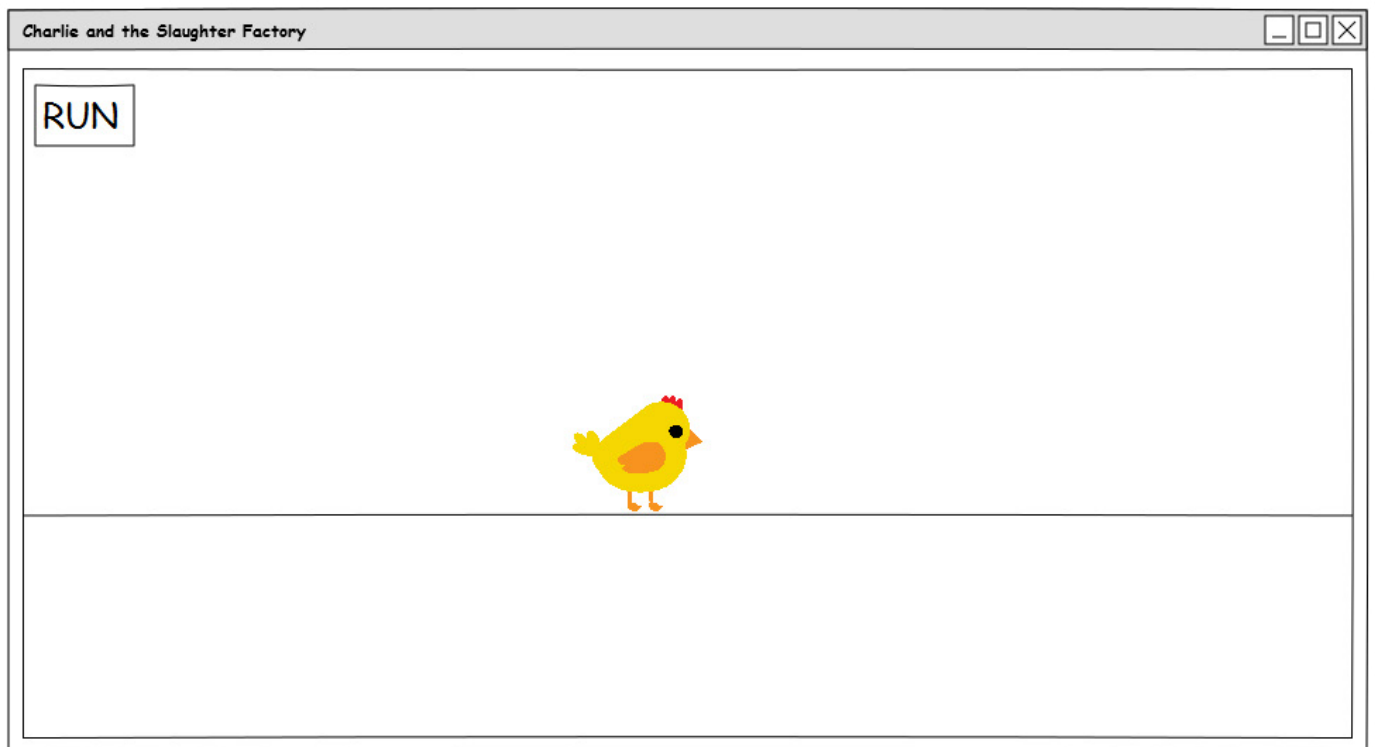Up and right arrow can be pressed together to make Charlie jump right.

2. CHARACTER MOVEMENT

Scenario 1: Charlie the chicken can jump vertically (with the up arrow), and jump to the left and right (up arrow and left/right arrow).
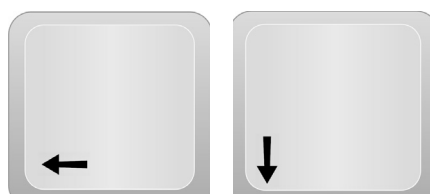
2. CHARACTER MOVEMENT

Scenario 2: Charlie the chicken runs to the left and right with use of the left and right arrow keys.
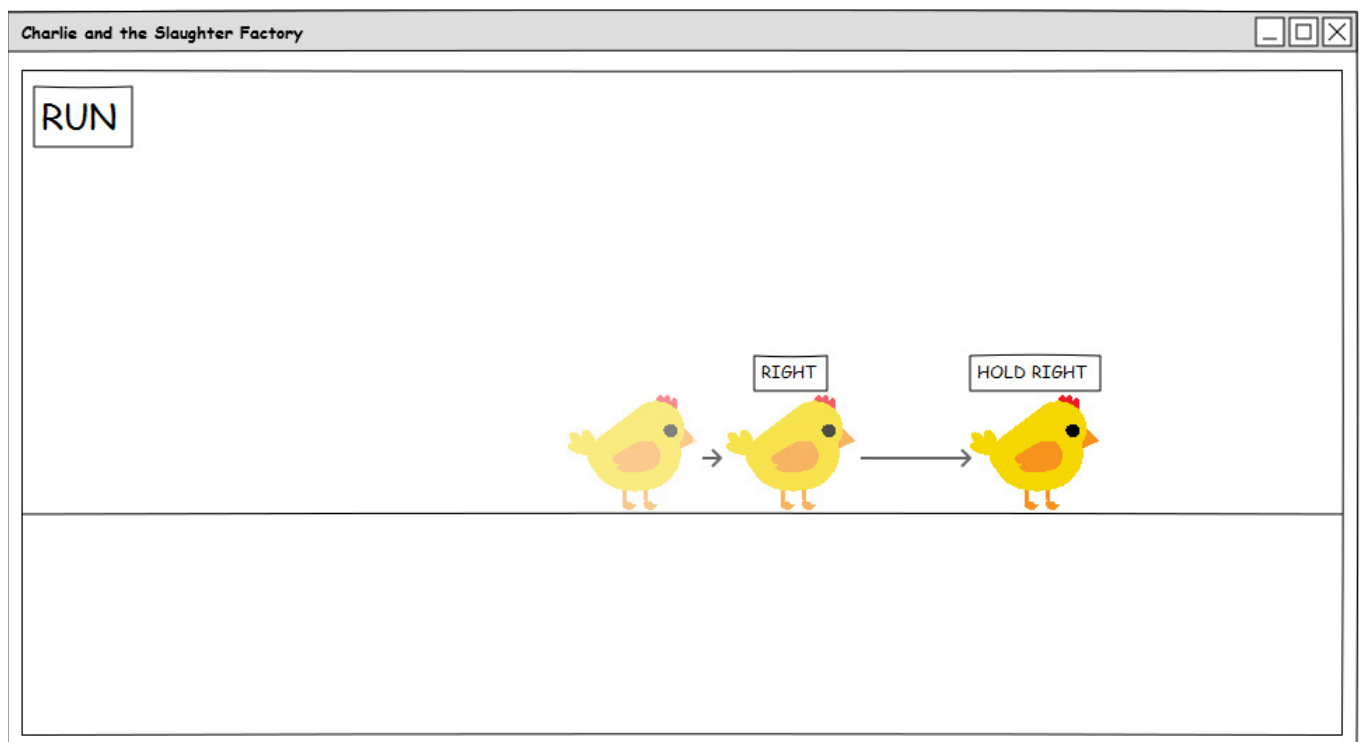

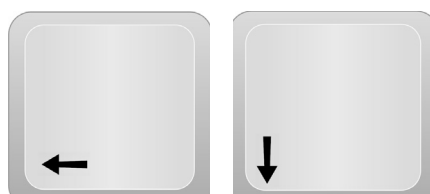Press the right arrow to make Charlie run to the right.

2. CHARACTER MOVEMENT

Scenario 2: Charlie the chicken runs to the left and right with use of the left and right arrow keys.
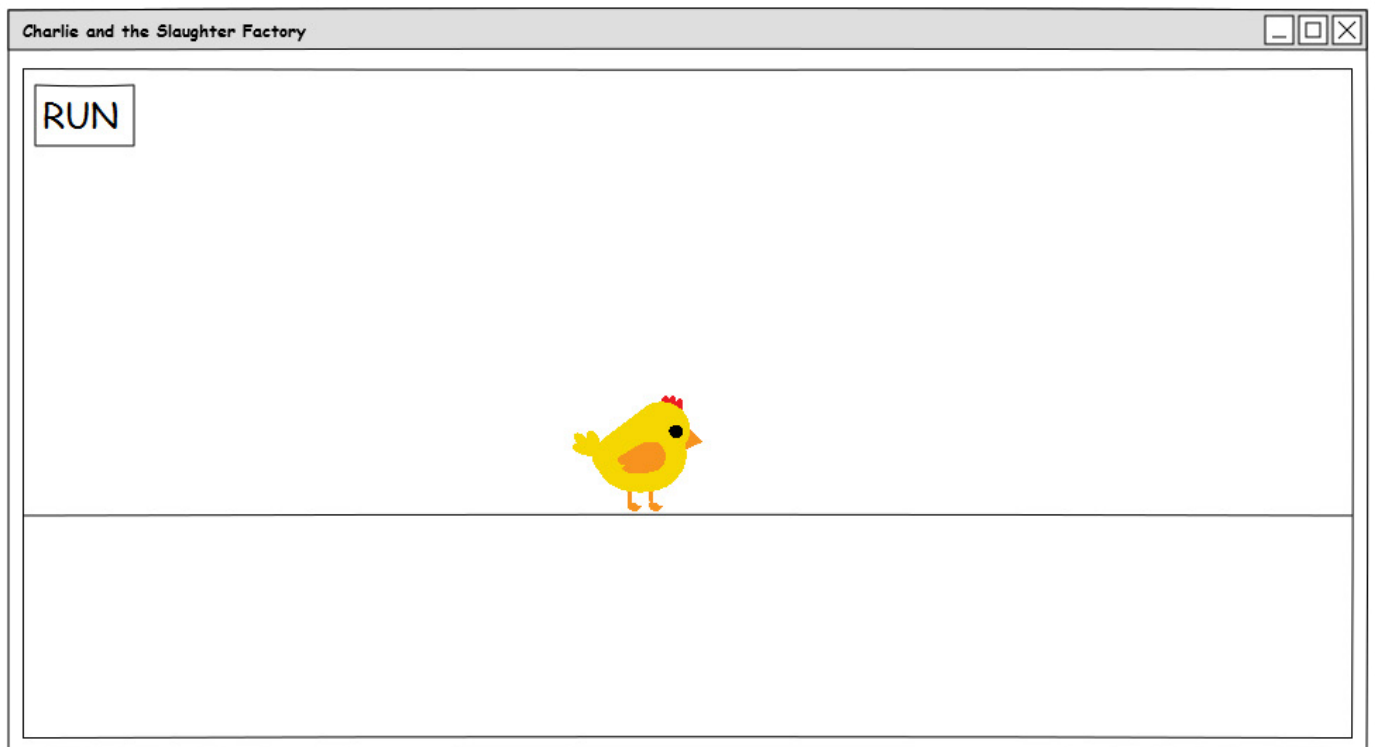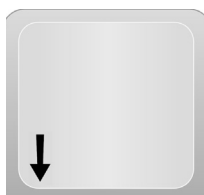

Charlie runs right.

2. CHARACTER MOVEMENT

Scenario 2: Charlie the chicken runs to the left and right with use of the left and right arrow keys.

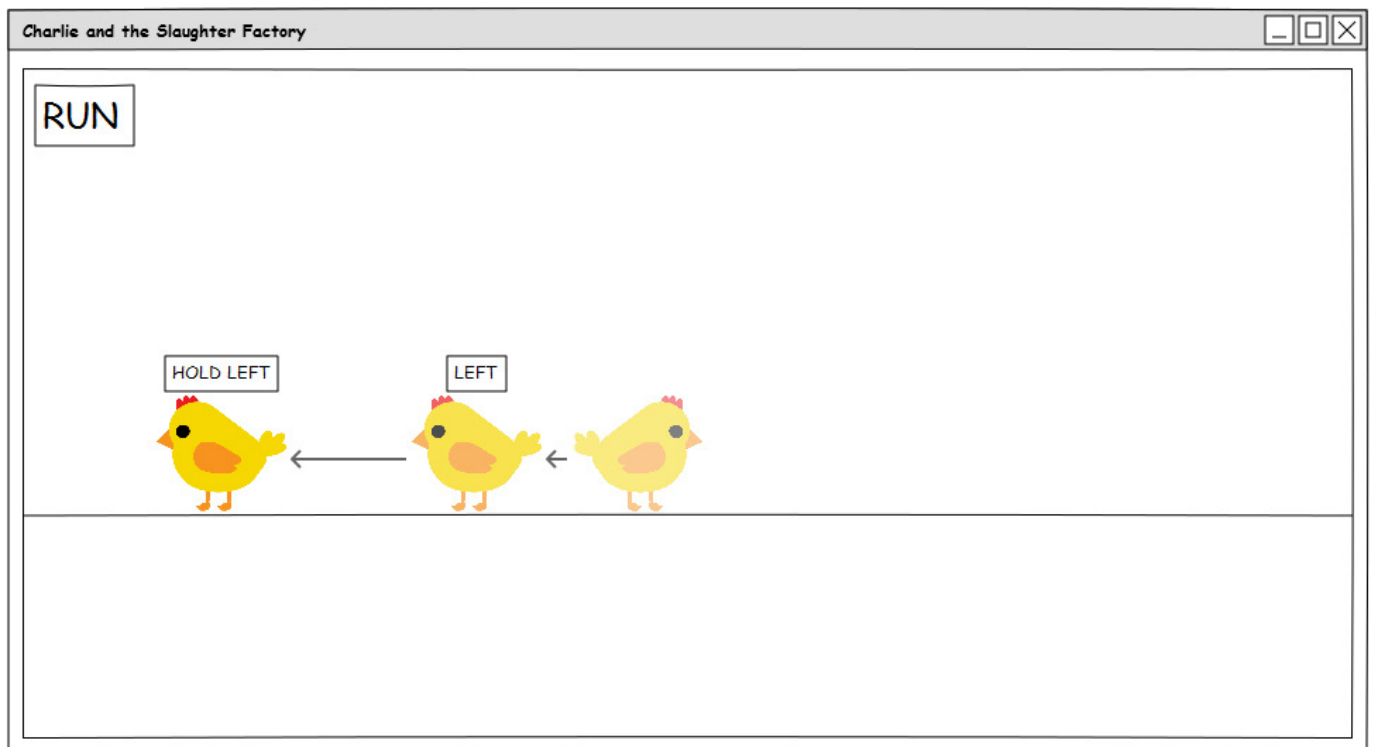Charlie and the Slaughter Factory
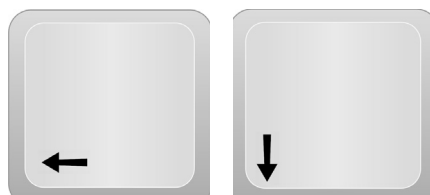
RUN

Press the left arrow to make Charlie run to the left.

2. CHARACTER MOVEMENT

Scenario 2: Charlie the chicken runs to the left and right with use of the left and right arrow keys.

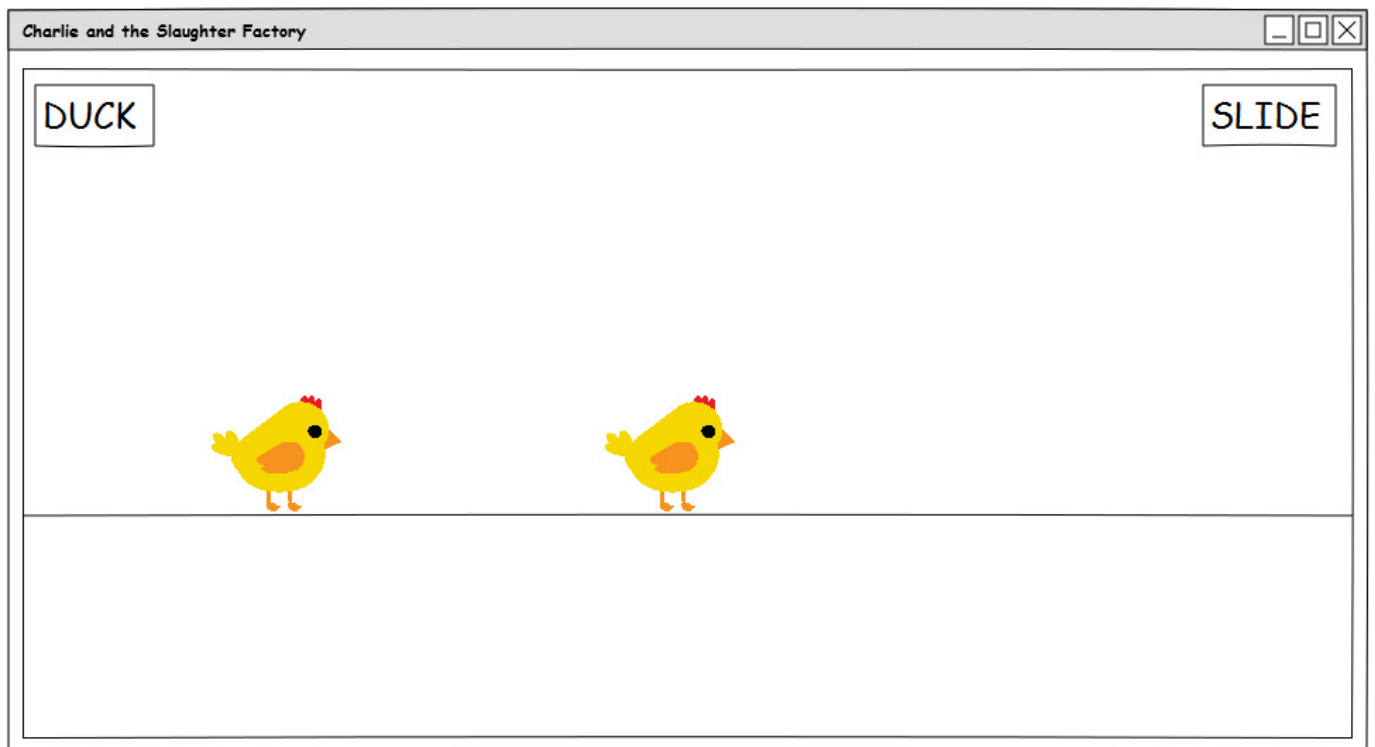**Charlie and the Slaughter Factory**

RUN

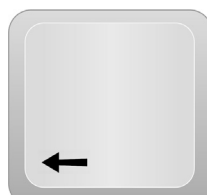HOLD LEFT   LEFT

Charlie runs left.

2. CHARACTER MOVEMENT

Scenario 3: Chicken ducks to avoid obstacles with use of down arrow. Charlie slides with use of down arrow with left/right arrow.

Press the down arrow to make Charlie duck down.

 In the game:
Press the down and right arrow to make Charlie duck and slide.

2. CHARACTER MOVEMENT

Scenario 3: Chicken ducks to avoid obstacles with use of down arrow. Charlie slides with use of down arrow with left/right arrow.
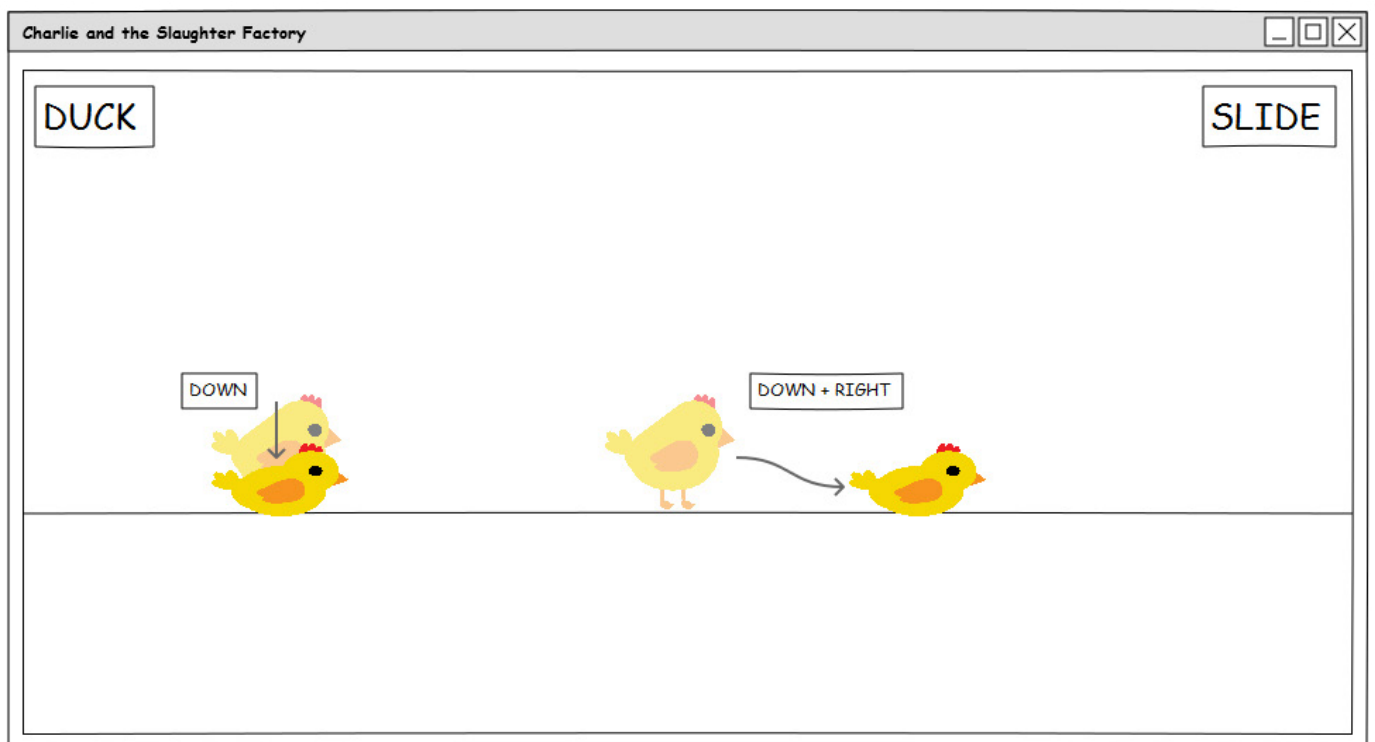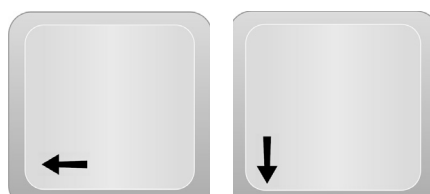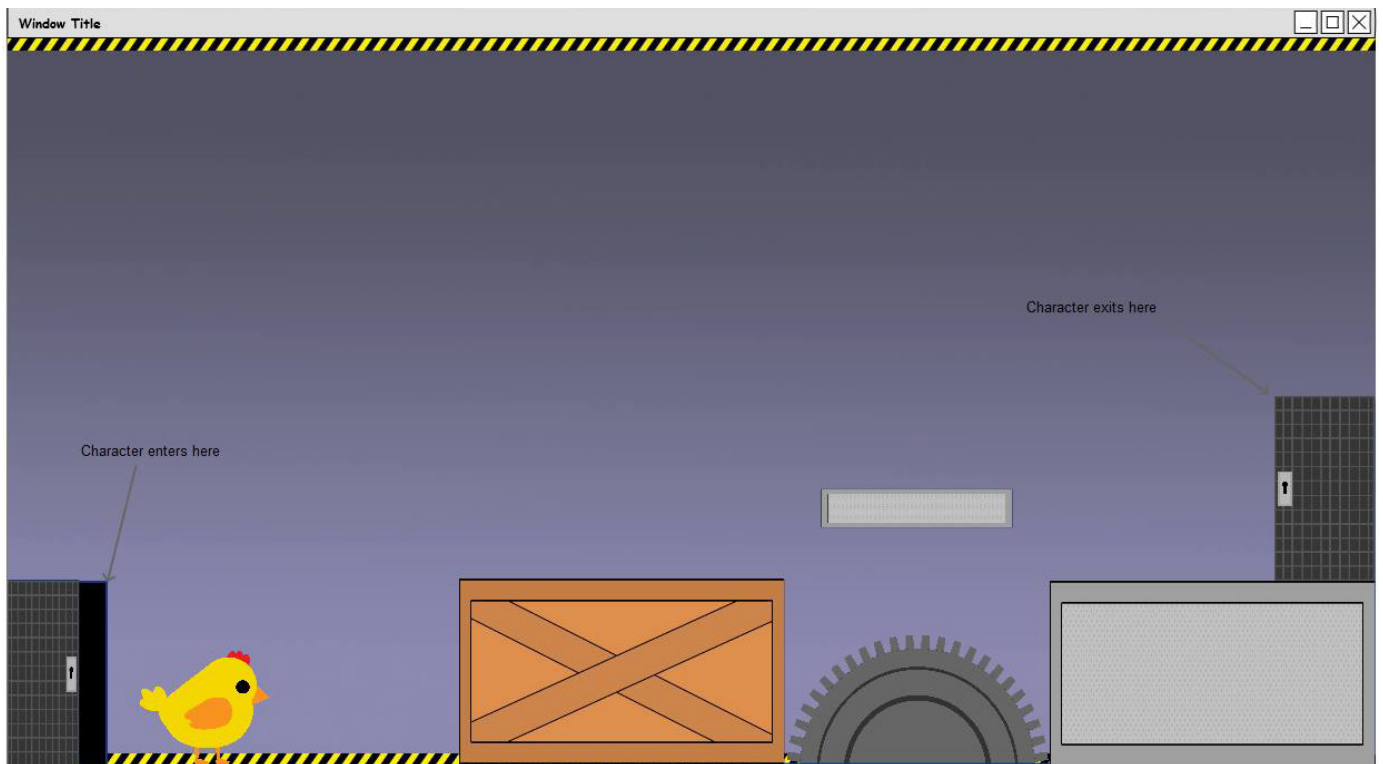

Charlie ducks and slides
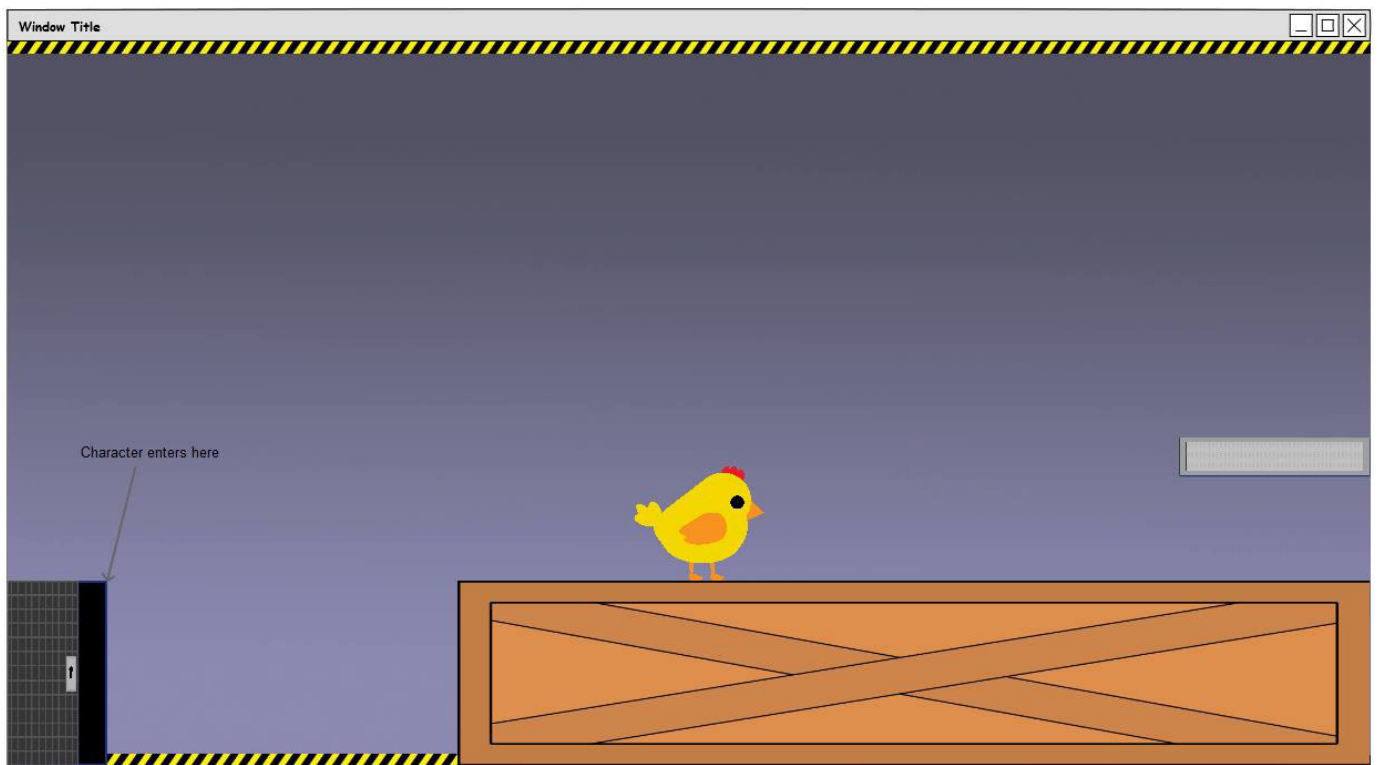
3. GAME WORLD

Game Window

The Game World is based in a Chicken Factory. Here you can see some elements of this factory. Charlie enters from the caged door on the left of the map, and exits the level from the caged door on the right. Charlie must manoeuvre across the level, dodging dangerous obstacles such as the circular saw.
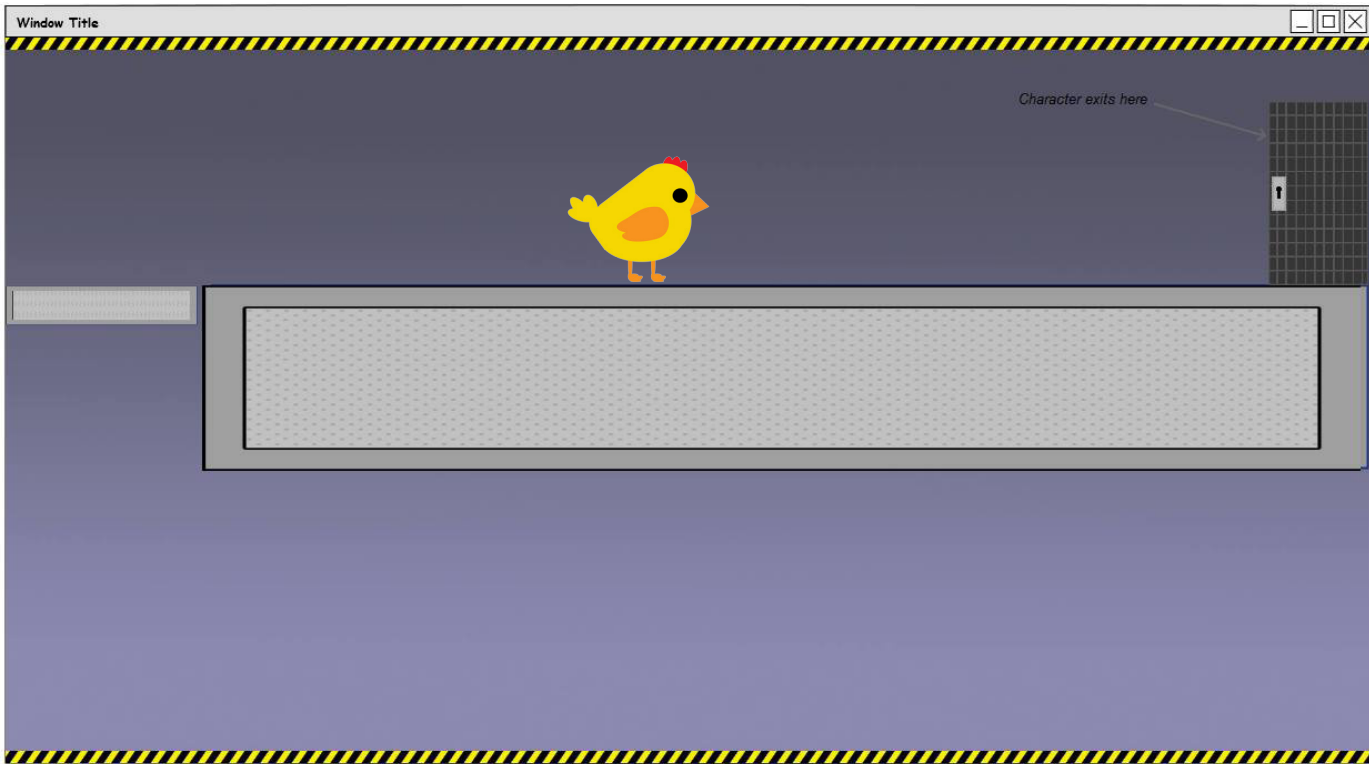
3. GAME WORLD

Game Window

If the map is large, the screen view will move with Charlie- keeping the chicken at the center of the view, as shown.

3. GAME WORLD

Game Window

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3. GAME WORLD

Game World Map

Shows zoomed out large version of map.