

*CLOTHING COMPANY*  
**UNTITLED ~~ADIDAS~~ GAME**

**Design Document for:**

# **Untitled ADIDAS Game**

“Beat Chavs, get coin!”™

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# Game Overview

## Philosophy

Our game only runs on Windows 64-bit PCs. This is due to time constraints on our behalf and limitations of our knowledge. Given more time, testing could be completed on Mac and/or Linux computers as Unreal applications can be built for most operating systems.

## Common Questions

### Outline of Task

Design a game involving the collection of items of clothing by a chosen apparel company.

### Why create this game?

We are fans of old school RPGs such as Zelda, and so wanted to make this game in a similar style to pay homage to the classics. The concept came about when we were asked to create a Game for an Apparel company. We decided upon the main character being a fan of ADIDAS and having to take back the Shopping Centre from NIKE fans.

### Where does the game take place?

This game takes place in St David's Shopping Centre. You start off on the ground floor and fight your way through hordes of enemies until you reach the first boss, Jeff. After beating Jeff, the Escalators unlock and you can make your way to the next floor, in which you are forced to fight Kyle, the Megalomaniacal antagonist. There is also a secret level that takes place in a Police Station.

### What is the main focus?

Our main focus is to produce a unique story that will keep the players interested, while also providing advertisement for ADIDAS.

### Company Research

Our chosen company is ADIDAS. To get an idea for the theme of our game, we went onto their website and had a look at some of the clothes they sell. A lot of it were Tracksuits, so we decided to make the main items of clothing different parts of the kit.

### Video Game Research



Our first inspiration was **Zelda : A Link to The Past**. After playing it for a few hours, we decided we really liked the style of how the camera moved to follow the user and would include it in the final game. The basic mechanics of this game include walking (using the D-Pad), running by pressing A, and Attacking by pressing B.

What We Liked:

- We liked the camera movement following the player around the level.
- Top Down 2.5D perspective
- 16 Bit pixel art

What We Didn't Like:

- Sprites are too detailed for our style.
- Ability to walk up and down stairs as this got confusing.
- Lack of background for the text.

### Binding of Isaac



The next inspiration is **Binding of Isaac**. We chose this game because we thought the art style and type of game would really go well with the overall concept we thought of. Core mechanics are similar to Zelda, but they have a few more controls.

What We Liked:

- Condensed space while fighting bosses forces player to partake in combat.
- Strange but intriguing story
- Simple way of showing controls on level floor rather than tutorial level
- Telling the story through level transition

What We Didn't Like:

- 2.5D Top Down on fixed rooms doesn't look right for our levels.
- Washed out colour palette doesn't fit our own colour palette.
- Some levels get too busy for what we want.

### Hotline Miami



Our final inspiration came from **Hotline Miami**. We chose this game as we liked the art style and the movement style of the characters. Core mechanics are also similar to Zelda, but to shoot you use the mouse.

What We Liked:

- Movement on the X and Y axis is the right style for us.
- Fun and Engaging story.
- Killing all the enemies in the room to advance to the next floor.

What We Didn't Like:

- Art style doesn't really fit the style we wanted to go for.
- Shooting style doesn't fit the movement we want to use.
- No option to turn off visual gore as some people get sick from blood.

# Feature Set

## Gameplay

### Movement:

The game is a top down view, meaning movement doesn't follow side scroller standards with horizontal movement and gravity.

### Enemies:

The basic enemy, the Yob, requires only one hit to defeat, and will follow the player once the player is within range. More enemies are planned as explained later, but they are not required for the prototype.

### Combat:

Combat is simple, with the weapon attacking in the direction the player is facing. This restriction of up, down, left and right requires more positioning skill by the player as opposed to clicking in the direction. There are three planned weapons, as explained later, but the base weapon is the Shiv. It appears in the direction the player is facing for 0.2 seconds, then disappears.

### Bosses:

Once a certain number of items are picked up, the boss room will unlock. Once the player enters, the camera will be locked in place and the t

### Pickups:

Five clothing pickups, each with their own unique attributes. These are:

- Trousers – Purely cosmetic
- Shoes – Movement increased 20%
- Shirt – Armour increased to 20%
- Jacket – Armour increased to 50%
- Hat – Attack delay lowered to 75%

Pickups will also include food to increase the player's health, and coins to allow buying upgrades at the shop.

### Level Progression:

Once the boss is completed, the escalators unlock and allow the player to move to the second floor.

# The Game World

## Overview

The first two levels are set inside of a 2-floor shopping center, dividing the levels between the ground and first floors by way of an escalator that the player has to reach after defeating the boss of the ground floor. The third level is an optional level, unlocked by interacting with and giving cigarettes to an undercover cop, is set inside of the police station where you have been locked up for giving cigarettes to the undercover policeman.

## Central Area – Police Station

A defining feature of the third level is the central area from which you can move into all areas of the level, from your starting point to the exit to the third path down more corridors of cells. It is the area where you would naturally think to encounter the most enemies and obstacles since it is basically the front desk for the police station and so would have police in that area which you would need to get past to escape.

## Escalator - 1<sup>st</sup> Floor Shopping Center

The defining feature from the first level is the escalator in the food court which is the exit to that level. The player should be able to understand the escalator as being the exit itself as no matter the which route you take from the spawn point you will eventually end up seeing the escalator as you pass it.

## The Physical World

### Overview

The world is comprised of two main areas, of which you are only guaranteed to see one of. The first area is the St David's Shopping Centre in Liverpool, where most of the game will take place, and the second being the local police station where you can be taken if you give cigarettes to the undercover policemen.

The first area is divided between the two floors by a pair of escalators which the player can use once the first boss has been defeated.

### Key Locations

The first key location is the adidas store located in the first two levels where the player can use the coins they have collected to buy upgrades to increase their attack damage and defense such as in the case of the

The second key location was initially the food dispensary where the player can get health items to restore lost health. What this was represented by in the level changes on each level, from McDonalds to a vending machine.

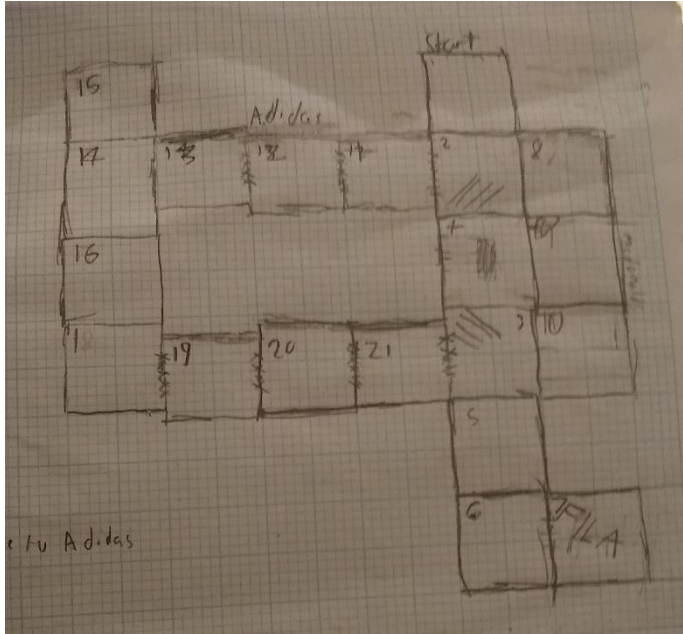
The last key location would be the boss areas on each level which the player has to travel to in order to defeat the bosses and progress to the next level. On the ground floor it is located directly south of the players starting position, whilst on the second level it is located to the north west of the players starting position right next to that levels' food dispensary. Finally, in the third level the boss is located right before the level exit, preventing the player from leaving the secret level and finishing the game until they have been defeated



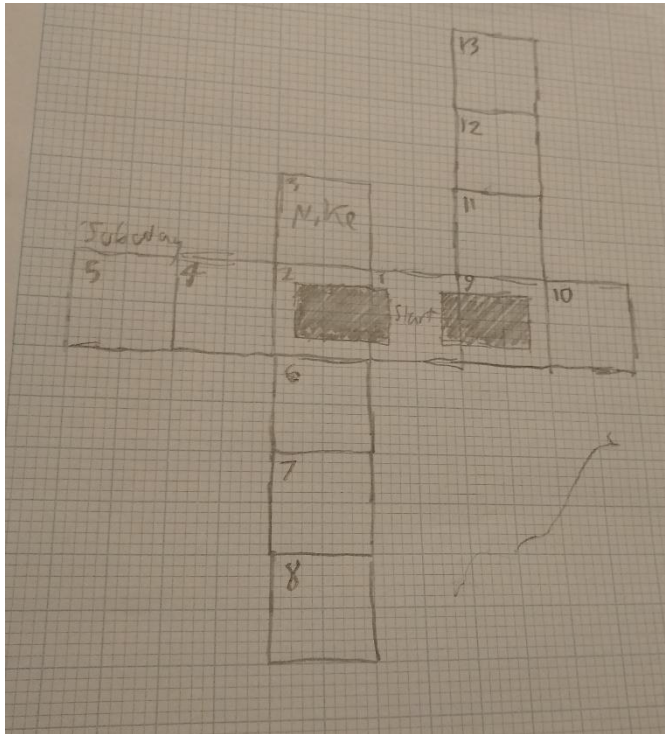
### Initial Level Layouts

The initial designs were made to give the general layout of the map that would be implemented into an unreal level later on into development, they do not have many features other than the boss, start and shop locations.

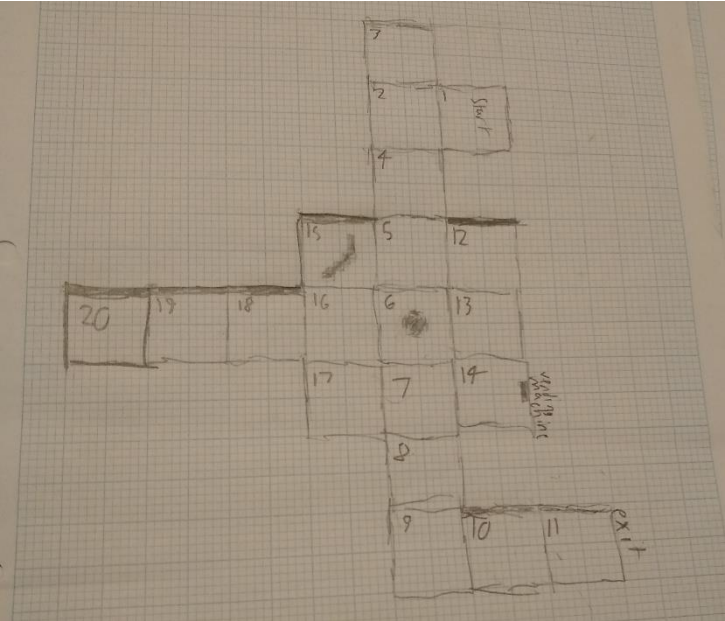
#### Level 1



#### Level 2

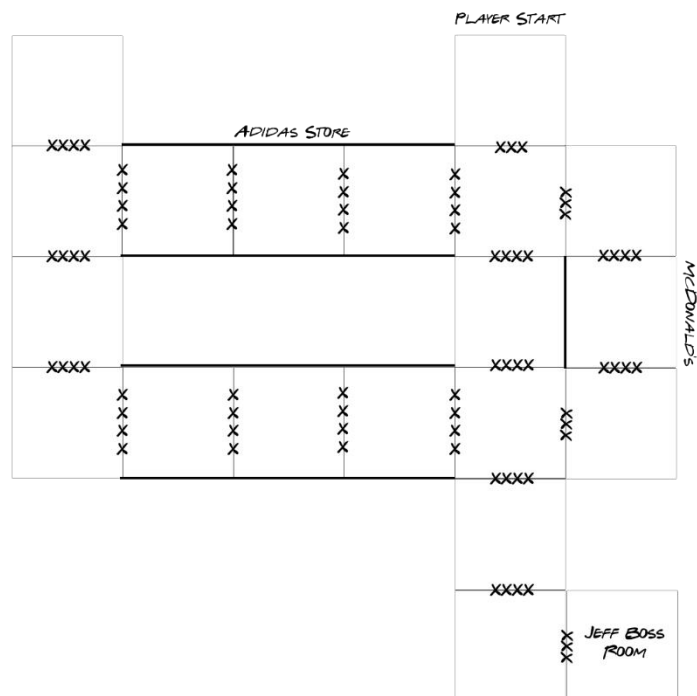


Level 3



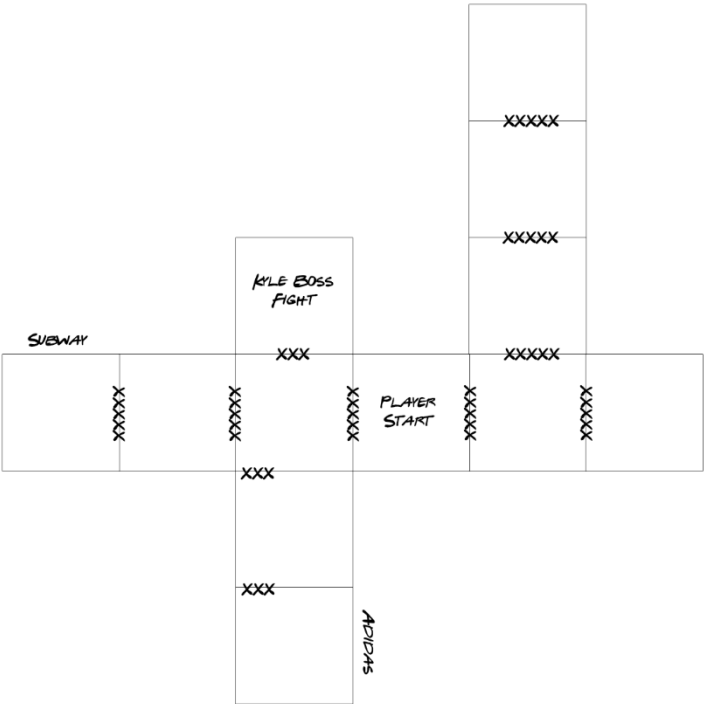
Pitch Level Layouts  
Level 1

UNTITLED <sup>CLOTHING COMPANY</sup> ~~ADIDAS~~ GAME  
LEVEL 1



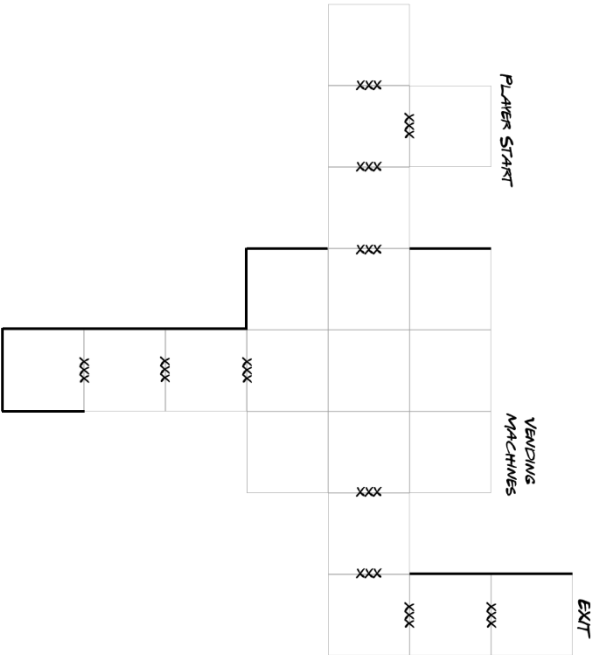
Level 2

UNTITLED <sup>CLOTHING COMPANY</sup>~~ADIDAS~~ GAME  
LEVEL 2



Level 3

UNTITLED <sup>CLOTHING COMPANY</sup>~~ADIDAS~~ GAME  
LEVEL 3



### Final Implementation

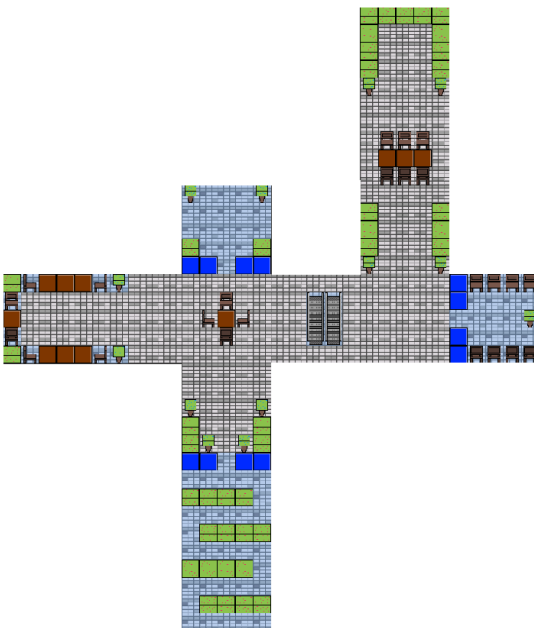
In the final prototype, there were several changes from the initial layouts. Firstly, the initial spawn position was changed to the top left corner of the screen to better align with standard gaming conventions that the player tends to move from left to right, as in many side scrollers, and from top to bottom such as in games such as terraria.

Secondly the positions of the shops in the game were changed from the original so that instead of an area of the boundary the shop would be an area of the map highlighted in blue which the player could enter and leave as they please to buy upgrades, as opposed to the boss room which you couldn't leave once entered. Finally, there are no longer large areas that would have been balconies that were featured in the initial layout.

### Level 1



### Level 2



## **Travel**

The player will be free to traverse each level in whichever direction they wish expect into the boss room which you need to confirm that you as a player want to enter before you do so. You are restricted from being able to enter the next level until you defeat the boss of that level or trigger the cigarette boy event which takes the player to the third secret level

## **Scale**

The levels will mostly be located inside the shopping center, with an optional area inside of a police station so, it will be limited. The shopping center is the size of St Johns Shopping Center in Liverpool.

## **Objects**

### **Food/Healing Items**

Food will randomly be spawned around the level to allow the player to manage their health without having to go to one specific location each time they want to heal. They will be a range of food items ranging from

### **Coins**

Coins are objects that enemies can drop when they are defeated and are used at the adidas shop itself to buy upgrades such as the man bag. Once picked up they update the amount of money the player has

### **Clothing**

The clothing objects the player can pick up are scattered around the levels and are over-layed onto the player once their sprite comes into contact with the object. Can only be picked up by the player themselves and not enemies wandering around the map.

### **Walls**

Object that confines the plater with the level, so they don't fall off the map. Will stop the player once they collide with it.

### **Chair**

Scattered around the level as decoration and will not allow the player to pass when they collide with it.

### **Escalator**

On the first floor there is an escalator object which the player can interact with. Until the player defeats the boss they can't and are stopped by it. Once the boss has been defeated, the player can use the object to enter the next level.

### **Potted Plants**

Also scattered around the level as decoration and will stop the player when they collide with it.

### **Bush**

Decorative item, same as the chair and potted plant. Will stop the players movement when they collide with it. scattered around the map, same as the other decorative objects.

### **Doors**

Doors divide the boss section from the rest of the level until removed. Prevents the player from moving into the section until specific requirements are met.

### **Adidas Store**

A section of the level where the player can use coins they've picked up to buy upgrades which make it easier to beat the game by increasing their defense or attack damage.

## Rendering System

The game is built in Unreal, and the rendering system used by this is Direct X11. The game is 2D with basic sprites, and as such does not require much processing power to render. There is no lighting added to any scenes, so less time is taken to render this. As we are using a prebuilt game engine, most of the rendering is completed for us behind the scenes.

## Camera

### The Original Camera:

The plan for the camera was to do a Binding of Isaac/Legend of Zelda style overhead camera that was locked to the centre of a room and switched between rooms when the player passes through doors. This was scrapped as working with the paper prototype proved the style to be claustrophobic due to the small room sizes. The rooms were as big as we felt was needed, so to combat this claustrophobic feeling, we changed the camera.

### The New Camera:

The camera now follows the player through a more open plan map. This was accompanied by the room idea being scrapped to allow a more open world feeling. This change was made before development, so no time was lost developing the original style of camera.

## Game Engine

### Overview

The game engine we are using is Unreal Engine 4. We are using this engine as the Paper2D sprite-based system allows greater control over the final product. While typically Unreal is recommended against when it comes to creating 2D games, the time spent making this project will aid in future games, both 2D and 3D alike.

### Blueprints

To develop the game, blueprints are employed. Blueprints are a form of visual coding that can be simpler to put together. Blueprints were chosen over C++ for this prototype, as creating quick products is easier using actions blocks and debugging is simpler too. Hard coding the prototype using C++ may be required in the future depending on how complicated the full game may become; however, this is unnecessary at this stage. The option to combine elements of hardcoding and blueprints is there when the time comes.

### Collision Detection

Each object in game is made up of actors. These actors hold different components needed to provide gameplay mechanics and rendering to the objects. To render the sprites, a sprite component is added, which then selects which spite is used. To accurately detect collisions between actors/sprites, a box collider component is added to the actors. While the game is 2D, it exists in a 3d world. The box collider is 3D and has depth to detect collisions between sprites that may not be perfectly aligned to the same layer. The box is scaled to be slightly larger than the sprite to avoid texture overlapping. These collisions then activate a function in the blueprint that is called when they collide with something. This can be checked to see what entered, and how to respond.

# Game Art, Style and Software

## Chosen Art Style



For the art style, we looked at a few different games to get an idea for how the characters and objects should be designed. One game we looked at was Habbo Hotel. This game has a simplistic look, yet it gives the users a sense of location and distance.

### Pros of Chosen Style

- Created assets aren't intensive to render given their small file size and limited color palettes used in the designs.
- Smaller assets (such as chairs, coins) are easier to produce.
- Assets don't require as much detail and preparation to be created compared to other practices when creating art assets (little need for detailed concept art prior to creating the assets, the assets are all 2D so don't require any 3D models implementing)

### Cons of Chosen Style

- Limited experience with designing asset using this style can cause potential delays in producing assets.
- Whilst the style is minimalistic, it can be difficult to ensure created assets have enough detail to make the asset recognizable e.g. a design for a door should be designed to have a similar appearance to a door and be distinguishable against a wall so the user can clearly identify what the asset is.

## Chosen Software

For all of the assets I will use be using Pixil which is a website that has a page implemented with tools for creating and exporting created designs as PNG files as well as their custom PIXIL files which allow you to edit images if needed.

### Pros of Software

- The software is free to use and easily accessible from most devices making it easy to do designs when away from my main computer.
- The tools available make creating pixel art assets easier. Tools include layered images, stamps, select, cut, paste.

- The software is easy to use and navigate given you aren't swarmed with many tools which don't have clear uses. The UI is also rather user friendly given how simplistic it is.

## Cons of Software

- Given the software is free the website will have a small advert appear in the corner of your screen periodically which can become irritating whilst working.
- The limited tools available can be restrictive with some designs given there is no functionality to rotate or scale selected elements in a design.
- You require an internet connection to access the website making it impossible to edit images if you have no internet connection

# Game Characters

## Overview

All characters in the game share a theme of being affiliated with the clothing brand Adidas and characters have been designed around the stereotypes of such people with a link to this brand. Characters will be designed using a pixel art style as this is a relatively easy art style to use to create sprites and other visual assets.

## Creating a Character

The character has minimal personalization options available to the player. The only method of changing the characters appearance is to gather the clothing pickups scattered around the levels and by completing in game events such as defeating a boss or purchasing an item from the store.

## Enemies

There are several enemy variations that would be encountered throughout the game world, all themed around slang names for young delinquents i.e. chav, yob, etc.

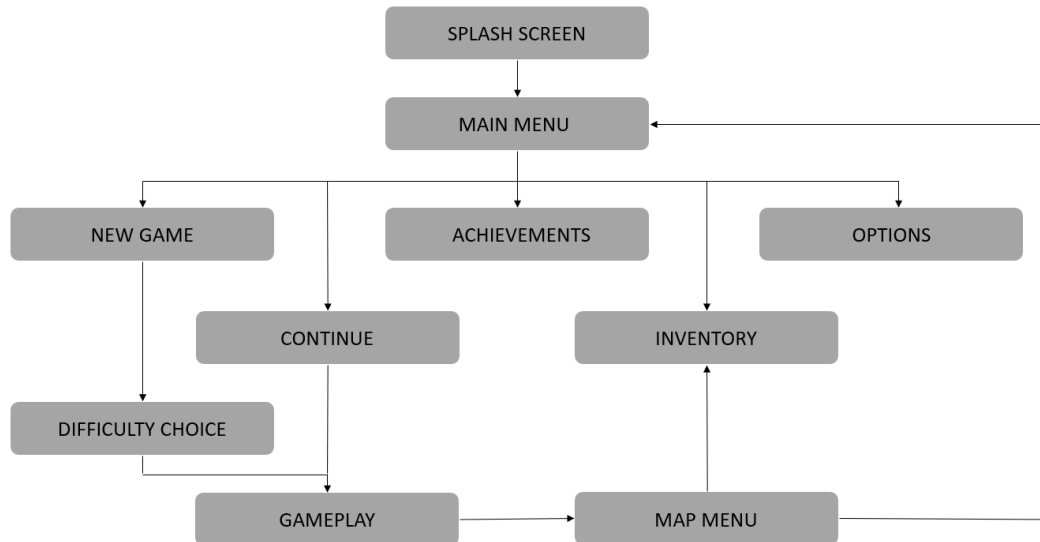
Each variation of these enemies will be designed to be tougher to defeated e.g. increased health, higher damage output.

They will also have unique character designs to allow the user to differentiate between the various enemy types. These designs can differ from having a color representing an enemy ranking of difficulty (White = Easy, Black = Hard) and a different sprite for each enemy to show more distinct differences between the enemies i.e. chavs wear hoodies, yobs wear bomber jackets.



# User Interface

## Flowchart



## Functional Requirements

**Splash Screen:** This is the initial screen and introduces the UAG logo.

**Main Menu:** Presents all of the possible choices for the user as well as using a graphic that introduces the player to the look and feel of the game.

**New Game / Difficulty Selection:** Shows the player the different difficulties of the game, and what to expect from each one.

**Continue:** Allows players who have previous game saves to continue the game with their progress intact.

**End of Level Screen:** An end of level screen, that displays to the player how many enemies they have defeated, and how long it took them to complete the level. This will display at the end of each level, with a small “continue” button, allowing the player to progress to the further levels of the game. This is repeated until the final boss, in which they will receive the “You Win” title.

**Options:** Allows the player to adjust game attributes such as resolution and in-game volume.

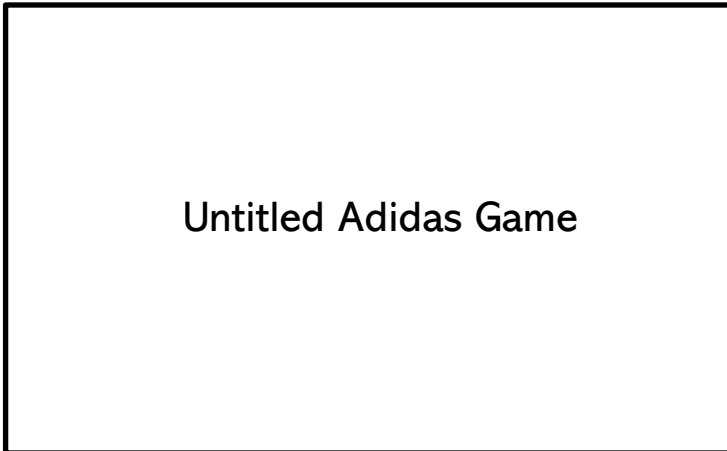
**Map Menu:** Shows the player an interactive map of the game, allowing them to view the objectives, and where said objectives are.

**Inventory:** A small Heads-Up Display element that allows the player to view the items that he has purchased.

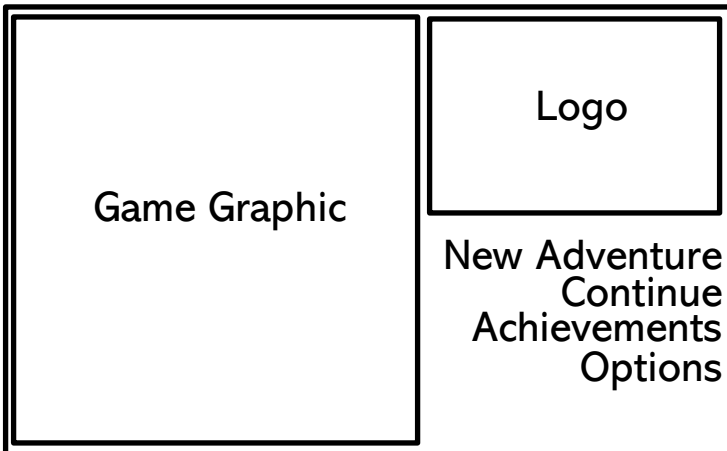
**Gameplay:** A fixed Heads Up Display, that has a character portrait, the health and a small “item bar” that shows the player which items they have equipped.

## User Interface Mockups

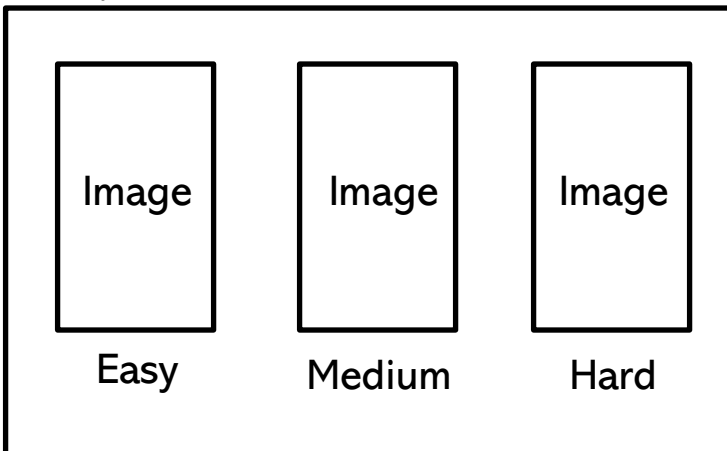
### Splash Page



### Main Menu



### Difficulty Selection



**Continue**

Save Name/INV DATA

Save Name/INV DATA

Save Name/INV DATA

**End of Level Screen**

Coins Collected – (Score)

Completed In – (Time)

Continue

**Options**

Options

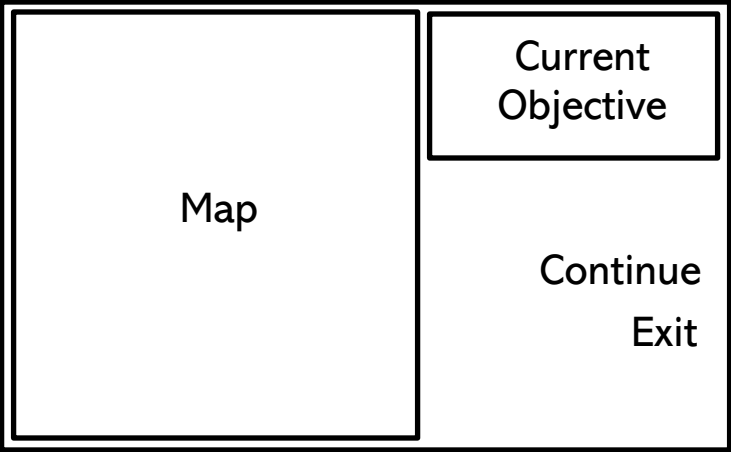
Resolution 

1920 x 1080

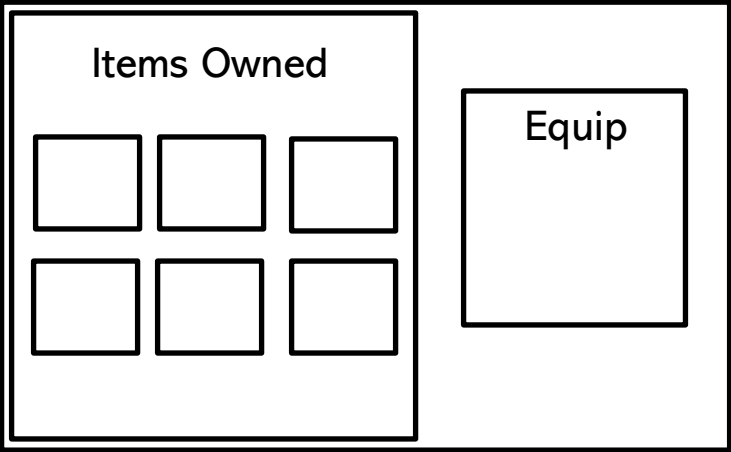
Sound FX Volume |||

Music Volume ||||

Map Menu / Pause



Inventory



Gameplay (HUD)



## Graphical User Interface Objects

The Graphical User Interface of the game is divided into a few sections, first there is the Heads-Up Display. This is the information that appear on screen when the user is playing the game. The Heads-Up Display Contains:

- Character Image – Displays a picture of the character.
- Health Bar – Displays current health status.
- Item Bar – Shows currently equipped items.

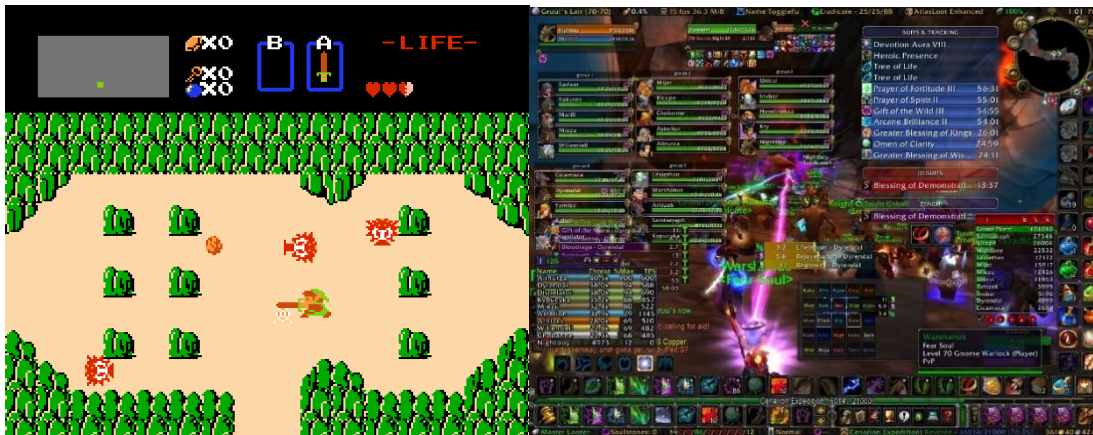
Keeping the Heads-Up Display simple allows players to focus on the gameplay instead of the menus.

Other Graphical User Interface objects comprise of:

- Volume Sliders – Allow the player to adjust the sound of the game.
- Drop down box- Allowing the player to adapt the resolution to their monitor.
- Menu Selections – Clickable objects taking the user to the desired menu.
- Adaptive Thumbnails – When hovered over, allows the user to see more information, such as text or images.

## User Interface Research into Past Games

When researching different user interfaces and Heads-Up Display elements in other games, it is key that I reference games of a similar genre, but also keep my mind open to other ideas in popular games. As our game is going to be a paper 2d style game, I focused my attention on “The Legend of Zelda”.



The Legend of Zelda’s User Interface (Left Image) is very minimalistic. In direct contrast to another popular game “World of Warcraft” (Right Image), it is much more user friendly, and allows the more “casual” player to understand all its elements without a large learning curve. When designing our UI, it was important that a casual player could easily navigate all of the menus, as the nature of the game, and the brand integration, meant the player base would likely have a broad age range.

The Legend of Zelda allocates the entire top, of the players screen to this UI, displaying all of the important information the player may need including the players equipped items. Similarly, we also have an item system, so I decided to display the players items on the main Health/Item Bar, to allow players to view their equipped items. Dismissing the need to open a separate menu, just to view their items.

# Weapons

## Shank

Shank – The weapon used is a “shank”, or a knife. This weapon will be aimed in the direction the player is facing and will have the range of one block/enemy. It has a cooldown of one second, so that the user cannot spam click. This melee attack will be a one shot kill for the first floor of enemies and take two hits for the second. The bosses will require many hits. The enemies that requires multiple hits will be given a slight knockback effect to not charge the player while the weapon is in cooldown.

This weapon is given to you at the start when you first meet Kenny.

## Man bag

Man bag – A man bag that can be used as a shield. It will have half the damage as the shank, but a far greater knockback when used as a weapon. While not attacking, it blocks all damage when pressing a button. This has a cooldown rate so it cannot be abused, where after being hit it can't be used for two seconds.

This weapon can be bought at the Adidas store whenever the player has enough coins.

## Slingshot

In a future version of the game, we intend to include a sling shot weapon. Similar to the shank, this weapon will fire depending on the direction of the player and will have a cool down rate of 3 seconds to reload. For general chavs, this weapon will knock them out (stop their movements) in one shot and kill them in 2.

This weapon will be given to you after you beat the first Boss, Prince Jeff.

# Musical Score and Sound Effects

## Overview

The Overall Goal of music within our game is to set the mood of the world as well as indicate to the player when the action is about to ramp up. Within our game we plan to have two different sound sub-genres. A “Overworld” theme, that will be played throughout the game in the non or low combat areas, and a “Boss Theme” that will be played when the player is facing an exceptionally difficult enemy. Our “Overworld” theme will be an 8-bit style chip tune, similar to that of “The Legend of Zelda”, but the “Boss Theme” Will be much more remnant of the Pokémon fight music.

The music will be normalized and compressed as a WAV file, with a bitrate no lower than 128kbps, and will consist of loops that can be played indefinitely.

## Sound Design

The Main Menu and other GUI elements are indicated with sounds for each of their respective button presses. The game uses sound design to indicate actions and the games ambiance. Even though the actions most enemies can perform are the same, their moves are different, requiring unique sounds.

The main character Ned not only uses a “shank” but also attacks with his body (Hands, legs) requiring a more natural sound, than the more usual gun shots or sword swings. A more subtle air “Thrashing” sound will be used to accompany an attack, with a more bass-heavy version available for use in a “heavy” attack.

The Yobs use “Shanks” to attack the player, which allow us to use a much more conventional “Sword” sound to indicate their attacks.

Jeff, the boss, uses heavy brute force attacks, and will smash the ground near the player. As well as a punching sound, we will also be using a “tile cracking” sound effect, to indicate to the player the brute strength of our antagonist. With heavy reverb, again to reinforce this idea of a “powerful” enemy.

## Sound Assets

### *Music*

“Overworld” Theme  
“Boss” Theme

### *Ned*

Standard Attack  
Heavy Attack  
Low Health  
Shout 1  
Shout 2  
Healing

### *Yobs*

Knife attack 1  
Knife attack 2  
Shout 1  
Shout 2  
Flee scream

### *Jeff*

Standard attack  
Heavy Attack  
Power Up  
Shout 1  
Shout 2  
Defeat

# Single-Player Game

## Overview

Your goal is to battle your way through a shopping centre to regain the respect and leadership from the chavs that was stripped of you along with your tracksuit by the megalomaniac Kyle.

## Story

Starting at the entrance to the shopping centre, your best friend Kenny comes to inform you that Kyle has gone mad with power over the few hours you have been knocked out. He says that Kyle has locked your Adidas X BAPE Camouflage Tracksuit worth £949 and is forcing everyone to wear Nike. The escalators have been locked off by Kyle's brother Jeff, and to get the key you need to beat up Jeff, who is hanging around the PUMA store. Kyle is on the top floor and you need to take the tracksuit back.

## Hours of Gameplay

Assuming the player buys all the items, and collects every piece of merch, gameplay should last around 1 to 1.5 hours. This includes grinding time to defeat enemies over again to get more coins to buy all the items. To keep the players interest, an inner monologue will appear occasionally giving insight into the story and main character.

## Victory Conditions

Rank up through the floors of the shopping centre and make your way to Kyle. Defeat him and get back your tracksuit. After getting the tracksuit back, walk back through the floors passing by now peaceful enemies and the dodgy kid. This gives the player a chance to buy and give ciggies to the kid and enter the secret level one last chance. If they choose to do this, the player is taken to the police station for the secret level where they need to break out. If they don't give ciggies, they make their way to the exit, and leave the building.

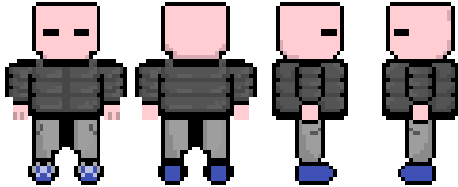


# Character Rendering

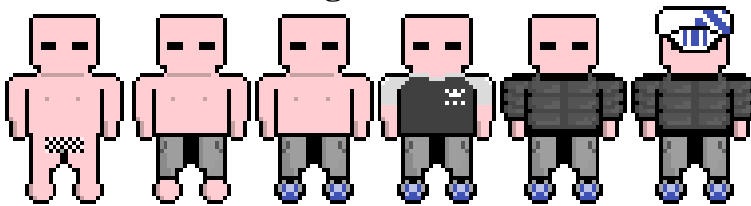
## Overview

The characters shall have simple sprite sheets created to simulate basic movement (Facing: left, right, forwards, backwards). Once a key input is received to move in a direction, the character should have the correct image rendered (feel like I could have worded that much better....).

## Character Rendering Detail #1



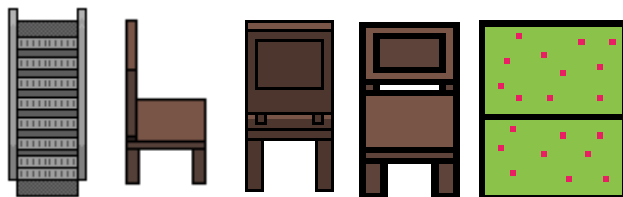
## Character Rendering Detail #2



## Clothing Pickups



## Environment



# Prototypes

## Paper Prototype Review 1

The original Paper Prototype had a basic gradient background for the menu system just to make it stand out a bit more compared to the main game.

## Paper Prototype Review 2

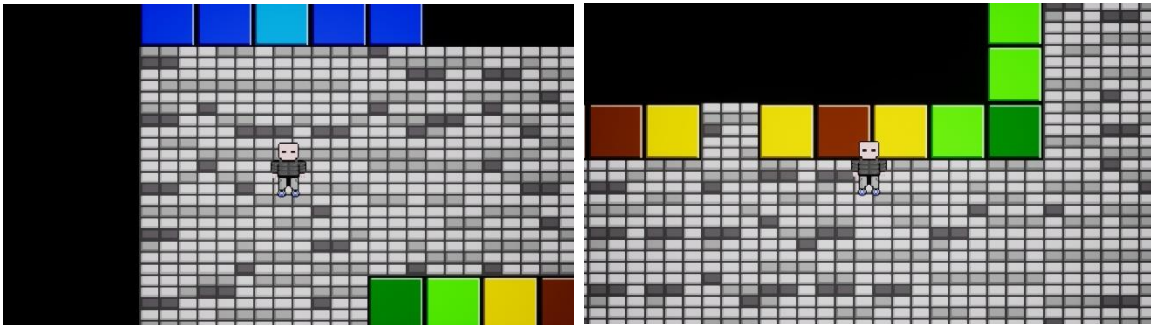
After testing some of our original features we decided it would be best if the player just collects the items after beating up a set number of enemies.

## Game Prototype 1 Review

Graphics: Tile map created using temporary blocks of colour to signify future sprite placement. The code is: blue = wall, light blue = door, brown = table, yellow = chair, green = bush, light green = potted plant, purple = escalator up, pink = escalator down.

Gameplay: Character spawns in and is controllable via WASD/Arrow keys. This character collides with all objects aside from the floor, potted plants, and chairs. To show depth, the player's head overlaps these objects.

Issues: Movement is not responsive, with the character gliding to a halt a second after the movement key is released.



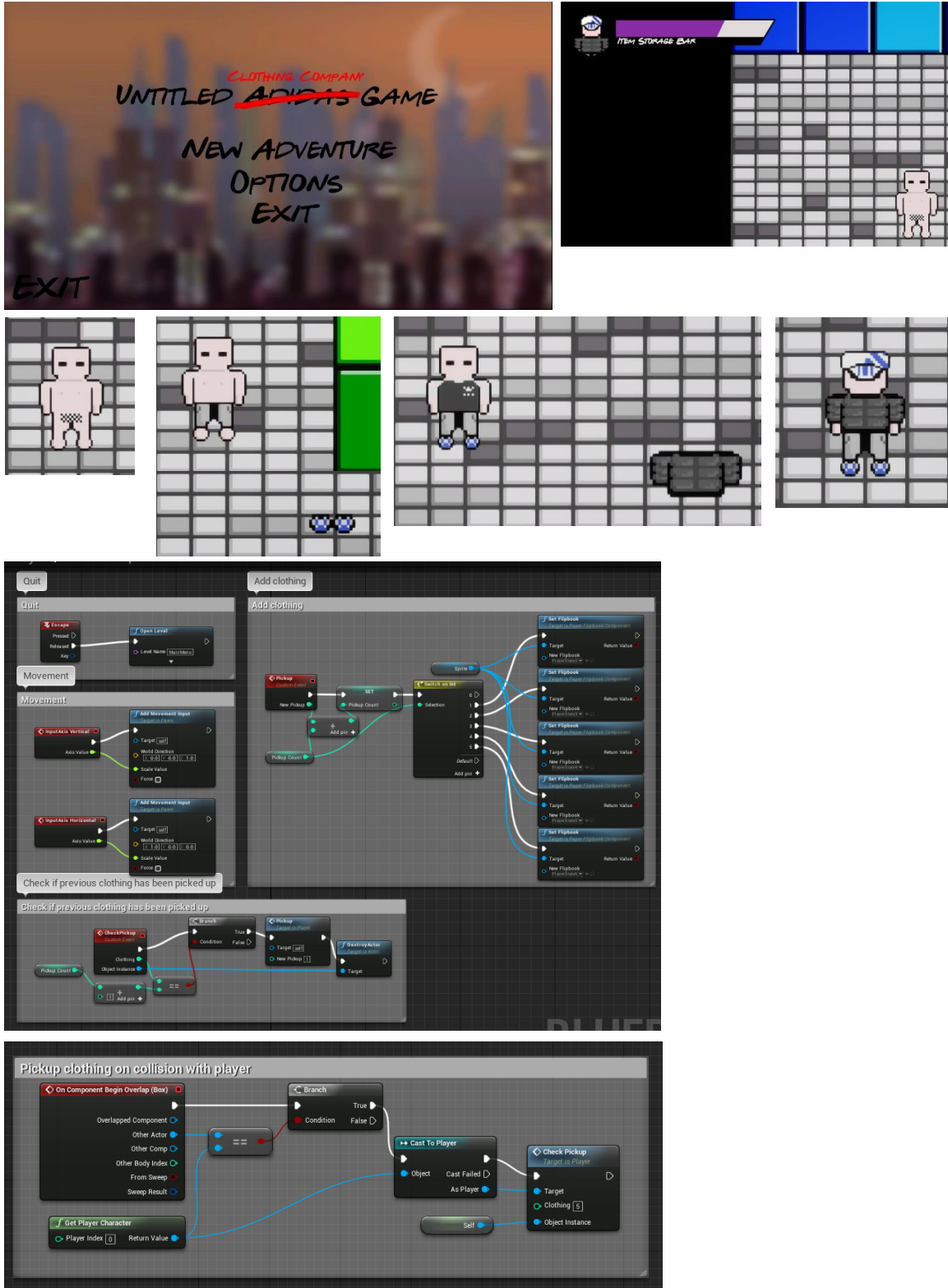


## Game Prototype 2 Review

Menu: On application load the menu appears with the options to play the game, open options menu, and exit. Play loads the gameplay level, options switches to the options screen, and exit closes the application.

Gameplay: Movement made more responsive and less gliding. Pickup system in place, starting the player out naked and having the clothing be picked up and equipped in the order: trousers, shoes, shirt, jacket, hat.

Issues: N/A

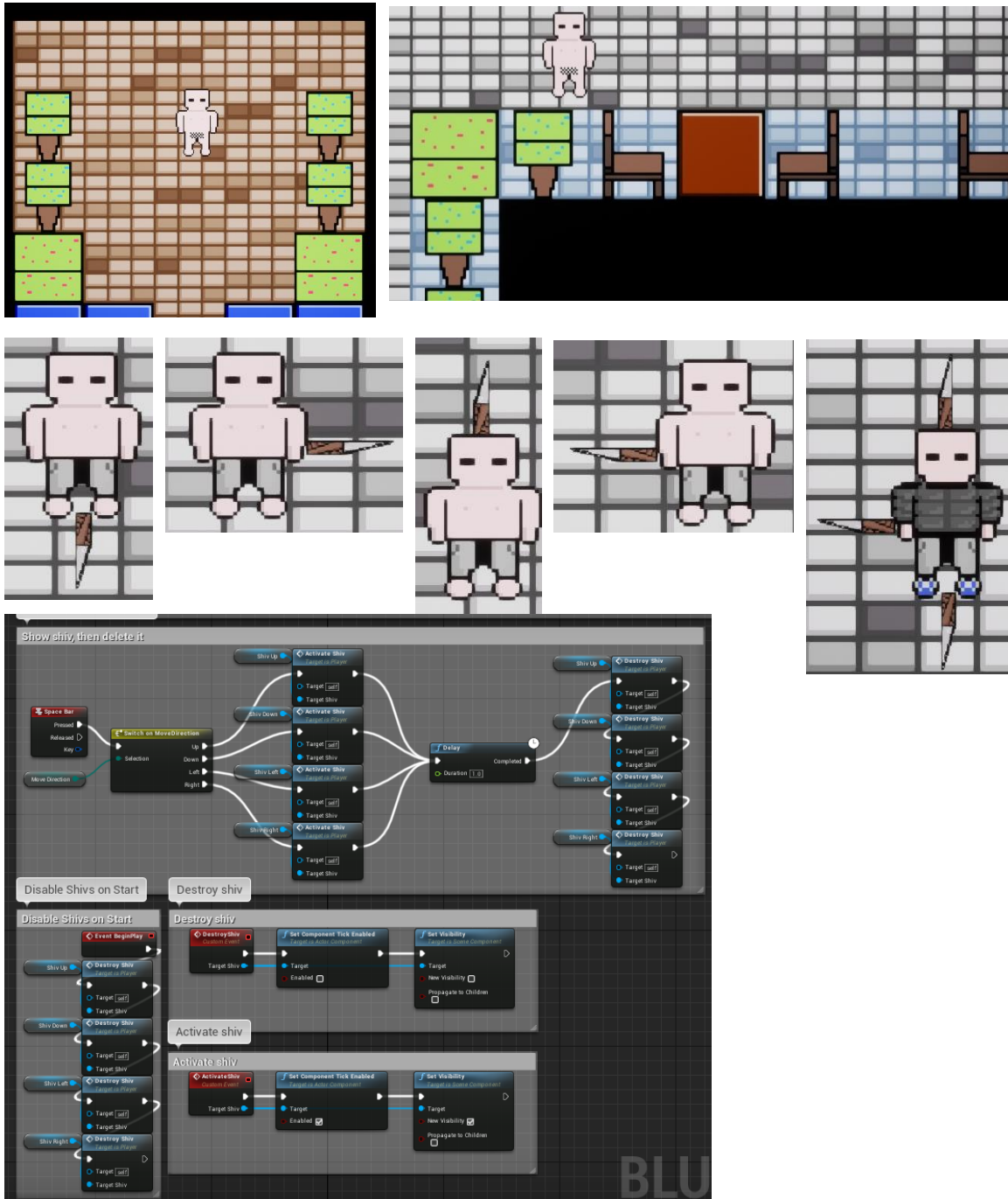


## Game Prototype 3 Review

**Graphics:** The temporary blocks are replaced with the sprites created by Reece. All graphics replaced bar the walls, doors, and tables.

**Gameplay:** The spawn location of the player is set to the top left corner. The Shiv weapon is included, being activated on space bar and pointing in the direction the player is facing.

**Issues:** If the player moves fast enough, the Shiv can be used in multiple directions at once.

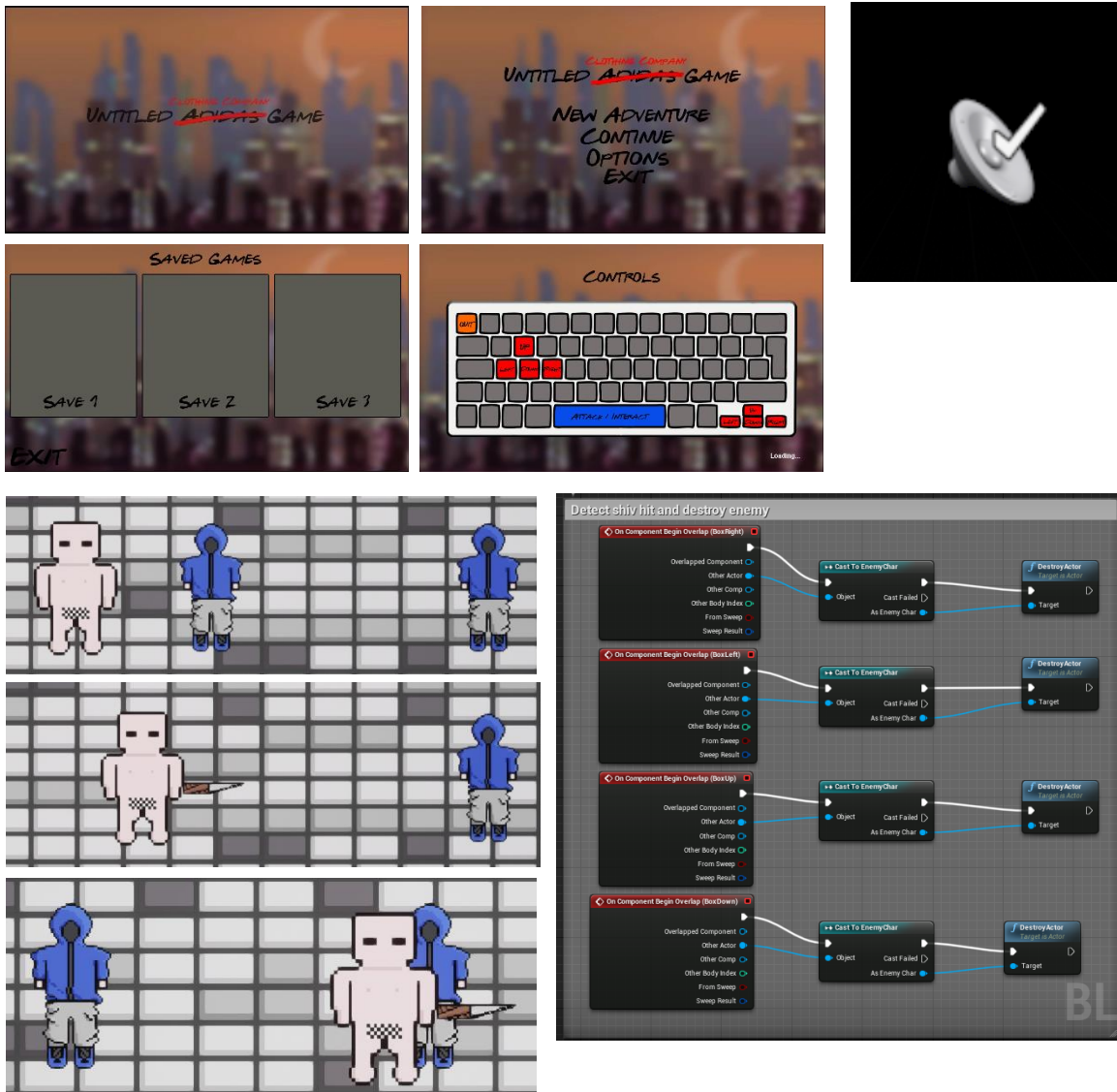


## Game Prototype 4 Review

Menu / Audio: Startup splash screen, template to save files and loading screen showing controls all included in the menu. Background music plays during gameplay

Gameplay: Shiv active duration shortened to decrease chance of multiple enemies killed and multiple weapons appearing. Basic enemy introduced with no AI, but it gets destroyed weapon an active Shiv collides into it.

Issues: The enemy collider is a sphere, so if the player pushes into one, the player can be pushed in front of the enemy, and all colliders on this layer. This stops and collisions and requires exiting the game to fix.

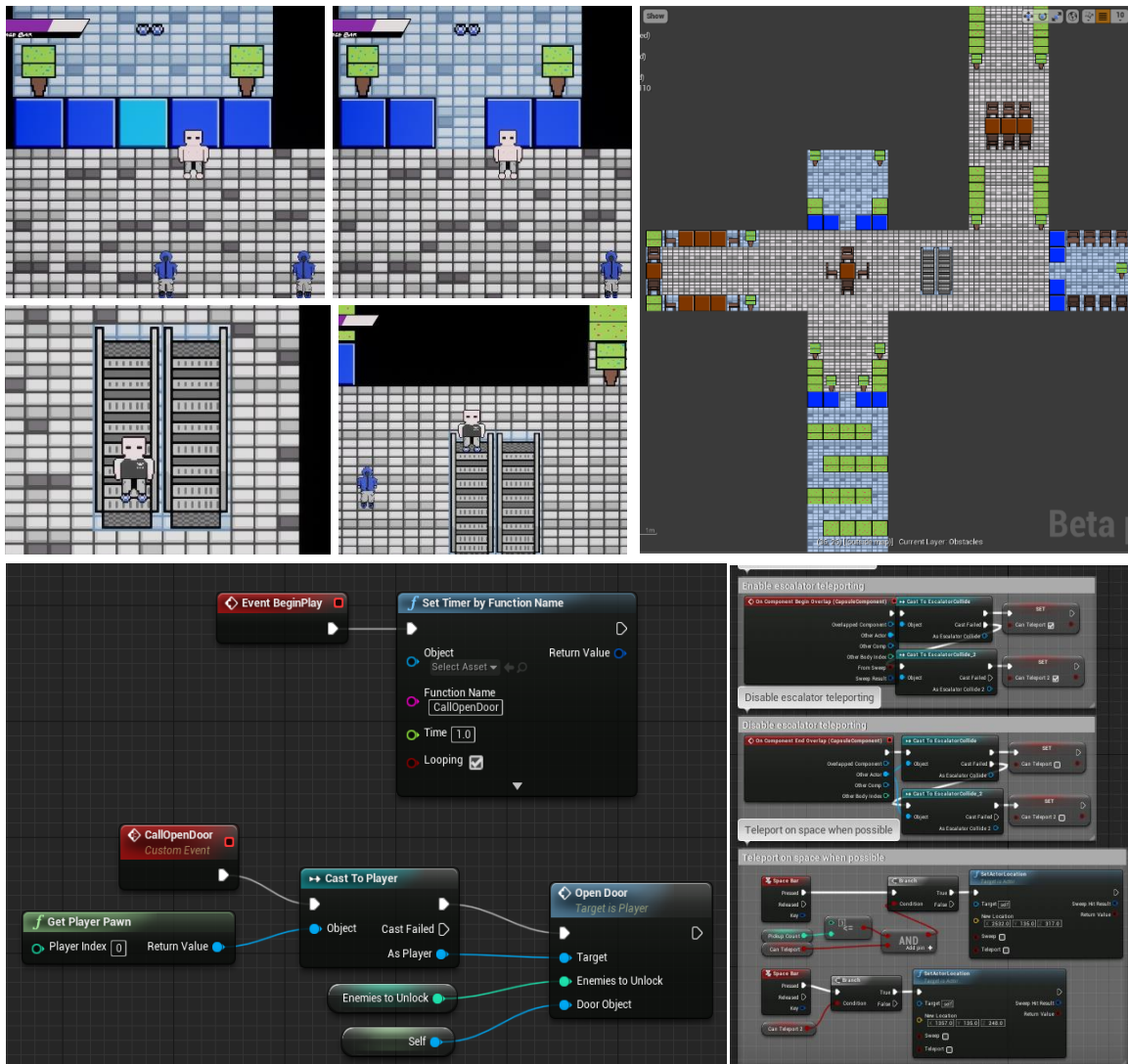




## Game Prototype 5 Review

**Gameplay:** Player constrained to Z-axis stopping any moving between layers. More enemies added around the floor totaling 50. Each shop now has an unlockable door which opens when X number of enemies are killed. The bottom floor has two shops each containing the 2<sup>nd</sup> and 3<sup>rd</sup> pieces of clothing. Once the shirt has been acquired, the escalators are functional. If the player presses space while within the escalator bottom, they will teleport to the second floor. Here there are more enemies to kill, more rooms to unlock, and more clothes to equip.

**Issues:** No real reason to go to next floor as functionally it is the same as the ground floor.

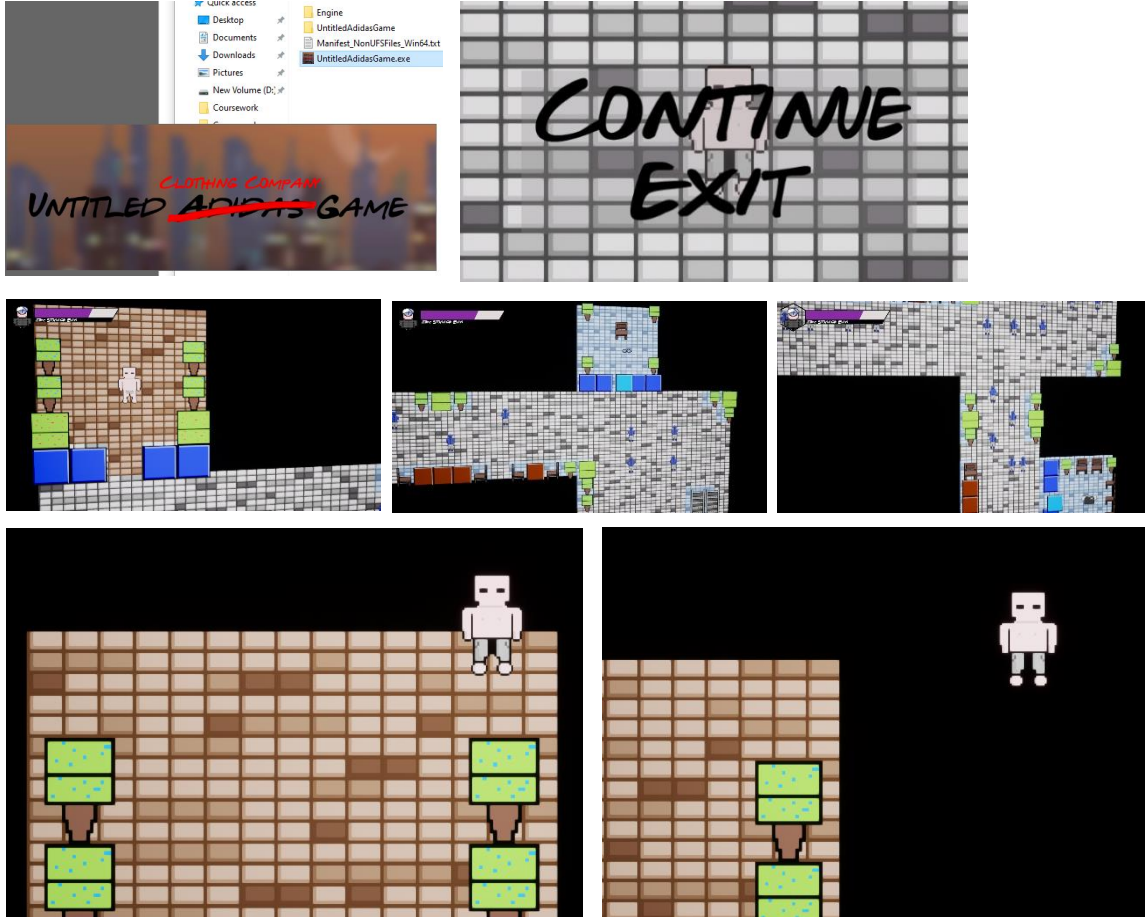


## Final Game Prototype Review

**Gameplay:** Camera cinematic added to show player level, with movement disabled during the cinematic.

**Build:** Added a startup splash screen and icon.

Issues: Cinematic shows the tile map layers spaced out, breaking the flat illusion. Able to get out of bounds through gap in opening room wall.



## Future Prototypes

Features we wanted included but were unable to due to time constraints include:

- Boss battles: These would lock the camera when the player enters the boss room, and the boss would require multiple hits to defeat.
- Enemy AI: Having the enemy attack and follow the player was planned from the being, however after struggling with the nav mesh, there was not enough time to implement this.
- Player health: With the enemy damaging the player, the health could be increased from buying/finding food, bought using coins dropped from enemies.
- Third level: A secret third level found by giving a purchasable item to a character. This level would feature its own boss battle and escape, but this is detailed previously

Should we continue work on this game, these are the key features we would focus on first.



# User Feedback

To ensure the game is enjoyable by players, we each got one person to play the final prototype and record feedback. The scores were out of 10 for each of the following sections: Accessibility, Art, Learning Curve, Level Design, Story, and Enjoyment.

Accessibility – How easy to navigate the game and menu

Art – How well does it look

Learning Curve – How easy is it to pick up and play

Level Design – How intuitive does the level layout feel

Story – (We'll tell them the planned story) How enticing is the story

Enjoyment – How fun is the gameplay

The scores were given as follows:

Team Member	Tester	Accessibility	Art	Learning Curve	Level Design	Story	Enjoyment	Average
Daniel	Father	6	5	8	6	10	6	6.84
Matthew	Sister	7	4	7	6	10	6	6.67
Adam	Coworker	8	3	5	5	8	7	6.00
Ben	Girlfriend	5	5	9	4	9	5	6.17
Reece	Friend	8	6	9	7	10	6	7.67
	Average	6.8	4.0	7.6	5.6	9.4	6.0	6.57

## Feedback:

### Accessibility:

The menu was easy to navigate, with most of the testers trying out each option before pressing play. They found that the save and options menus weren't functional, but they understood it would be added in a future prototype. When trying to exit the game, they found the pause menu which could take them back to the main menu. At this point, Daniel's father was getting impatient with the amount of loading, as the splash screen played even when going to the main menu from in game. This meant the player was waiting for: 10 seconds of splash screens, 7 seconds of the loading screen, and 21 seconds for the cinematic. In just a short playthrough, they waited for 38 seconds.

### Art:

Every tester commented on the lack of animations making the game feel more rigid. They liked the art style, but it was let down by no animations. One tester said the player and enemy looked too different as the player has a lower number of pixels, making it look chunkier and less detailed. The random squares of blue, light blue and brown stood out to Adam's coworker, who suggested we forgot to change over from the temporary sprites. These sprites weren't made due to time limitations.

### Learning Curve:

Each tester picked up how to move very quickly thanks to the loading screen showing the controls but found it difficult to perfectly attack stationary enemies. This may be due to limited attack directions and the horizontal attacks taking priority over vertical even when moving upwards. The first item of clothing was positioned immediately outside of the door to enter the shopping centre. This subtly showed what the player needs to do and how to do it, making this part of learning the game very quick.

### Level Design:

The cinematic showing the first level was appreciated to show an overview of the level and gave a good sense of where to go. This helped, but the rectangle pathway with enemies all around, combined with the clothing rooms on opposites ends of the level confused some testers. Reece's friend commented that he was unable to tell how many enemies where left and how long until the second door opened as he had missed an

enemy on the bottom left corner. Another issue was the second level not showing a cinematic, which meant the player had to explore the entire floor by themselves. Adam's coworker commented that going to the very top of the second level was disappointing when he found nothing there. A tester also found a gap the player could walk through to get out of bounds at the top of the spawn room. This is just a simple oversight in the tile map.

Story:

As we told the story to the testers, they were able to gain a deeper understanding of the story than they might have through dialogue, but from what they heard they loved it. The comedic aspect of chavs fighting to regain the throne was entirely unexpected and drew the players in.

Enjoyment:

The consensus was the game is enjoyable, but was let down by the clunky attack, lack of enemy AI, no difficult features, and difficult to understand level transitions.

Best Parts:

The cinematic showing the level. The first bit of clothing being immediately available showing how to pick them up. The loading screen showing the controls. Smooth level transition.

Worst Parts:

No saving, so if the player exited, they needed to restart. No animations. No in game storytelling. No popups to show enemies left or interact with escalator. Many of these parts are issues purely due to time constraints, as given a bit more time animations, or popups could have been implemented.

## Peer Assessment

Member	Ben	Adam	Reece	Matthew	Daniel	Contribution Score
Ben	120	120	120	110	125	<b>595</b>
Adam	120	120	120	120	125	<b>605</b>
Reece	80	80	75	80	70	<b>385</b>
Matthew	50	55	60	65	40	<b>270</b>
Daniel	130	125	125	125	140	<b>645</b>
Total	<b>500</b>	<b>500</b>	<b>500</b>	<b>500</b>	<b>500</b>	

## Signatures

Ben Powell



Adam Crofts



Reece Timmons



Matthew Rowe-Blackman



Daniel Kelly



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