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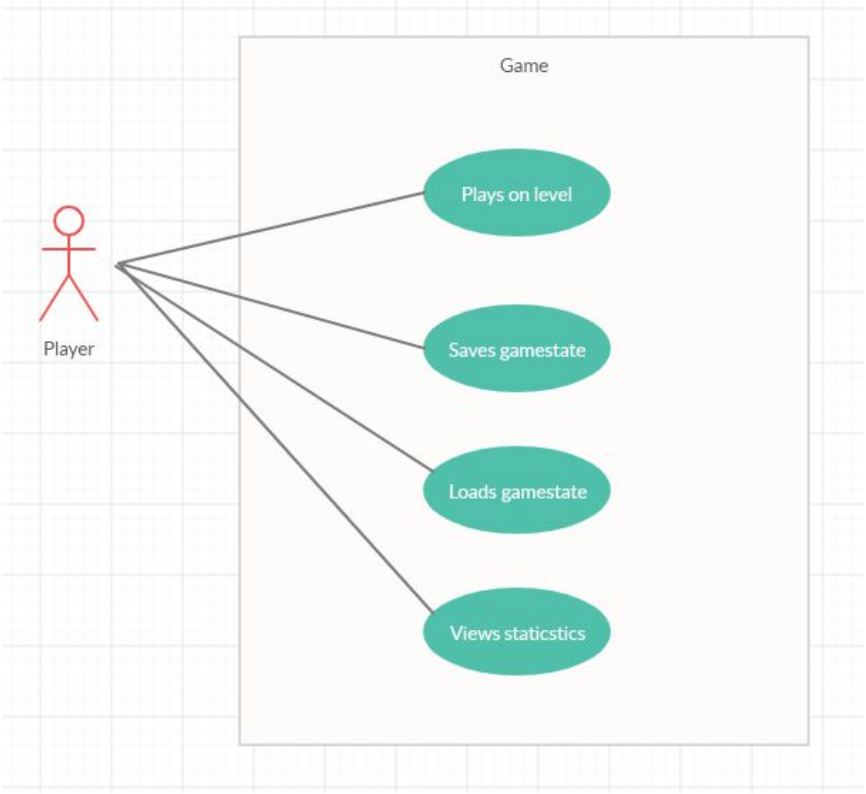
Run ‘n Gun

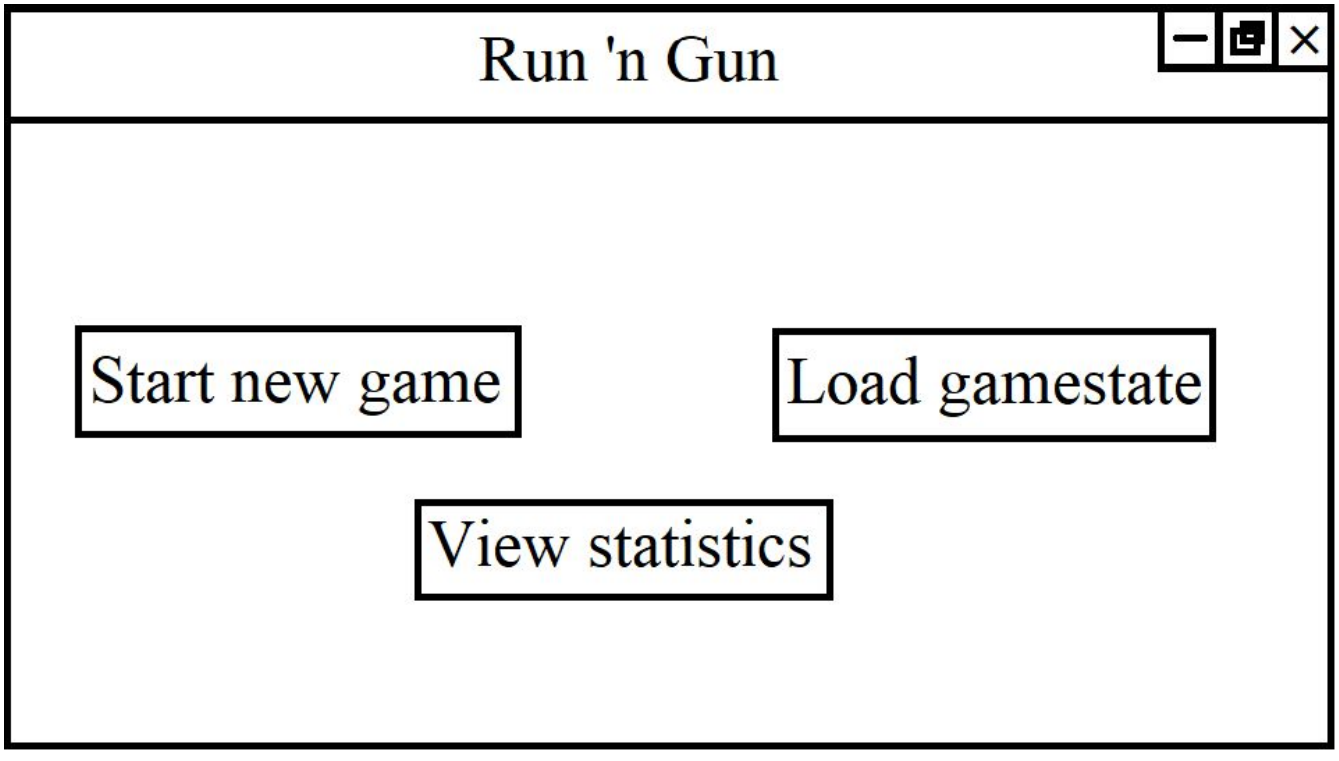
The following use-case diagram represents the actions an actor can take:



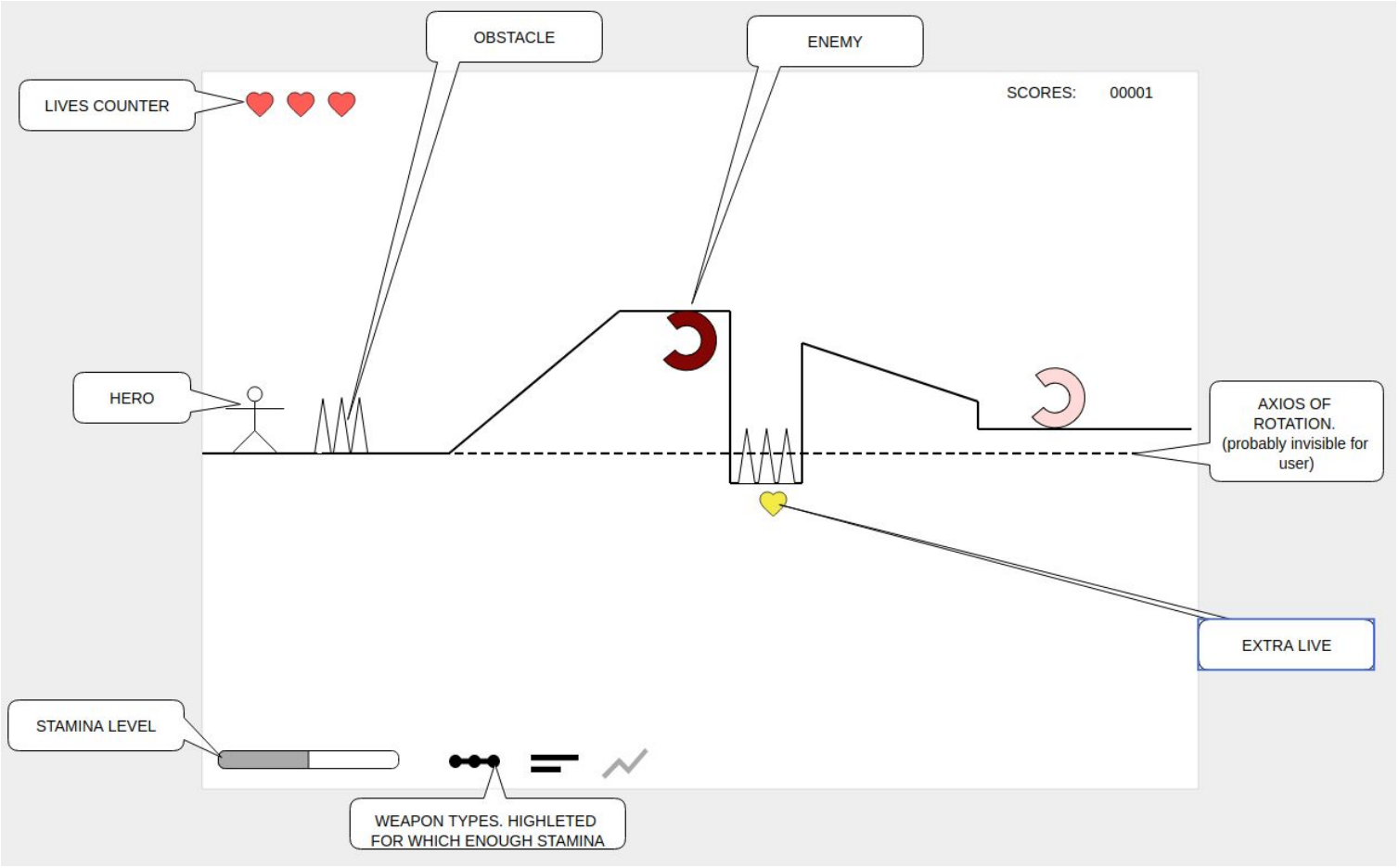
A player (which is all users of this program) is capable of:

- Initiating a level (Playing a level)
- Saving the current gamestate
- Loading a previously saved gamestate
- Viewing game statistics

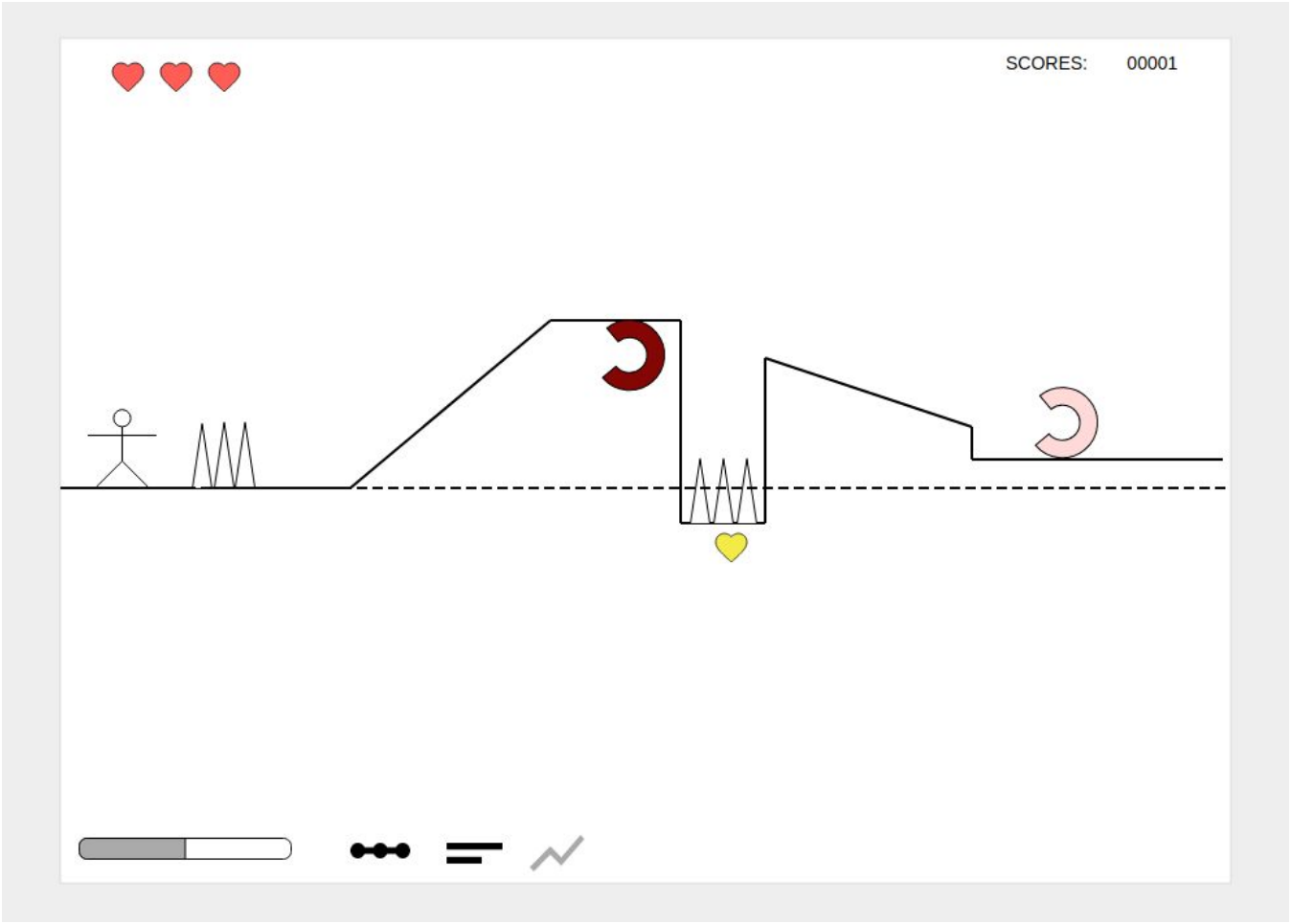
The wireframe for the first screen that the user is presented with:



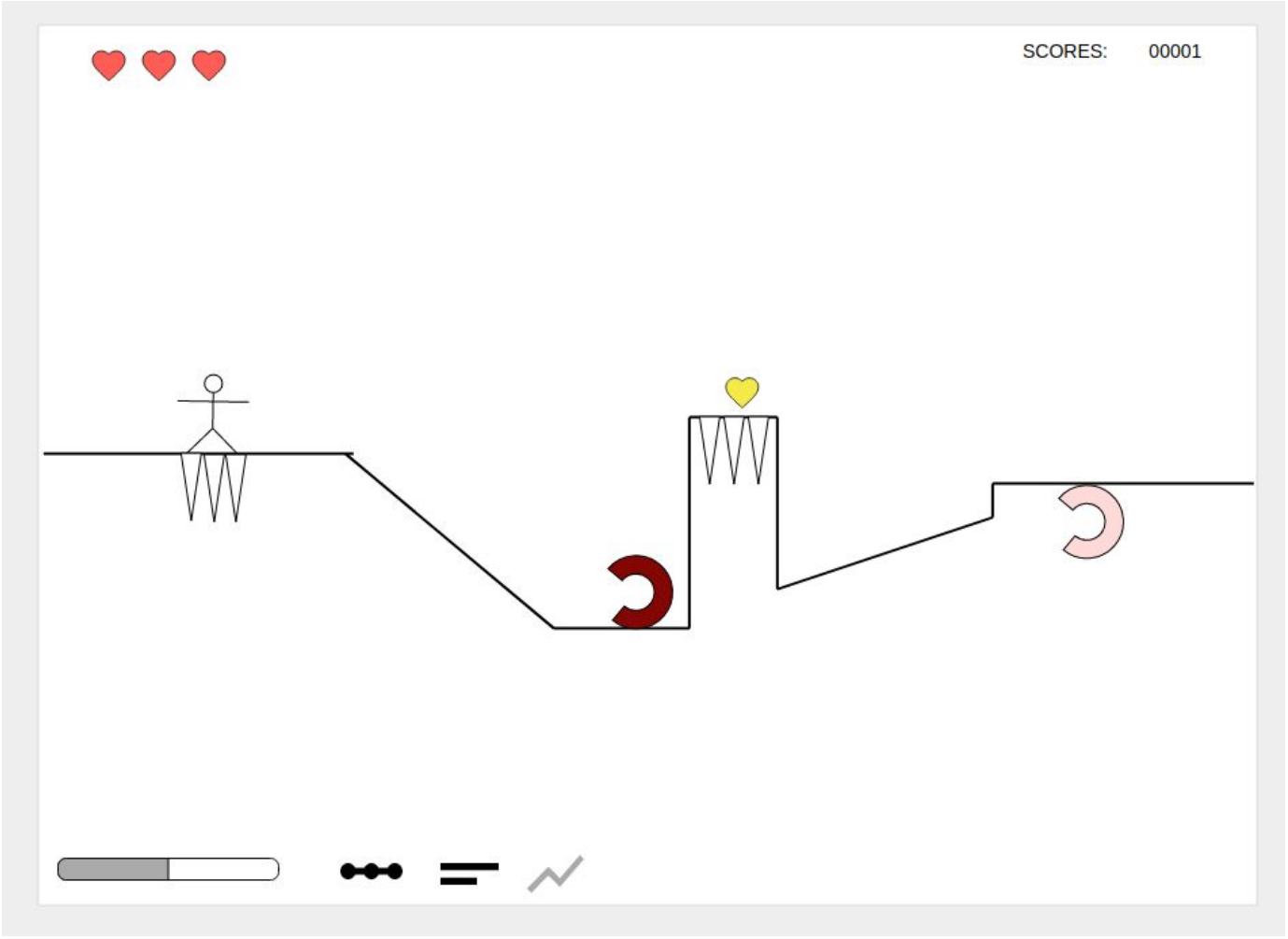
On clicking “Start new game” the user loads the first map of the game. An example for a map is the following:



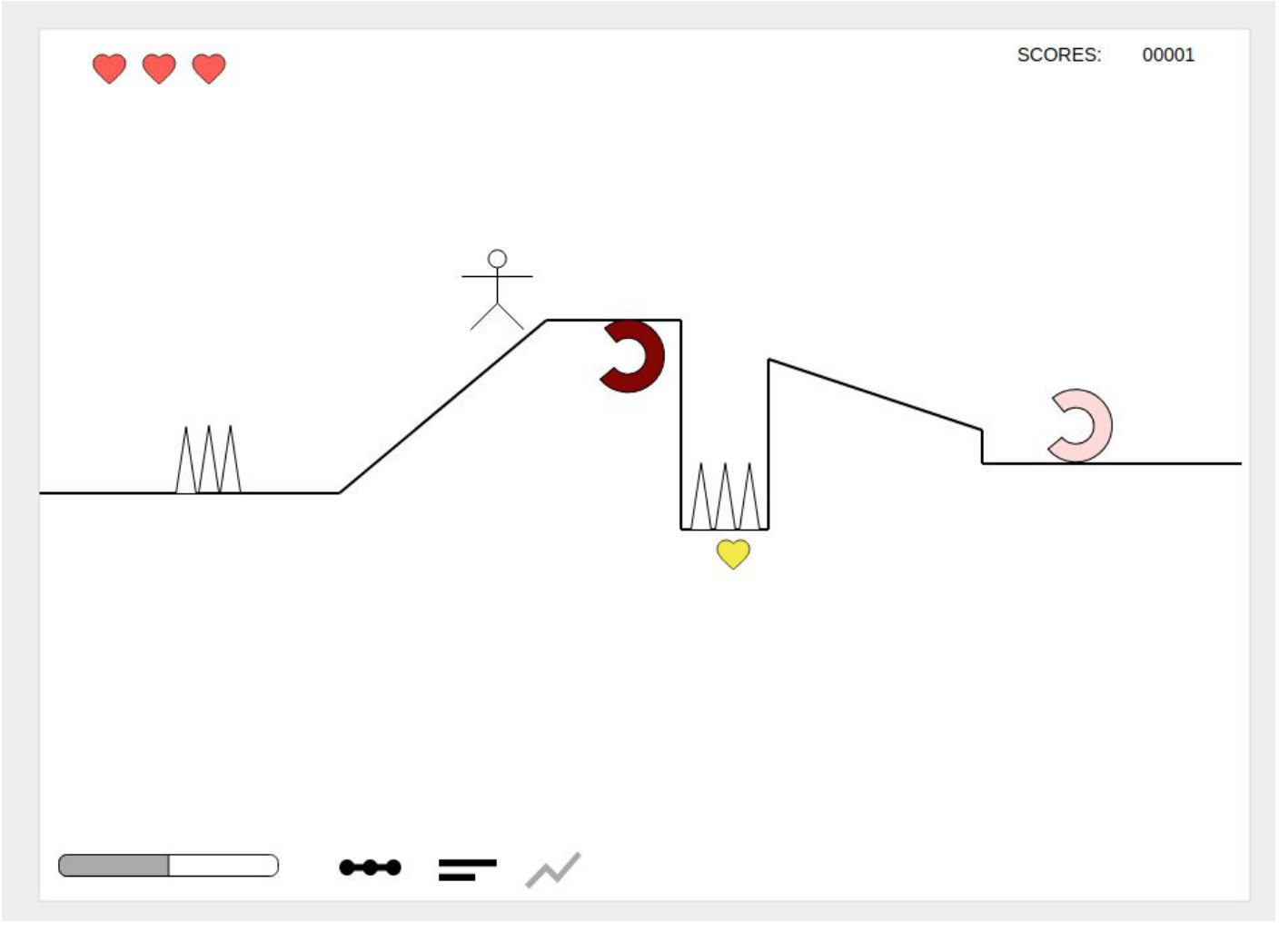
The game would implement a mechanic which “inverts” the map on a predefined axis.
Player can’t jump, can move forward and back, hit enemies and invert axis.
Let’s suppose that this next image is how the map is first represented to the player:



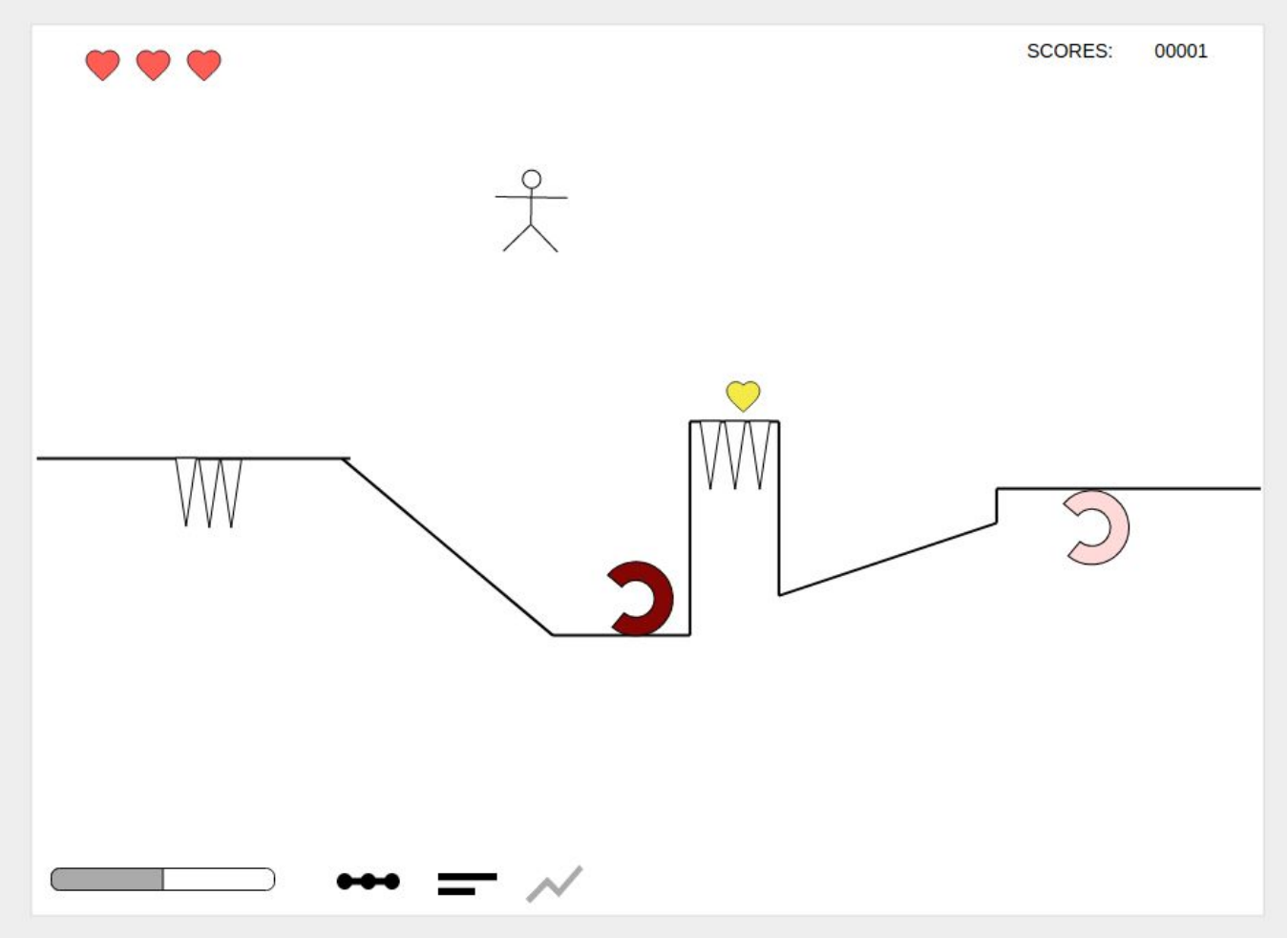
When the player hits the key for “inverting” the map on the invisible axis, the terrain is “flipped” on the line of the axis:

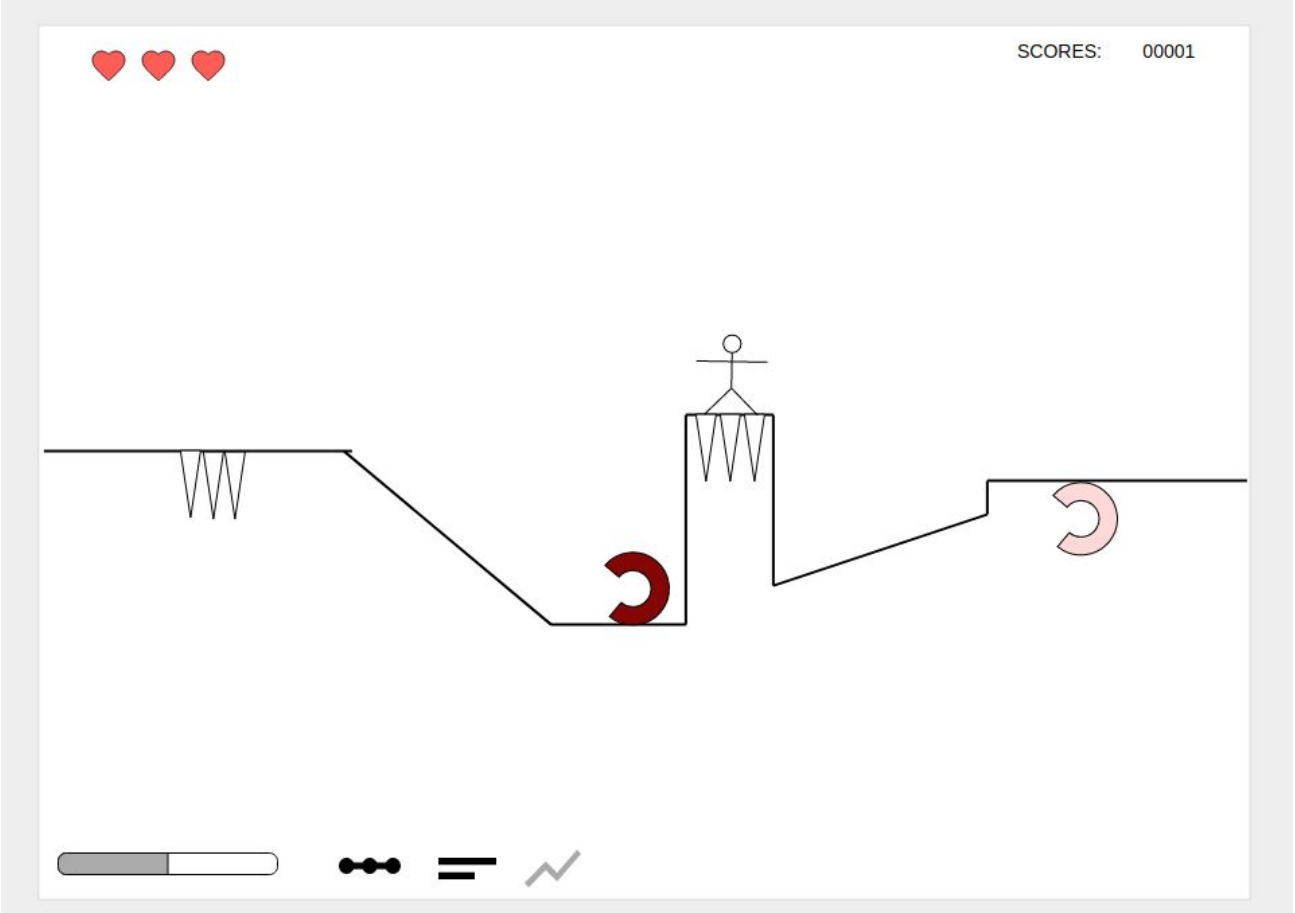


This way, the player can reach the “extra life” heart but will have to fight off an enemy.
Let’s see a second example. Suppose that the current player position is such as:



With this position, when the player “flips” the terrain, on the new terrain he is afloat in the air for a moment, but gravity immediately affects the player, and he starts falling down. This is a “challenge” that the player has to overcome for fun:





The “axis” that the map is flipped on would be presented with gray dashed lines ------- to the player, so that this mechanic would be easily understood by the player.

As the player progresses onto new levels, this axis would become invisible to the player, making it a new challenge to the player to experiment with the flips, and find out where the new axis is currently located in the current level.