**Gear Game**

Level design document for Rapid prototype

A picture containing text, blue, ceramic ware, porcelain

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Red indicates things that might not be added

**Players Verbs**

* **Jump:** Player can jump up by taping “Space Bar” while they are in touch with the “floor”.

**Gameplay Objects**

* **Floor:** Are the gear teeth surfaces that allow the player to walk. Forming the majority of the levels.
* **Blocking wall:** A flat surface wall with no teeth, making the player unable to walk on it, also changing the player's direction when they get in touch with it.
* **Bobble gun (Spikes):** Environment danger object that kills players when they get in touch with it from every angle, making the level restart.
* **Gravity inverters:** Arrows that can point UP, DOWN, LEFT and RIGHT that when the player gets in touch with it the player's gravity inverts for the direction the arrows are pointing. Allowing players to walk on the ceiling and walls.
* **Gear parts (Keys):** At every level, players will have to collect 3 keys that will be spread around the map to open the “Exit gate” and access the next level.
* **Exit Gate:** A gate that will block players' access to the other levels if they don’t have all the “Gear parts” collected. If players have all the “Gear parts” the exit to the level will open. Players are not able to walk on the gate but can use it as a way to change direction similar to the “Blocking wall”.

**Metrics**

* **Grid in Unity**
  + Quick research showed that 1 square grid in unity is = to 1 meter (I think)
  + The grid in our project is set to be 0.5, meaning that every 2x2 Squares = 1 full square in Unity = to 1 Meter. But lets just count the squares in our game as being 1 to 1 for me to not go crazy.

A screenshot of a computer

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* **Player Metrics**
  + Chart, bubble chart

    Description automatically generatedPlayer size is 2x2 = 1 meter
  + Player can jump at least 3 squares high to access high platforms  
      
    **Chart

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  + For players to completely avoid a platform when jumping it need to be maximum 3x2 squares, the length and the high for this can change depending on how hard the jump is

**A picture containing chart

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**Platforms Asset List**

**Ground:** green indicate where player walks, and brown indicates interior of the block, This are the simple platforms that work in the current version of the game. Might have to add more in case the game gets left and right gravity inverters.

**Shape

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* + - **Top and Bottom**
    - **Left and Right**
    - **Left top edge and Right top Edge**
    - **Left bottom edge and Right Bottom edge**
    - **Center and Inner edge**

Every ground asset is = to 1 meter in unity meaning that they are 2x2 squares in our game.

**Example sprite sheet**

**Chart, box and whisker chart

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