Magic mishap

"Save the world(time traveling)"

Version #01

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Sep 21, 2020

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Version History

[This is where you keep track of the detailed changes made to your document throughout the course of development.]

version 1.1 (basic concept of game features and game world)(project launch)

[This is the body of your video game design document. You should add and delete sections as they pertain to your game's design.]

I. **Game Overview**

(ensure you mention the goal of the game and how to win if applicable)

This game is a side scroller type game. Player will use the keyboard to control the action of the characters.In order to win, the player needs to control the character to collect some magic props in the first/second level and beat the boss in the third level.

by version 1

II. **Game Play Mechanics**

Walk/run, jump, platform, collect item

III. **Camera**

Unmovable third view

IV. **Controls**

WASD/up arrow key, down arrow key, left arrow key, right arrow key (in original concept)

V. **Saving and Loading**
Automatic saving, by check points

VI. **Interface Sketch**
(What does the game interface look like? Provide a screen shot or sketch)

NOT DECIDED YET

VII. **Menu and Screen Descriptions**
(Include additional screen shots and accompanying descriptions for any menus and additional screen)

VIII. **Game World**
(Describe Your Game Environment)

Time-traveling
21st century, Medieval time, science fiction time.

IX. **Levels**
(Describe Each of your game levels)

Level 1 - past(Medieval time): characters need to collect magic tools in this level. During that time, he may face some traps.

Level 2 - future (sci-fi): characters continue to collect magic tools. Still, there are some traps.

Level 3 - present (21st century): characters need to fight with the wizard.

X.   **Game Progression**

Start from level-1 to level-3

XI.   **Characters**

(Describe Your game avatar if applicable)

Marty, a teenager from the 21 century, is the main character of this game.

others need to decide

XII.   **Non-player Characters**
(Describe Any Computer controlled Allies and how they work)

Emmett, a wizard from Medieval times, has powerful magic, and can help Marty travel through time. (version 1)

other NPCs need to decide

XIII.   **Enemies**
(Describe computer-generated enemies and boss monsters)

monsters, knights, robots (basic plan)

XIV.   **Weapons**
(Describe any weapons available to the user)

spell (fire balls-original setting)

XV.   **Items**

(Describe any in-game items that can help or hinder the user)

A magic book. Marty uses it to travel time. After Marty touches this book, the game starts.

collective item such as magic props

XVI.   **Abilities**

magic using, release fire balls to attack and use tool to generate platform

XVII.   **Vehicles**

XVIII.   **Script**

XIX.   **Scoring**

XX.   **Puzzles/Mini-games**

XXI.   **Bonuses**

XXII.   **Cheat Codes**

(may have one)

XXIII.   **Sound Index**
(Include an index of all your sound clips)

XXIV. **Story Index**

One day in 2015, Marty went to school as usual. As usual, a group of punks waited for Marty to come out at the school gate again. Marty saw them. Today is different. He thought of being inside the school. He saw punks holding steel pipes and calling Marty's name. Because he hasn't paid them protection money for a long time. Marty ran to the school and hid in a very old classroom. Here he found a very strange book. The cover of the book had no words. He turned the first page and read the first line. He traveled through time with the book. When he woke up, he found him in a cave, and there was a wizard in the cave. He yelled and fiddled with Marty's arm, saying, are you from the future? Marty didn't hesitate to tell the wizard everything. The wizard nodded and said that he could find a way back for him, provided that he found the book. They have been through hard to find the book. On the side of a lord, Marty finally used the magic taught by the wizard to defeat the lord and got the book and the wizard took another time travel. Later they discovered that this is not the 21st century, this is a highly invented future world. The wizard and Marty were shocked when they saw everything in front of them, and time travel had problems again. At this moment, the wizard had a different idea. When a person has everything, why not dominate the world, he hides his idea to Marty, and with the help of scientists in the future world, back to the modern age. Then wizard took the Universe Rubik's Cube he got from the future world and opened the time crack, but he did not control Cube's power, the world was collapsing, and at the same time Marty needed to find a way to save the world, he turned the last page of the book, Some oriental spells are recorded on it. . .

XXV. **Art / Multimedia Index**
(Include an index of all your graphic and video assets here)

XXVI. **Design Notes**

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(Include additional design notes here)

may add new enemies in later version, may add new controllable characters when player complete story mode

XXVII.   Future Features

(Include any future features that are planned to be implemented)

provide dlc stories (include new story, characters, add vehicle, new weapons)