

Death Air



A GDD by
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Section 1 Project Overview:

Team Personel

Brendan McCracken
Christopher Longboat-Marsh

Core Gameplay

The player controlled character is continuously falling down through the sky while dodging objects that are coming towards the player from below. The player will move according to the player input on the x and y axis via the touchscreen. The player will only be able to move within a set zone of the top of the screen to give the player time to react and to not obstruct their vision as much of the screen. The background scrolls and repeats along the y axis to simulate falling. Objects will randomly come up from the bottom of the screen and exit at the top of the screen at a set velocity. There is a set amount of time before the player ceases to be falling and impacts the ground resulting in the player's death. Objects that hit the player will remove one second of time from the timer. Randomly appearing objects will act as a power up when hit by the player and will add a second of time to the timer, extending the time the player stays in the falling state. Upon death it will show the player's total time in seconds that the player stayed alive. The player may then restart the game or exit the game.

Game Features

Player is continuously falling.
Powerups that add time when collected.
Obstacles that remove time when hit.
A scrolling background.
A timer that continuously counts down to zero.

Target Audience

Bored people. People using the bathroom.

Art Style

8Bit sprite based art. subject to change

Section II Story:

Story

Phil is on a plane. Phil's plane is attacked by Terrorists. He jumped out of the plane just as the plane blew up. Now he is plummeting down towards the earth as parts of the plane are scattered around him in the sky.

Character

You are Phil. Phil is your normal everyday plane traveler. He was the first to jump from the plane so its up to you to get help for any survivors.



Section III Gameplay Details:

The Player Character

The character will appear to be falling but will actually have no velocity or acceleration outside of the player's movement input. The character is controlled by the player by the touching the screen and dragging. The character's x and y coordinates will be the same as the player's finger coords. The character will be able to move within a set amount of the screen, the top 1/3rd of the screen. If the player touches outside of this, the character will follow along the x axis of the boundary only.

The character will have an acceleration of 2 units per second when it is being moved by the player to better simulate falling. When struck by an object or power up the character will have no movement penalties or anything else given to it.

The Timer

The timer will be continuously counting down from 60 seconds until it reaches 0. The player striking an object will subtract 1 second from the timer's total for every object struck. The player striking the power up will add 5 seconds to the timer's total.

The Player Character's Movement Zone

It will consist of the upper 1/3rd of the screen and is rectangular in shape to fit the maximum x and y of the 1/3rd screen zone.

Death

Once the timer reaches 0 the character will die. A splat sound effect will be played and the game state will switch to the Game Over screen.

Game Start

The game will begin with the player character in the centre of the movement zone. A button, "Tap to begin" will start the game once pressed by the player. The timer will begin counting down once the first obstacle enters the bottom of the screen. The background will start scrolling and the background sound will start playing once the button is pressed as well.

The Power Up

The power up will add 5 seconds to the timer when struck by the player character. It will randomly appear after 15 obstacles have spawned. It will do this continuously until the game is over.

Game States

There is a total of 3 states, game start, alive(main game) and death.

Obstacles

The Obstacles will consist of 6 objects of differing shapes and sizes. Two obstacles will appear every second at the bottom of the screen at a random x location. Obstacles will move along the y axis only and will exit at the top of the screen. The obstacles will have a set velocity of 1 unit per second and will have no acceleration. They will enter and exit at the same velocity. When the player character strikes an obstacle it will have its alpha set to 0 and will therefore be made invisible to the player. The obstacles will have collision with one another so that they do not overlap but they will not move along the x axis when a collision takes place.

List of obstacles : wooden crate, a seat, a corpse, a hunk of metal, chunks of corpses, charred remains of stuff...

Sounds

There are 4 sounds in the game. The first is the background noise which plays while the game is playing and the player character is alive. It is a wind white noise type of sound.

The second is a “thud” sound effect that will play when the player character collides with an obstacle.

The third is a sound effect that will play when the player character collides with the power up.

The fourth is a sound effect that will play when the player character dies and is a “splat” effect.

Section IV Controls:

Android Layout

Possible controls 1:

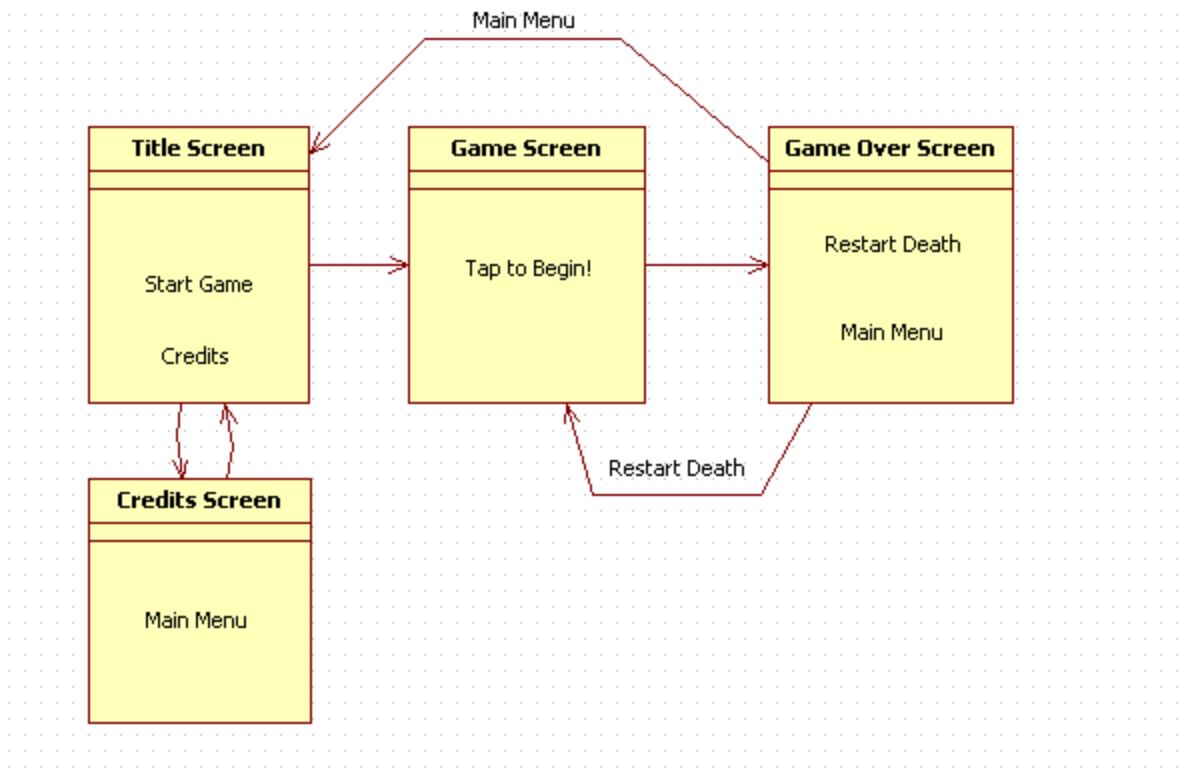
Player character is placed at the x and y of the player's finger

Section V Interface:

Heads up Display (HUD)

The hud will consist of the timer visually counting down in seconds represented in number form. The timer will be displayed in the upper right corner of the screen. There will be no other features.

Menus Flow Chart



Title Menu

The menu will consist of “Start Game” button located in the exact centre of the centre horizontally. A “Credits” button will be located near the bottom of the screen.

Game Over

A button call “ “ will restart the game when pressed.

Will be a display that will show your total time in seconds that you stayed alive.

A button called “Main Menu” will direct you back to the title screen.

Credits

It will simply list Brendan McCracken and Christopher Longboat-Marsh, detailing what we each contributed to the game.

Settings

There will be no settings.

Section VI Level Design:

Level Progression

As the player falls further and further down the number of obstacles showing up will increase as well as new types of obstacles will start appearing

Section VII Game Modes:

SinglePlayer

The game's single player mode will consist of the player falling down trying to stay falling for as long as possible. if they hit an obstacle they will lose some time to fall. There is only single player

Section IX:Wish List

- Shooting at obstacles for extra time
- obstacles that move on the x axis
- special splat if you last a certain amount of time
- Some form of animation