Blink of an Eye

# Introduction:

Blink of an Eye is a game about a simple character running navigating a maze within a time limit. When the player begins a level they have no idea when the exit of the level is and must most likely take multiple trips through to find the most efficient and correct maze. This game will consist of a certain amount of levels (around 40-50) to test the player’s ability to use prior knowledge to solve the maze. The story of the game takes through the doodles of a character as they progress through life. They reach hardships, triumphs, and everything in between. The game consists of different worlds with their own levels. The worlds reflects a point in time for that character’s life; and the levels reflect key moments in time. The story will loosely be based on some personal experiences as well as either a case study using biographies or a short story produced by Kelly Klem <3.

# Actors:

* Player
* Manager
* Level
* Key
* Door
* Obstacle

# Use Cases:

## Begin Level

Use Case Title : Begin Level

Actors: All Present

Trigger: Player would like to being a new level.

Pre-Condition: The level must be unlocked.

Post-Condition: This level is completed and the next level is ready to begin

Basic Flow:

1. Level reads spawning instructions
2. Level spawns necessary items
3. Manager locks all doors
4. Player Spawns
5. Player moves toward goal
6. Player walks through door

Alternate Flow – Step 6:

If the door is locked the player must activate the door via key or button (think portal).

## Die

Use Case Title: Die

Actors: Player, Manager, Level

Trigger: Player steps on an obstacle

Pre-Condition: Player must be alive

Post-Condition: A new player must be spawned

Basic Flow:

1. Velocity is set to 0 for the players movement controller
2. An instance of the player is spawned behind the player keeping their trail
3. Screen will fade to black
4. Manager will spawn player and levels respawn area
5. A new trail color is picked
6. Screen becomes opaque

## Spawn

Use Case Title: Spawn

Actors: Player

Trigger: Player had recently died

Pre-Condition: Player must either be dead or level begins

Post-Condition: Player is ready to be controlled

Basic Flow:

1. Spawn a new instance of the player
2. Set life to 100
3. Create a new trail color
4. Posses pawn

## Pick Up

Use Case Title: Pick Up

Actors: Player, key, level, manager, door

Trigger: Player has collided with the key’s trigger

Pre-Condition: the key must be spawned AND not picked up

Post-Condition: the player has a key in the inventory for a matching door

Basic Flow:

1. Player Collides with key
2. Key sends a message to the manager
3. Manager unlocks the door that corresponds to that key in the level
4. Key disappears

# Story:

Story stuff goes here

# Levels:

## World 0: 0 – 5 (this is maybe)

## World 1: 5 – 10 (15 levels)

The theme of these levels will be focused on child fears and limits of being a child. The backgrounds will take place on just basic paper. The enemies will be the most basic as this point in the game. Enemies will be random things around the house like maybe a hot stove. Enemies at this point in the game have little to no connection to the player’s character.

Learning Objectives: Horizontal Movement, Jumping (Long, Short, Double), Keys, Object permanence

1. Basic horizontal movement
2. BHM 2
3. Jumping
4. BHM 3 + jumping
5. More practice
6. Maybe one more horizontal + jump practice
7. Enemies are introduced
8. Basic Movement + enemies
9. More practice
10. Doors introduced
11. Doors + keys practice Death introduced
12. Doors + keys practice (large puzzle)
13. Sum level of all concepts
14. Endurance level to boss
15. Boss fight with Mathematica (the math boss)

Enemies for this section

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Movement Type | Killable? | Ability/Attack | Design |
| Squiggle | Linear, Grounded | Yes – Head Bounce | Walks to way points. |  |
| Lazer | Static | No | Fires intermitent laser(ray) |  |