# Game Design Document

1. GAME TITLE(EVIL SCHOOL?, ESCAPE MONSTER SCHOOL?, FU SCHOOL, L33t school ESCAPE)
   1. Game-
      1. Escape the evil school, evading monsters and mayhem while traversing levels composed of the elements of a school. The goal is to escape the school and get to the outside where you can be picked up by your parents and take to safety.
2. Game Overview
   1. Game Concept
      1. Game is 2D platformer
      2. Main character is a child
   2. Genre
      1. 2D platformer much like Mario games with horror theme
   3. Target Audience
      1. Anyone who likes video games
   4. Game Flow Summary
      1. Movement
         1. Player can jump, walk left and right.
            1. Question: Should player jumping be floaty or should they jump more realistically?
      2. Attacking
         1. Question: Should the player have an attack or just be able to jump on the creatures or should the player not be able to attack at all"
   5. Look and Feel – What is the basic look and feel of the game? What is the visual style?
      1. FOR THE ARTISTS
3. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression
         1. Players progress through the level, through incrementally harder challenges until they reach the exit where they are picked up by their parents
         2. Players start by learning to jump over a desk in the first area
         3. Then in the next area learn to dodge a moving projectile
         4. Etc
      2. Mission/challenge Structure
         1. One level, get to the end
      3. Puzzle Structure
         1. Jumping puzzles
      4. Objectives – What are the objectives of the game?
         1. Get to the end of the Level
      5. Play Flow – How does the game flow for the game player
         1. Players learn to play on the first "Floor of the level" Then they learn progressively harder mechanics as the level progresses.
   2. Mechanics
      1. Physics
         1. Much like real world physics but with less downward force to allow for more air control.
      2. Movement in the game
         1. Characters move in a 2D space, characters collide with objects in the world that are on the same layer as they are.
      3. Objects –
         1. Character
            1. Child insert picture
         2. Enemies
            1. Haunted floating pencil that moves forward to attack you, if it misses it flies off screen an disappears, if it collides you lose health and it is destroyed
         3. Obstacles
            1. Desks
            2. Chair
      4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
      5. Combat – If there is combat or even conflict, how is this specifically modeled?
      6. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
   3. Game Options – What are the options and how do they affect game play and mechanics?
   4. Replaying and Saving
   5. Cheats and Easter Eggs
4. Story, Setting and Character
   1. Story and Narrative – Please check to confirm
      1. Your character is stuck in a monster school because your parents transferred you to a new school. They didn't know that so you are forced to spend the day and survive in the school and escape the school where your parents will pick you up.
   2. Game World
      1. General look and feel of world
         1. Artists please weigh in and put in sketches if possible
      2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
         1. School of some sort
   3. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters
      1. Main character
      2. Parents
5. Levels
   1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
      1. Level 1:
         1. A general level that is composed of tiers, players drop down into the next tier to continue progress though the level.
6. Interface
   1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?
      1. Life symbols or bar
      2. Arrow that indicates the correct direction to go.
   2. Control System –
      1. Controls with arrow keys or WASD
      2. Space to jump
   3. Audio, music, sound effects
      1. Creepy Audio
      2. Player sound effects
         1. Jumping
         2. Getting hit
         3. Dying
   4. Help System
      1. Tutorial at the start from BF who are sitting at desks you jump over, they talk to you as you get near them.
7. Artificial Intelligence
   1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making
      1. Enemy AI is simple
         1. Pencil- flys at player when they enter the same Y axis. Will only go one direction
   2. Non-combat and Friendly Characters
      1. Best friends: Will activate tip when player gets close to them.
8. Technical
   1. Target Hardware
      1. PC, specs TBD
   2. Development hardware and software, including Game Engine
      1. Unity
   3. Network requirements
      1. None
9. Game Art – Key assets, how they are being developed. Intended style.
   1. TBD