**A Test of Metal**

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*\*Begin to work on your game design doc. It will be necessary to document details of your game no matter how simple your game will be.*

*\* At the least, you must complete yellow highlighted parts of this template. Feel free to add more information that you think is necessary for your game description.*

*\* There is no explicit submission deadline for your design doc alone. Submit your first version along with your first project code. Your design doc might be revised. Submit your final version as a part of your final game package.*

*\* When you design your game, keep in mind that actors that you will be provided with are characters like Ralph and Panda with simple animations. Feel free to find and use other models if you want. In this case, you need to disclose the source for the model. As for the environment, you will be required to construct obstacle courses using simple building blocks like a cube, plane, disk, or sphere. See sample models.*

***Design Inspiration & Guide: See*** [***https://www.youtube.com/watch?v=bc6ov1-KUmQ&feature=related***](https://www.youtube.com/watch?v=bc6ov1-KUmQ&feature=related)

I. GENERAL INFORMATION

This is a platform game about ATM that has to participate in an obstacle course to reach The Tower and escape.

II. DETAILED GAME DESCRIPTION

* Basic Concept –

ATM has to run obstacle courses and collect valuable items to clear the game with the help of Pete, another prisoner in a cell.

* Background Story –

ATM has to participate in overcoming obstacles on the way to The Tower starting from its cell, where it is captured and contained in. ATM will have to work together with Pete in order to escape.

\* What is the tone? What is the basic narrative? What is the "heart" of the story? Is it a linear story?

The game has a light, cheery tone.

The plot is […] The “heart” of the story is […].

The story will be linear.

* Objective –

Get to the end of the level(s).

* Gameplay –

The player will be allowed to run and jump across parts of the map. Also, the player will be able to attack enemies and collect valuable items by [jumping on top of them].

* AI component –

Enemy AI will be rudimentary. They 1) walk back and forth, 2) notice the player and change their directions, 3) make a […] action to block the player from moving forward, 4) […]

* What is the planned interface?

Keyboard for movement and camera angles. No mouse controls enabled.

* What is the planned perspective (1st person vs. 3rd person)?

3rd person, adjustable view

* What are SW and HW platforms?

SW - Panda3D game engine with Python programming

HW – PC

* What is the basic interactive structure? (e.g. Chapters vs. Great Middle Section, Levels, etc.).

Levels with level transition effects

* What is the "heart" of the gameplay? (e.g. speed, actions, style, continuous, turnbased, etc.?

Platform game with the various obstacles, collectable items, and enemies.

* Does multi-player work?

Only single-player.

* How difficult is the game? How long will it take the average player to complete?

Easy for novice game player. The game doesn’t have the functionality of letting users select the difficulty levels. The game consists of 2 levels. All levels are easy. The second level is slightly more challenging than the first level.

III. OTHER ASPECTS OF THE PRODUCT DESIGN

* Characters --

ATM - This is the player character

* ATM spawns in a locked cell.
* Winning: By reaching The Tower and successfully escape.
* Loosing: When ATM’s lives reaches 0.
* Health: Undecided
* Weapons: No weapons
* Actions: Jump, run, dash
* Player Rewards (Collectable ‘coins’, +1 Life Batteries)
* Etc.

[Enemy Name ] – This is the enemy type 1.

* Normal State: What is the object doing if it has not come in contact with the player?
* Detection State: What does it take for this object to detect the player?
* Reaction State: What does the object do as an action after passing the reaction state?
* End State: What happens to the object after player has reacted correctly or incorrectly to object?
* Controls --

Control table

|  |  |  |
| --- | --- | --- |
| **Action** | **Control** | **Context** |
| Jump | Space | All levels |
| Forward | W | All levels |
| Backward | S | All levels |
| Turn Right | D | All levels |
| Turn Left | A | All levels |
| Run | Shift | All levels |
| Help Menu | F1 | Menu |
| Close Help Menu | F2 | Menu |
| Camera Zoom Out | Q | All levels |
| Camera Zoom In | E | All levels |
| Auto Camera On | P | On by default |
| Auto Camera Off | O | All levels |
| Tilt Camera Down | Arrow Key Up | All levels |
| Tilt Camera Up | Arrow Key Down | All levels |
| Turn Camera Left | Arrow Key Left | All levels |
| Turn Camera Right | Arrow Key Right | All levels |
| Respawn | F8 | Usable when ATM has multiple lives |
| Dash Jumping | W + Shift + Space ALL held down | Requires ATM to be running to activate. |

* World --

The only setting is supposed to be in the obstacle courses [that are …]

## Level Design –

Laying out the large-scale features of the obstacle course map, such as steps, holes, walls, etc., for players and enemies to move around in. Also,

* Specify scoring systems, allowable moves, time limits, starting resources, etc.;
* Specify the start (entry) and exit locations, teleporters, hidden passageways, etc.;
* Specify locations of various entities, such as enemies, collectable items, etc.
* Specify aesthetic details such as level-specific graphic textures, sounds, animation, lighting and music;
* Describe the on-screen interface (if there is a score and a life gauge... if there is an inventory icon and dialogue choices...), and how it works.

Number of lives left displayed on the left top corner. Total score is displayed in the top center of the screen.

* Describe all menus in detail, and chart out the "shell" structure.

Main menu consists of Start, Level Select, and Quit.

* Onscreen text messages are also part of the interface -- if not detailing all onscreen messages in this document, describe in general terms what they will be like.

Dialogues with Pete and other notifications will be displayed at the center of the screen.

* Graphics -- Describe the general style of the graphics.

Low poly models.

All models provided by the instructor or from the Internet.

Environment models (obstacle courses) will be procedurally constructed in Panda3D by using simple building blocks such as cubes and spheres/disks.

* Sounds and Music -- Describe at least the general manner in which sound effects will be used in the game.

List of sound effects in use:

Jump – Jump.mp3

Dash Jump – Dash Jump.mp3

Happy Balloon Pop – Pop.mp3

ATM’s Voice Dialogue – Multiple wav files located under Resources/Voice

The music are the “Bramble Blast” for level 1, [] for level 2, …

* License Exploitation --

None, original universe. Music will be credit to their respect artists.