1. Title

The Dawn of Misery

2. Game Overview

2.1. Genre

Action-Adventure.

The player will face several enemies and will have to fight them with either a knife or gun. He will also discover other obstacles as moving platforms, collapsing rocks and falling objects so it will be both of an action and adventure game.

2.2. Target Audience

- **Age Bracket**

Players from the teenage age. (11-16).

- **Gender**

This game will appeal players of both genders.

- **Targeted Player-Base**

This game mainly targets Casual Gamers, mostly who enjoy a thrilling adventure and it also targets achievers as there would be coins that the player can pick to achieve a high score at the end of the game.
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3. Dramatic elements of the game

3.1. Characters

❖ Main Characters

- **Amber**

  - Main Player.
  - Playing character.
  - Human.
  - A beautiful brave young girl with quite long hair.
  - Can run, jump, fight and shoot.
  - The granddaughter in this story is 15 years old who loves her Grandpa endlessly, she used to sleep every day on his bedtime stories. One day when she turned 14 and he felt that she has matured enough to tell her the real story of this world, the story of the missing Unicorn (creature of happiness) and the Miserable creature who kidnapped him. He told her how nice and happy the world was and how much he wants to have this world back instead of the sad and dark world they live in, he told her that if he can have a last wish it will be that the world can be happy again, the little girl then asked him "how can that happen, grandpa?" and his response was "saving the happy unicorn will make the world a happy place again". That day the girl decided she will save the unicorn to make her grandpa happy again.

- **Cloudy**

  - Main enemy.
  - Playing Character.
  - Unicorn
  - Black unicorn with red eyes that refers to misery and evil.
  - Can shoot fire.
  - There was a time when there was a balance in the world when happiness and sadness were equal. But later in the 10th century happiness started taking place and it was the theme of the world as old people used to say, the miserable creature started to get weaker by the day, and of course he didn't like that, so he made a meeting with all the villains in the world and made a deal with them, he will make them do whatever they wanted, steal whatever they like, and kill whoever they wanted, if they can kidnap HIS BROTHER The Happy Unicorn for him, and that's exactly what happened since that day the miserable unicorn is getting stronger every day that is free of happiness.

- **Bill**

  - Narrator of the story.
  - Not playing character.
  - Human.
  - A kind old grandpa.
  - The grandpa was there before the dark time takes place, he was there when there was happiness, and he was there when the Miserable Unicorn took that happiness by kidnapping the Happy Unicorn. The grandpa is a kind one who takes the candies and give it to his granddaughter behind her parents back. Grandpa always makes his granddaughter customs for Halloween (which is the only occasion they celebrate now in this time), considering they live this depressing life everyone make sure to wear something darker each Halloween, except for his granddaughter he makes sure to make her flowers, sun, and even colored unicorn customs for her to wear each Halloween, he made sure to make his granddaughter love life as depressing as it is, and he also made sure to tell her the story cause he taught her all the martial arts and he knows and believes that she will be the one to save the world.

- **Glittery Snow**

  - Not playing character.
  - Unicorn.
  - White unicorn with colorful horn which is a symbol of happiness.
  - He is imprisoned by the miserable creature, and is waiting for his rescue, considering he is the happiness creature, he can see what's happening in the outer world without literally seeing it. It's like he has a third eye that keeps him in track. He never lost hope he is the creator of the words "faith and patience" he knows that he will be rescued, and he believes in the little girl.

- **Rats**
  - Playing Characters.
  - Grey running rats.
  - Enemies that follow the miserable creature.
  - Touching them reduce the player's health.

- **Crows**
  - Playing Characters
  - Flying black crows.
  - Were released when the misery spread the world.
  - Their mission is to throw lava over the player.

- **Monsters**
  - Playing Characters.
  - Scary, miserable creatures.
  - Helps the black unicorn to spread misery in the world.
  - Their mission is to kill the girl either by shooting or just touching her.

3.2. Boundaries

▪ **Theme**

The theme of the game is black and grey.

▪ **Environments**

- *There are four main environments*
- *The environment gets lighter every scene as the girl continue killing the enemies who spread the misery except for the last scene as it is the cave of the black unicorn.*

  ▪ The Village, which is the home town of the girl, dark miserable village with a scary eagle sculpture that is a symbol to misery. No sun and no light, and there are flying crows everywhere.
  ▪ Outside the village, is a dark forest with almost dead trees and a ray of light but still there is no sun and there are rats that attack any who dares enter the forest.
  ▪ Between the forest and the miserable creature place is a wide desert with a much lighter sky than the forest's sky and snakes who tries to kill whoever wants to cross the desert.
  ▪ After that, the girl will have to go through a huge cave in a very cold weather in order to reach the happy unicorn prison, defeat the miserable unicorn and finally release the happy unicorn.

▪ **Physical Boundaries**

The player is limited to movement on the x and y axis. There are two levels, each level is two scenes and each scene has a direct path that the player follows. The player is restricted to movement inside these scenes and cannot return to a previous scene once he has crossed over to the other.
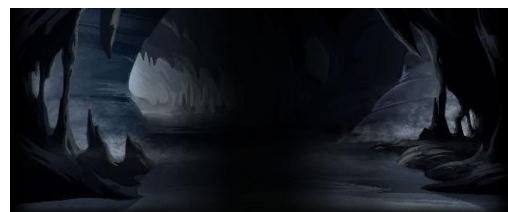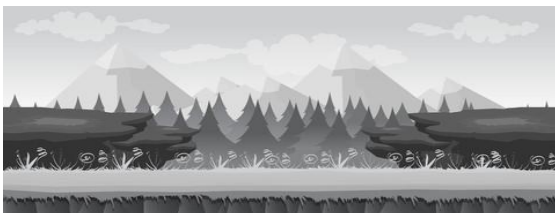
Two Unicorns, Sadness and Happiness, love and Hate, Tears and joy. How did all of that started? Well so many centuries ago there were two lovers, only they were not humans, they were unicorns. Two beautiful white unicorns with pink and blue hair, the only two remaining unicorns in the world. These two lovers were blessed with two little unicorns. Only one wasn't so beautiful. They were twin brothers, one of them was white and beautiful and the other one was black. The parents were so unfair and judged them based on their looks. They loved the white one unconditionally, and loathed the black one. They made him hate them, his brother, and himself. And with the love they gave his brother each day his hate for him grew more. When the two parents died, their powers were given to the last two unicorns on earth which in that case, their kids. The kids became immortal. The white unicorn tried so many times to fix his relationship with his brother, but it was too late. When the parents were alive, all humans were happy, but when they died the world had once again a balance of happiness and misery, the happiness went to the white unicorn and he became responsible of spreading it, and sadness went to the black unicorn. It was the 10th century, when all the happiness in the world was sucked, why you may ask. I guess we have The Miserable Unicorn to ask after he kidnapped our source of happiness, and his own brother, the happy unicorn. The Miserable Creature was starting to get weaker by the day, both the creatures are immortal, but the thing is when there was no balance the other one will start to get weaker, and in our case here, happiness was becoming the theme of the world at the time, the sky was bright, kids were laughing, and people were falling in love, so of course the Miserable Unicorn was getting weaker every day and the Happy Unicorn was getting stronger; thus, he planned to kidnap his brother to make him stop spreading happiness and then he could spread misery in the world and become stronger each day. he made a meeting with all the villains in the world and made a deal with them, he would make them do whatever they want, steal whatever they like, and kill whoever they dislike, if they could kidnap HIS BROTHER The Happy Unicorn for him, and that's exactly what happened, the happy unicorn was in his throne spreading happiness as usual, when suddenly he found the villains of the world attacking his white castle. Considering he is immortal he didn't die, but they got him unconscious. They took him to the dark cave where his brother "the black unicorn" resides. The sky started getting darker and darker every day for 50 years later and the misery spread all the world. One day an old grandpa waited until his granddaughter was old enough to tell her the story about how happy his times were, he told her everything including the kidnapping of the unicorn, he told her why there were no flowers anymore, why the sun never shined again, and he told her that he wishes to die one day in peace when there is light and happiness. He was always preparing her since the day she was born, he taught her so many martial and fighting arts, and he knew she was born to save the world. The day he told her the story, the girl decided that she will do whatever it takes to save the happy unicorn. The girl in her journey will defend all the villains, killing, dodging, and skipping their bullets, to rescue the happy unicorn. She will do all of this by the help of her grandpa, there will be hints from him to help her kill some of her enemies. Finally, the girl will face the Black unicorn and considering he can't die, she will have to get him unconscious for a while, so the happy unicorn can escape to return the happiness to the world again and the black unicorn would be punished for everything he did.

4. Formal Elements

4.1. Mechanics

4.1.1. Player interaction pattern

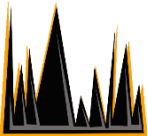Single player.

4.1.2. Goals

- **Main Goals**

  - Find the miserable unicorn and defeat him.
  - Save the unicorn, the source of happiness of this world.

- **Sub Goals**

  - Exit the village, Traverse the forest, Cross the desert and reach the cave.
  - Collect different coins in order to make a high score in the game.
  - Pass some obstacles in order to reach the miserable unicorn location.

    - ➢ Jump over spikes without touching any part of them.
    - ➢ Avoid falling objects.
    - ➢ Jump over Rats.
    - ➢ Killing fighting enemies.
    - ➢ Jump over snakes without touching them.
    - ➢ Jump over holes
   - ➢ Jump over the collapsing rocks

4.1.3. Rules

- Our main character idles, runs, jumps and have specific kind of attack depending on the held weapon.
- The player's abilities will allow him to win all the challenges in the game without too much ease.
- The player has to overcome all the obstacles in order to reach the end of the level and move on to the next.
- Items in the game will only be needed for specific tasks in the game. Ex: not all enemies can be killed using the gun.
- The player has lives and health, if the player health ends, he will respawn at the nearest checkpoint, if the player lives ends, the player dies and the game is over.

| Level/Scene	Level1/Scene 1	Level1/Scene 2	Level2/Scene 1	Level2/Scene 2
	The player's health will reduce if he touches any spikes and then he will respawn at the nearest checkpoint.	The player's health will reduce if he touches a "Rat" enemy and then he will respawn at the nearest checkpoint.	Falling into the holes will reduce the player's health and he will respawn at the nearest checkpoint.	Falling off the collapsing rocks will reduce the player's health and then he will respawn at the nearest check point.
	The player's health will reduce if he hits any falling object.	The player's health will reduce if a specific kind of enemy hit him but he will not respawn at the moment, as the health will reduce until he dies in case he could not kill the enemy and then he will respawn with less lives.		The player's health will reduce in much faster way if the miserable creature hit him, but he will not respawn at the moment, as the health will reduce until he dies in case he could not kill the enemy and then he will respawn with less lives.

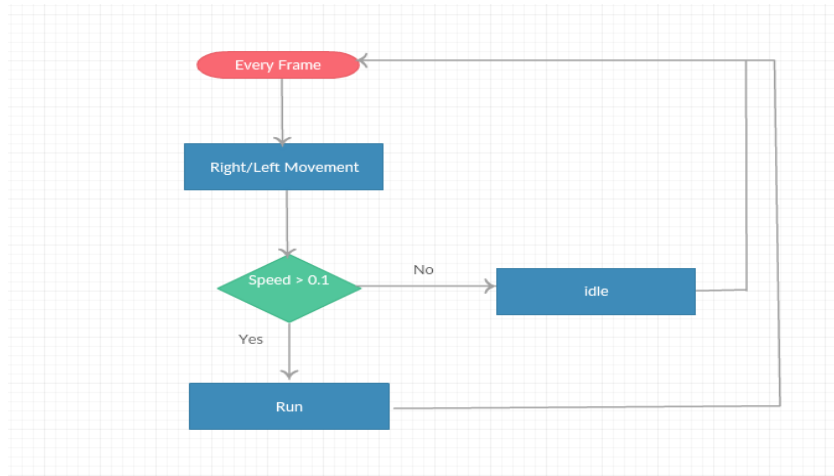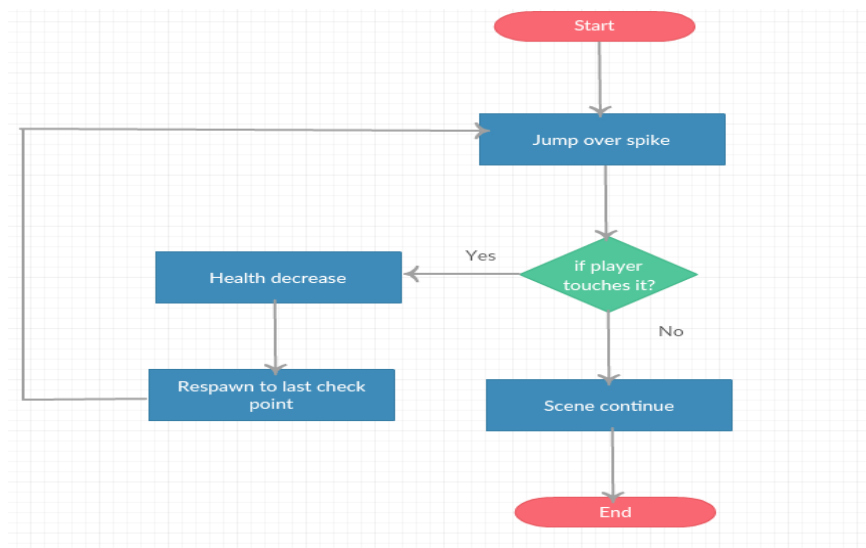### 4.1.4. Actions & interactions
- **Move Right**
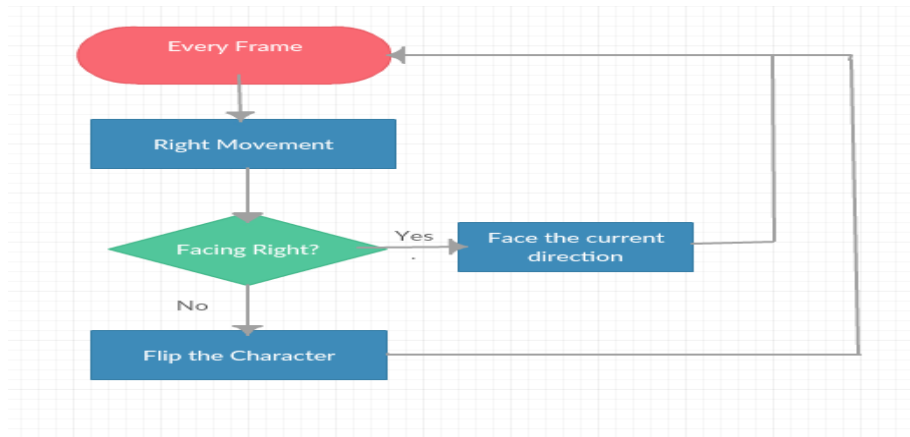
- **Move Left**
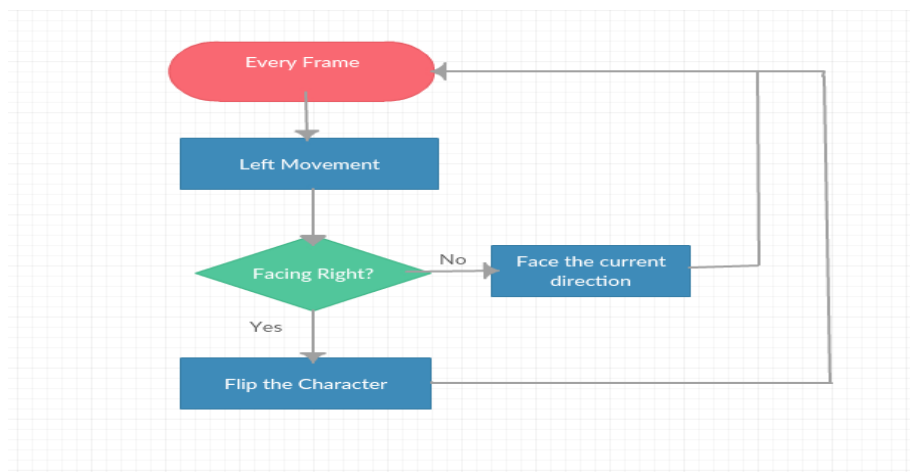
- **Jump**
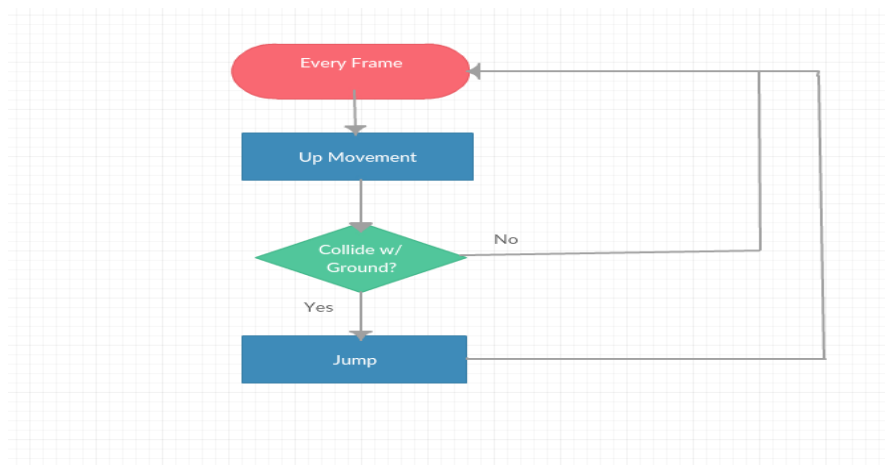
▪ **Run**

▪ **Spikes**

▪ **Holes**
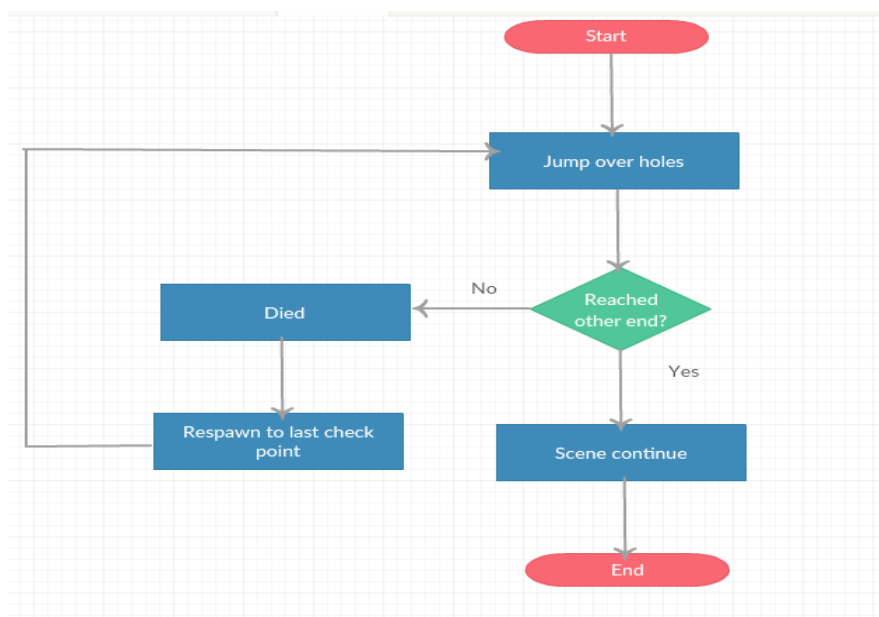
- **Walking Enemy**
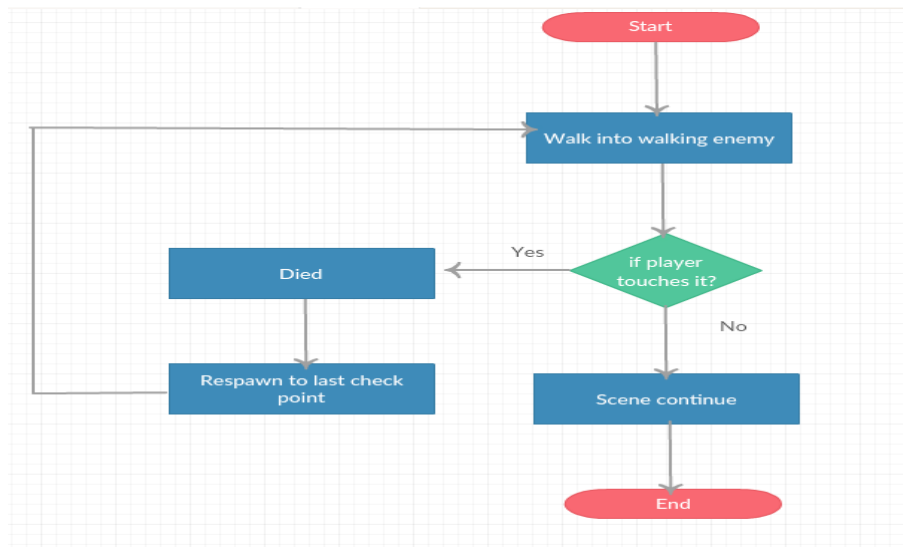
- **Fighting Enemy**
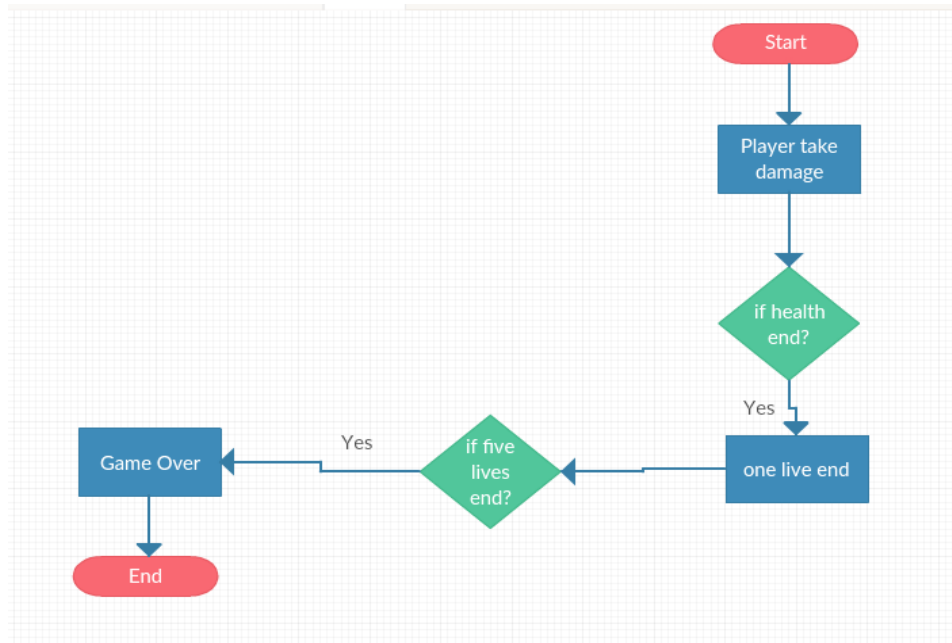

- **Health**

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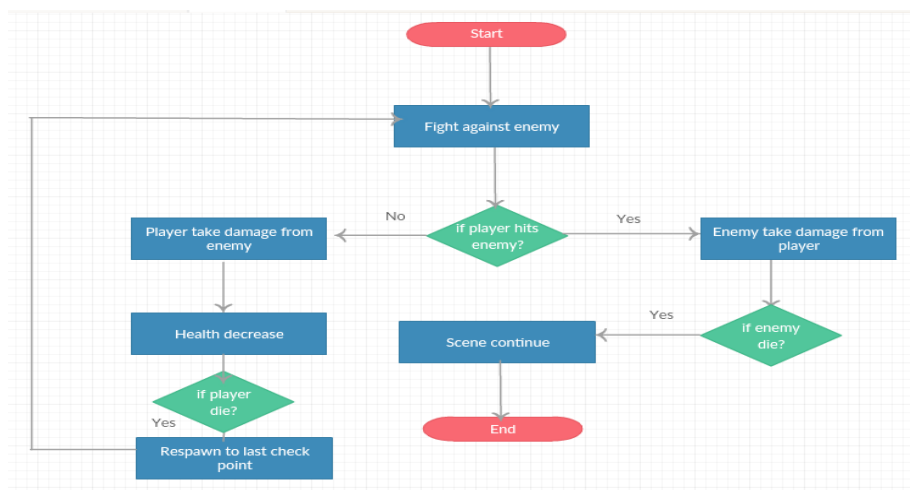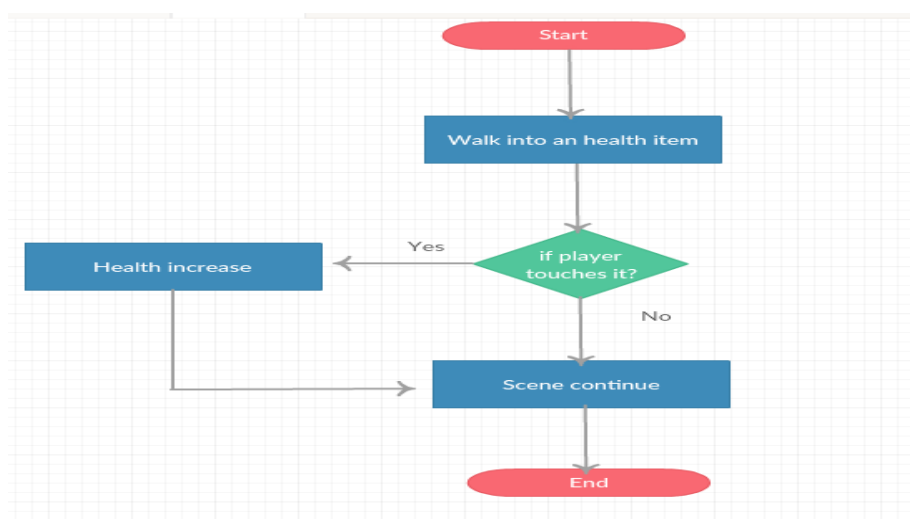
- **Falling Lava**
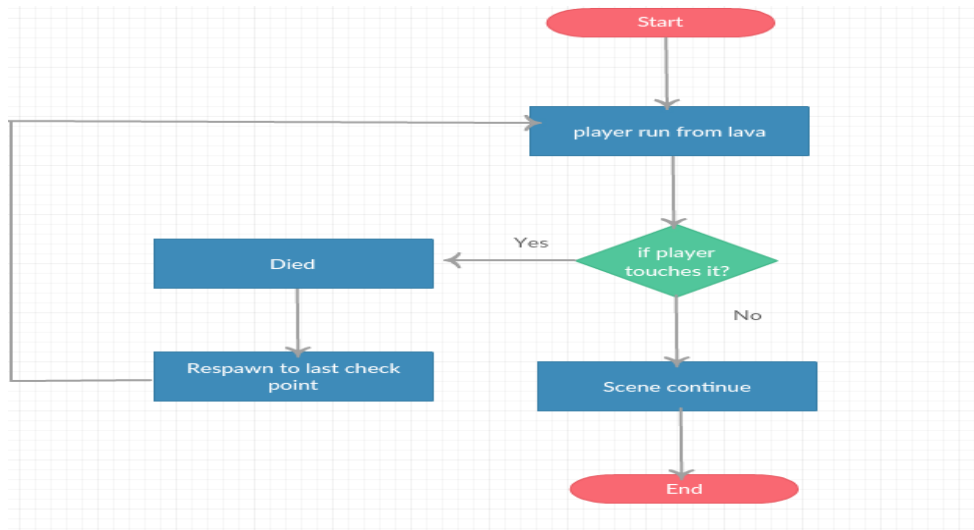
- **Collapsing rocks**
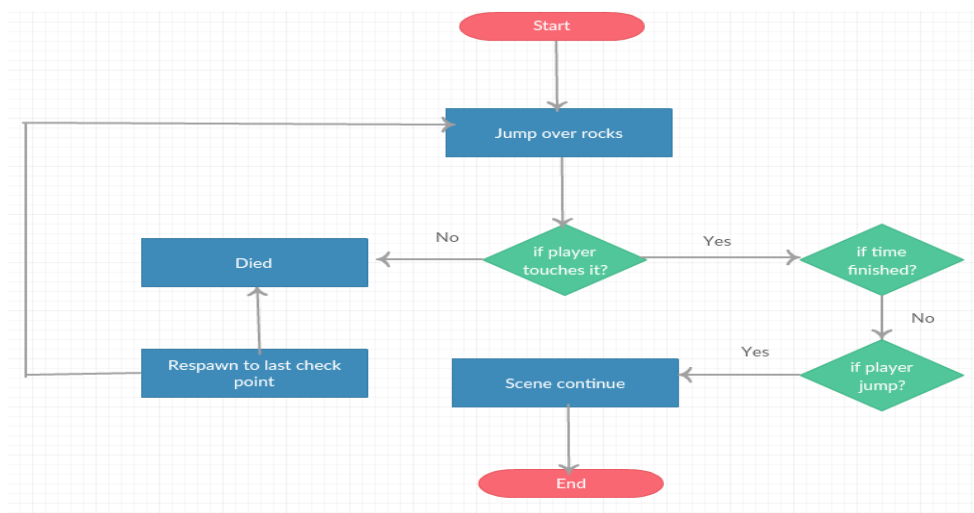
- **Lives**

- **Score**
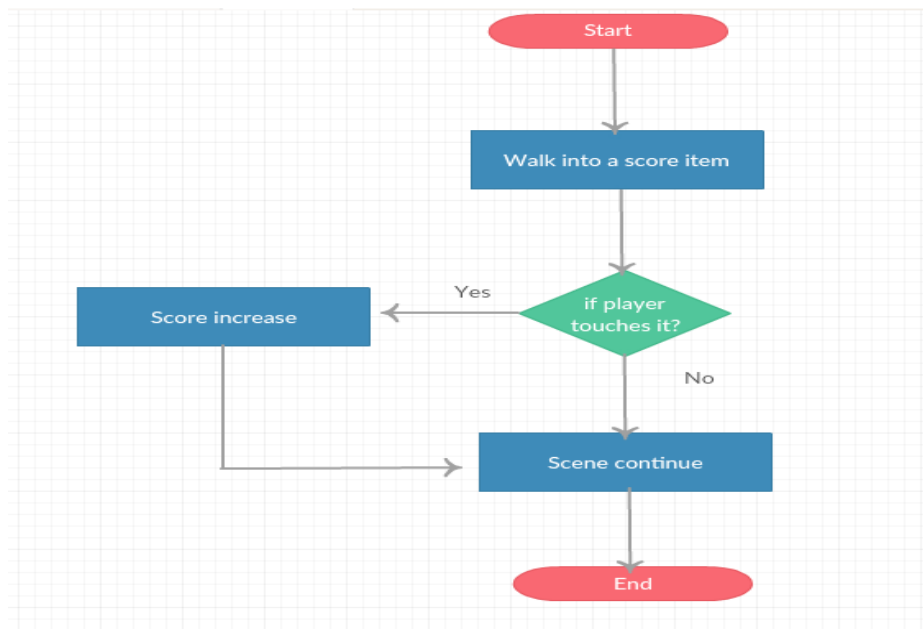
4.1.5. Challenges

▪ **Obstacles**

- Falling objects
- Holes
- Spikes
- Moving air-land platforms
- Collapsing rocks

▪ **Enemies**

- Walking enemies [Rats and snakes].
- Flying enemies [Crows]
- Fighting enemies.
- The miserable creature [Cloudy].

▪ **Time constraints**

- Some objects will fall in a specific amount of time.
- Some objects will collapse in a specific amount of time.

4.1.6. Resources *Elements that have value in the game*

- The player has one health bar that decreases with every damage taken, it can be replenished by collecting items found in the levels.
- Coins can also be found in several places in each level, they don't affect the player during the game, but it helps the player to have a high score in the game.

4.1.7. Player mode sketches

▪ **Main Menu**

▪ **Option Menu**

➢ There would be a suitable distance between the different obstacles in each scene.
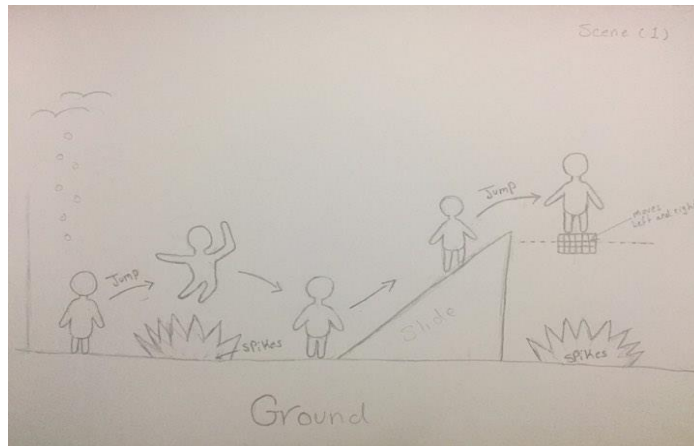➢ The number of spikes, holes and enemies might increase.

- **Exiting the village, Scene (1).**

- The first challenge the player will have is to cross the village, to do so he will have to jump over spikes without touching any part of them and avoid falling objects as well, then he will have to walk through a sliding platform. After reaching the top of the sliding platform, the player will have to jump to a moving platform and then jump off it to move to the second scene.

- **Traverse the forest, Scene (2).**
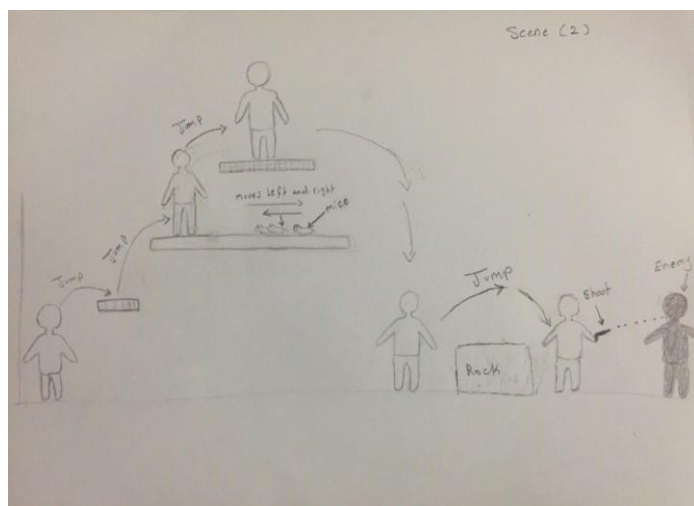
- The second challenge the player will have is to traverse the forest, to do so he will have to jump over an air-land block and then to a platform that is surrounded by several attacking rats, so the player must quickly jump to a third platform without touching these rats, then he will jump to the ground. While walking the player will face some rocks that he will have to jump over, then he will face some enemies that he has to kill to reach the end of the scene.

- **Cross the desert, Scene (3).**
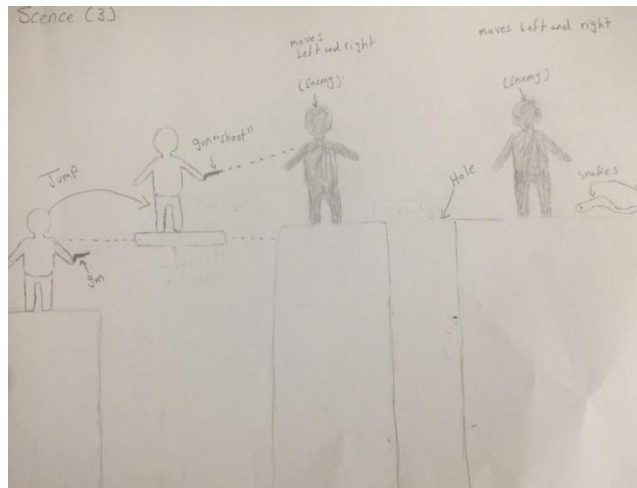
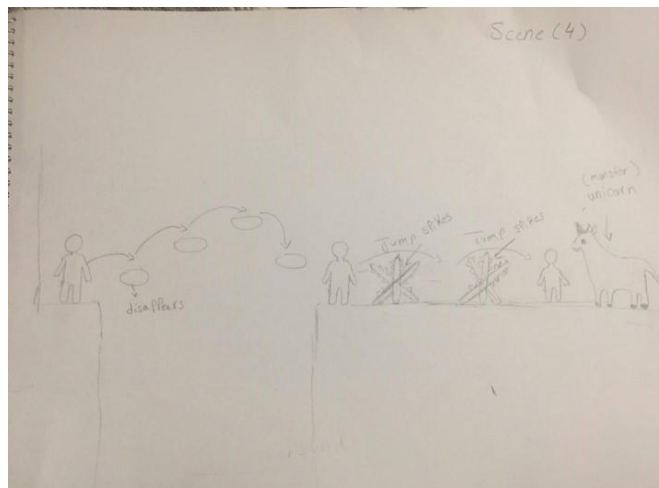- The third challenge the player will have is to cross the forest, to do so he will have to jump over an air-land block that is moving right and left and to be careful not to fall off to the hole, while standing on the moving platform he will have to shoot the enemy that is standing on the other edge. After killing the enemy, the player will face some wide and narrow holes that he will have to jump over and then face some other enemies that he has to kill to reach the end of the scene.

- **Rescue the happy unicorn, Scene (4).**

- The Fourth challenge the player will face is to find the miserable unicorn and defeat him to save the happy unicorn. The player will have to jump over collapsing rocks, then he will face some attacking snakes that must not touch him or he will take damage and finally he will face the miserable creature, the strongest enemy of all, he will have to defeat him to rescue the happy unicorn.

4.1.8. Audio

- **Music**

Music will mainly be calm, and mysterious to match with the scenes of the game. Music is continuous throughout most of the game.

- Types of music that will be included:

- Sad and depressing music.
- Mysterious music.
- Loud music kind of motivational.

- **Player sounds**

Every movement, action, and some items in the scenes will start a sound effect once an interaction happens (Jumping sound, twinkling when collecting items, etc.).

4.1.9. Outcome

The game will end when the girl gets the black unicorn unconscious, and the happy unicorn escapes. In the end there will be a cut scene where the happy unicorn runs and spread colors and happiness behind him. He will ask the girl to be one of his loyal servants and the girl will agree knowing how happy her grandpa will be. Also, the black unicorn will beg for mercy asking his brother to not take him to the white castle and leave him where he can be his dark self in the dark cave, the happy unicorn will agree knowing that all the villains in the world are already gone, but he will make the dark unicorn come to the white castle once a month so he would be under control.

5. Dynamic Elements

5.1. Sequence

Once the player starts to play the game, a menu appears where the player chooses whether to play or to go to options or exit the game. The main story starts off with the cut-scene where the grandpa will be telling the girl the story of the two unicorns. The first scene starts with the girl in the dark village, she walks through the miserable village, and with the guidance of pop up tutorials the player learns the controls and passes some easy obstacles for the beginner such as, spikes and falling objects. Finally the girl reaches the end of the village and then she will find herself in a dark forest where there are different kind of obstacles such as rats, rocks and fighting enemies. The girl will try not to touch the rats, she will jump over the rocks and kill the enemies to cross the forest to find herself in a scary desert, and the grandpa will give her some hints of how to pass the obstacles such as moving platforms and sneaky snakes. The grandpa will pop up once again after the girl crosses the desert to motivate her as she finally reached the miserable unicorn cave, she will then pass some collapsing rocks without too much ease, jump over different kind of spikes and kill some enemies until she finds the miserable creature who will be the strongest enemy of all. Once she defeat him, a cut scene plays in the end, where the happy unicorn runs and spread colors and happiness behind him. He will ask the girl to be one of his loyal servants and the girl will agree knowing how happy her grandpa will be. Also, the black unicorn will beg for mercy asking his brother to not take him to the white castle and leave him where he can be his dark self in the dark mountains, the happy unicorn will agree knowing that all the villains in the world are already gone, but he will make the dark unicorn come to the white castle once a month so he will be under control.

5.2. Behavior and Relationship

The Player will be a rigid body with multiple scripts that allow the player to move and to interact with other objects and pick up items. The player's animation will be made with multiple sprites. Movable enemies will also be rigid bodies and would either take damage or give damage to the player depends on the player skills. Items that can be pick up by the player will not be physically moved from the game world, but a function will trigger once the player collide with the item, and then the number of items will increase. There will be falling objects like the falling lava that will be rigid bodies and will also cause harm to the player if they collide with him. There will be collapsing rocks which will collapse in a specific time after the player collides with them. Flying crows will be rigid bodies and will fly in a specific path.

5.3. Path and Objectives

- **Path**

The game has only one path, and does not include multiple paths for the player.

- **Objectives**

  - **Long Term**

Long Term objectives are the main purpose and drive of the player throughout the game.
- Find the miserable creature and defeat him.
- Save the unicorn, the source of happiness of this world.

  - **Medium Term**

Medium term objectives are the major challenges, the player faces on his journey to accomplish the long term objectives

Level/Scene	Level1/Scene1	Level1/Scene2	Level2/Scene1	Level2/Scene2
Medium term	Exit the village.	Traverse the forest.	Cross the desert.	Find the miserable unicorn place.

  - **Short Term**

The small term objectives are the small tasks that need to be done to accomplish the medium term objectives.

Level/Scene	Level1/Scene1	Level1/Scene2	Level2/Scene1	Level2/Scene2
Short Term objective	Jump over spikes without touching any part of them. Avoid falling objects.	Jump over Rats without touching them. Killing fighting enemies with his gun.	Killing enemies by fighting or shooting them. Jump over snakes without touching them Jump over holes	Killing enemies that have stronger health. Jump over the collapsing rocks Kill the miserable creature.

5.4. Cut scenes and detailed challenges

Cut scenes

There are two cut scenes:

- In the first one, the grandpa will be telling the girl the story of the two unicorns.
- In the second one, it will take place after the player wins the game, the unicorn will run and spread happiness in the world. He will thank the girl and tell her that she and her grandpa will always have a place in his immortal heart.

Detailed challenges

- **Obstacles**

  - Holes: The player must jump over the hole to continue, and if the jump fails and the player falls in it, the character lives decrease and he will re-spawn at the most recent checkpoint.
  - Air-lands (Rocks) that collapse after a while of standing on it: they re-appear again after several seconds in case the player fell off them the first time.
  - Falling lava: The player must avoid them or his health will decrease.
  - Spikes: The player should jump over them or damage will be taken, the health will decrease, and the player will respawn at the last check point.

- **Enemies**

  - Walking Enemies: Rats and snakes, if the player touches them his health will decrease and he will respawn at the last check point.
  - Flying Enemies: Crows that throw lava at the player, touching them will decrease his health.
  - Fighting Enemies: Stronger enemies that player must defeat or he will lose one of his lives.
  - The Miserable unicorn: The strongest enemies of all, defeating him will set the happy unicorn free.

- **Time constraints**

  - Some objects will fall in a specific amount of time.
  - Some objects will collapse in a specific amount of time.

5.5. Guiding and hints

The game will use Direct and indirect methods of guidance. In the first scene the player will have text boxes to inform him of the controls. Ex left arrow to move left, space to jump, this will be the method of direct guidance. Indirect guidance will come from the grandpa dialog once the player reaches certain points in game, the grandpa will speak to the player about his situation, giving subtle hints on what the player needs to do next.

Points

- *Some sprites might change in the coming phase.*
- *We might add extra obstacles in the scenes.*

Reference

- *https://www.google.com.eg/search?tbs=sbi:AMhZZivoJvRAkeKLIJFwSUxNZW_1dff0wM-0tQRYuISjkB3uKLOP8Mb_1E26Dy-5-6lwjf3xEmiuR3f_1n8VlZzn0Z-W-RBFfboBcNUUWMaq1Paw5GfNzA9jSRFlklT2SIDoSkcgG35SxDxio-KjtNiYI6bffATPmoexrP9Gcd8Sbtk5d9-uE6H7bZNO2DpTDx8NdNPDuLTFOVw-sonji1JxAWsM2Wdg1daSeY4LPKzCjm7YBb428RBomRGOyRCQFCUb0tHfY0QAjKd8E8Dgcy_1KRtk_1i22u7ACil04dTIiP4MaFJlrS7-CFAI0eMc8px0dWwFawqZjG_1pGkyIXdOZ--B8kKRZH4ZsjNw&btnG=Search%20by%20image&hl=en-EG*

- *https://www.google.com.eg/search?tbs=sbi:AMhZZivyk82wSgtNI9zCiBP26V7yT63KKJml943kaSLQAOCSizcP5F2E_175Lx51xM4Fa8NjvP68nGXlMO6h7wefag1fxvCbozGNa6o-1xdQo2ib9aTMxHf_1H0wUyA9Hn1YF2CYbt9TSbFJ61zn3aCkAf3CIiSPgeDo541PLKNEOw8Oj73w2UweTd_1-ZeUhqvEN8QzTd35uNRMxShIAc9Y6tEeRsx53NwP_16mzACKWfir02oyjsQnjhrQMJ1nTiUuIWCliakUiHL_1a_1wxjfmYxWJ7-C1wXuiQ5yCDnMovIlWrApufcOsFXI7J_1klMFfj6LjisNdsU9-6TRLQXFl8Yd2yVEo4RUl2eEA&btnG=Search%20by%20image&hl=en-EG*

- *https://www.google.com.eg/search?tbs=sbi:AMhZZiumBzVtgtbSleMGaZrNT_1F1BcFpWef_1p_1YgxU-LYRaJzhEO0eFL1E4878Kp1GGmiyw6HDpzRYXIdKkXqOOxjJ8siip4ddWuEkMQ8SYlYiN53cd5MqEaj9lOVgfkRHAe1tzMTGtF0hkrZi2i6hzHAtOuDF8rJs3ZYw-ttzXU3um5xhSwYan6r2WbJ_1Dyidox8_1wZr2RUWL5JyCQrQa0thCXXyARzrqvgv3upGcOxsiuXylriH3WA5GF3uQAieBdt7A8i5FaLgAXZR2FkVVUZhWMXQOEa2MbSzOZ5djcolxLHqIHBM8dEpg5c2jFz3ZeLCZTZFDOE&btnG=Search%20by%20image&hl=en-EG*

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