Game design document

Game description:

This game is a two dimensional maze game .The game screen is divided up into equal blocks that represent spaces .Each square on the screen can only be occupied by one thing at a time; either the player, an enemy, or a wall block .Neither the player or the enemies can pass through these wall blocks.

The player will be spawned in a set location with enemies placed around the level in different positions depending on which level is currently active. The wall blocks in each level will be positioned so as to create an interesting challenge for the player to navigate, again depending on which level is active.

The player will lose a life and be returned to the starting position in the level, if the collide with an enemy.

The player has the ability to push the wall blocks upwards, downwards, to the left and to the right, by facing them and pressing a key. Enemies caught in the path of a moving block will be destroyed and the player will earn score.

Game genre:

This game would be classified as a top- down puzzle game in the vein of bomber man, dig dug, and is visually similar to Pac man.

Goals:

The players’ goal in each level is to kill all of the enemies on screen, while aiming to not run out of lives.

Player:

The player has the ability to move in 4 directions; up, down, left and right – provided there are no wall blocks in their way. They can also push a block in the direction they are facing by facing said block and pressing a key (space).

If the player collides with an enemy (occupies the same square as them), they lose a life and are set back to the position they started at in the level

If this occurs and the player has no more remaining lives, a game over occurs.

Enemies:

The enemies have the same movement options as the player, however the will only move in straight lines, then turn back once the hit a wall block.

If an enemy collides with (occupies the same square as), a moving block that the player has pushed, then it stops existing and the score counter is increased.

Progression:

The progression of the player is tied to score, they must earn enough score to progress to each level.