Guudo

OMNI

Systems Wireframes

Version 3.0

Last Edited by Mitchell Sayer

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Contents

Version History

Version 1.0

Added:

Base foundations to documentation. All important details should be carefully read to attain accurate details.

Sections Added;

- Version History
- Movement
- Eating
- Grow and Shrink
- Interact
- Customisation
- Scoring

Version 2.0

Added:

- Radar System

Version 3.0

Added:

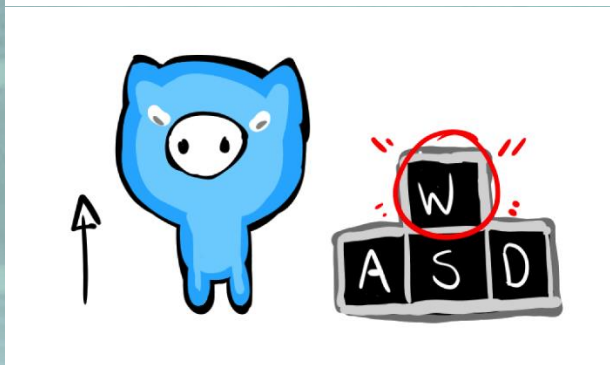- Health Diagrams + Description
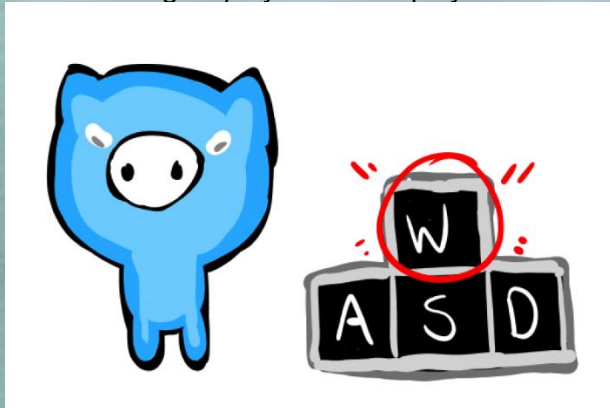- Interact Diagrams

Modified:

- Interact Description
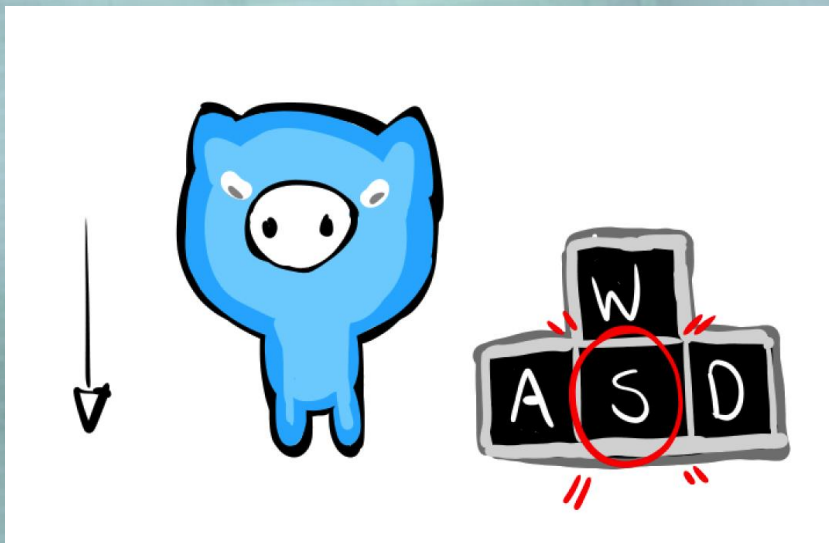
Systems

Movement

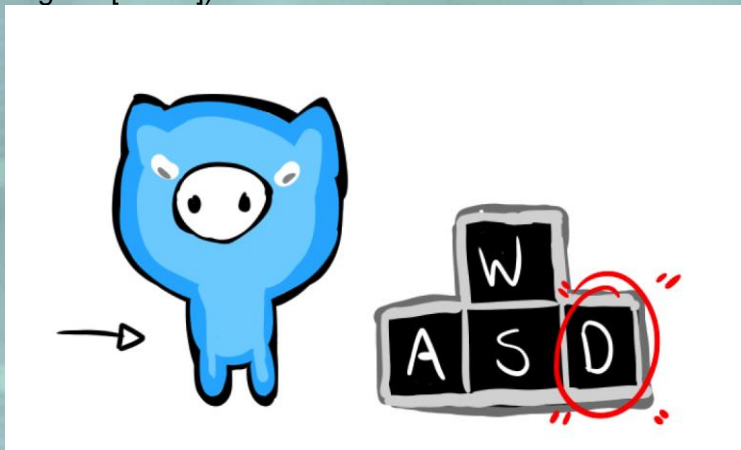The following displays how the player should move around the level

When pressing the W key the player will move forward (0-degrees [North])

When the player presses the 'A' key, the player will move left on the terrain (270-degrees [West]).

When the player presses the 'S' key, the player will move left on the terrain (180-degrees[South]).

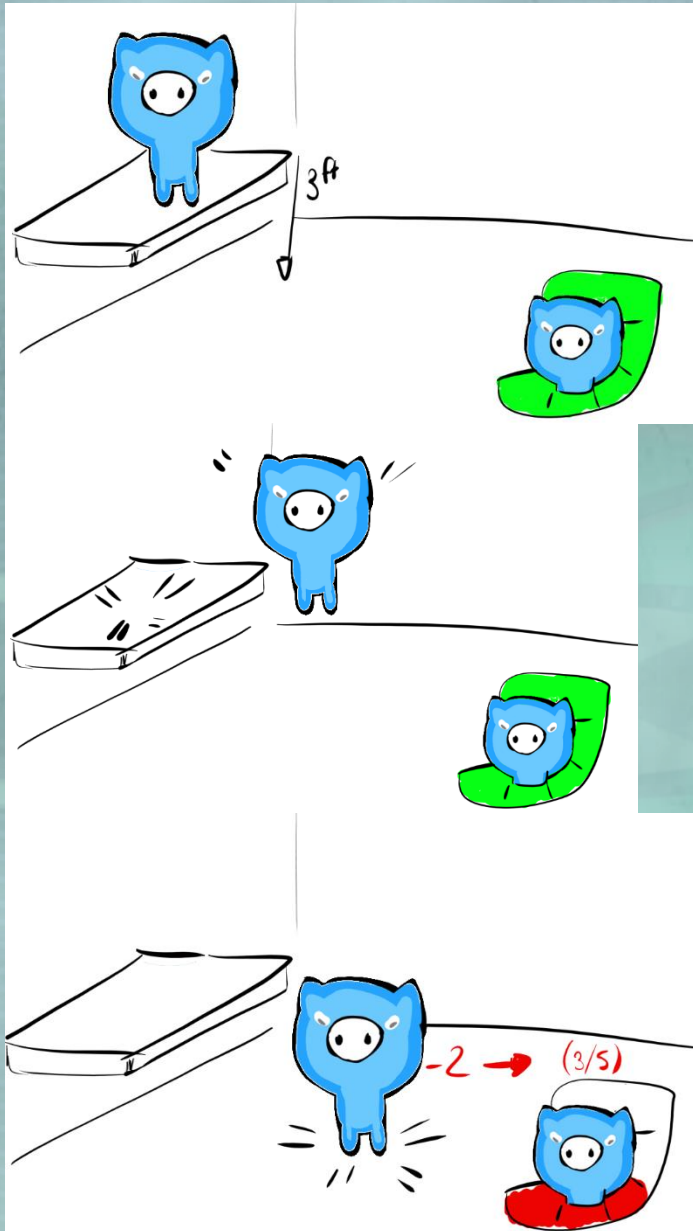When the player presses the 'D' key, the player will move right on the terrain (90-degrees [East])
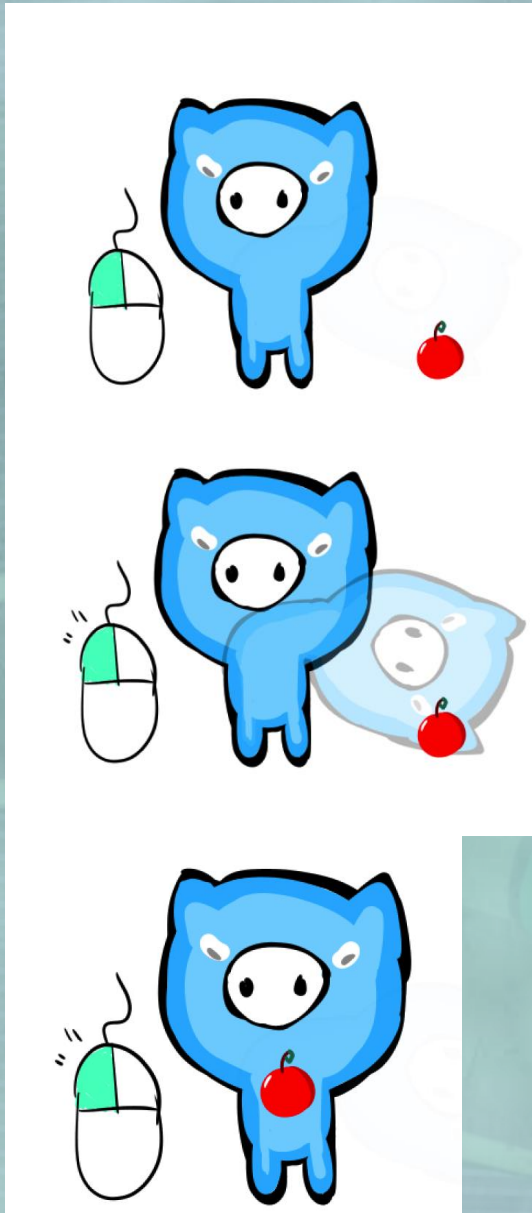
When the player presses 'Spacebar', the player will jump in the air, making it possible to reach higher places they couldn't before.

Health

1. When the player is in small form and falls from a great height they will die/ health bar will and respawn at the start of the level
2. When the player is in normal form and falls from a great height they will decrease 2 from their total amount of health, and the health bar will decrease & change colour
3. When the player is in big form and falls from a great height they will not lose health, instead absorb the damage
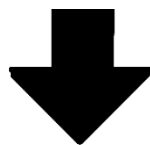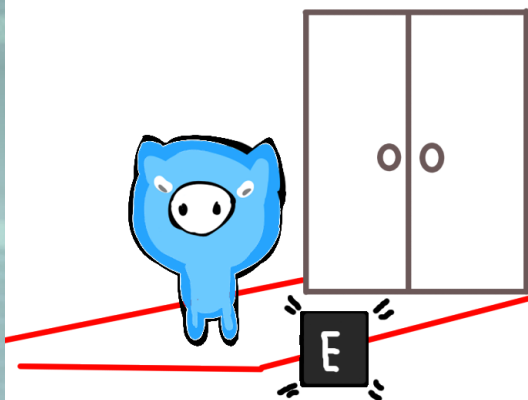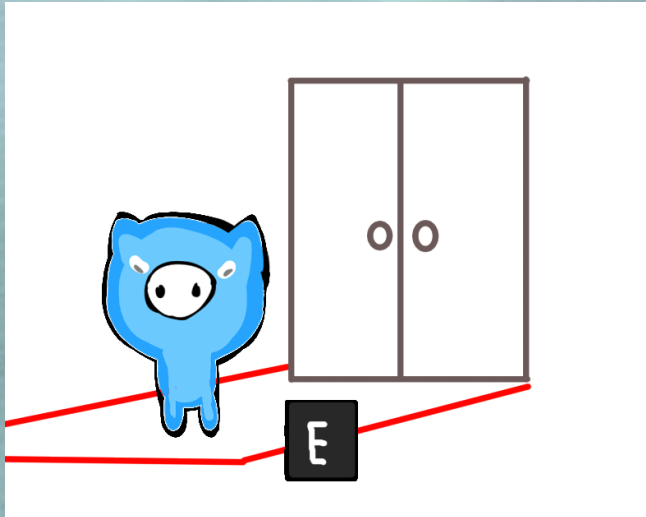
When the player presses the 'LMB' they will eat an edible object. Or will Headbutt whatever is in front of them

Radar

When the player presses 'E' they will send a pulse through the world highlighting any pickups available.
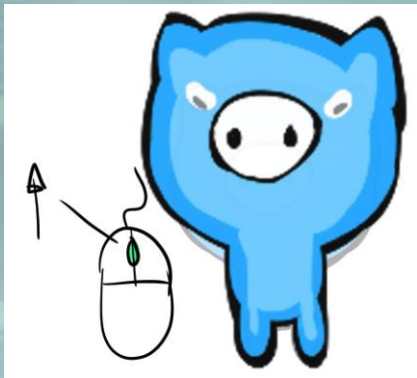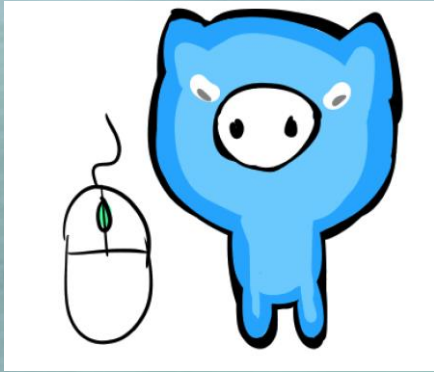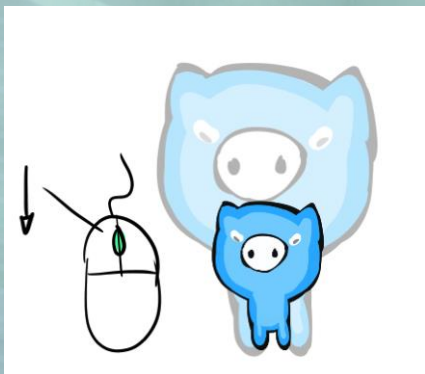
LOADING NEW LEVEL

Pressing E will allow the player to interact with doors to enter a new world.
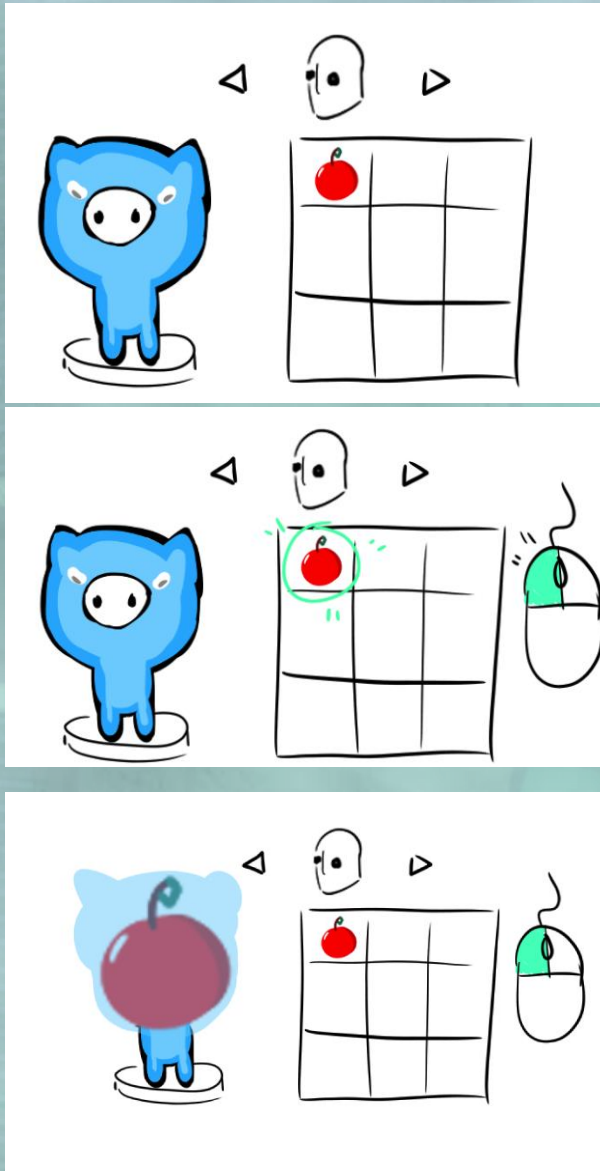
Grow and Shrink

If the player scrolls up on the scroll wheel, Guudo will grow in size, knocking things over and will make a rupture around Guudo.
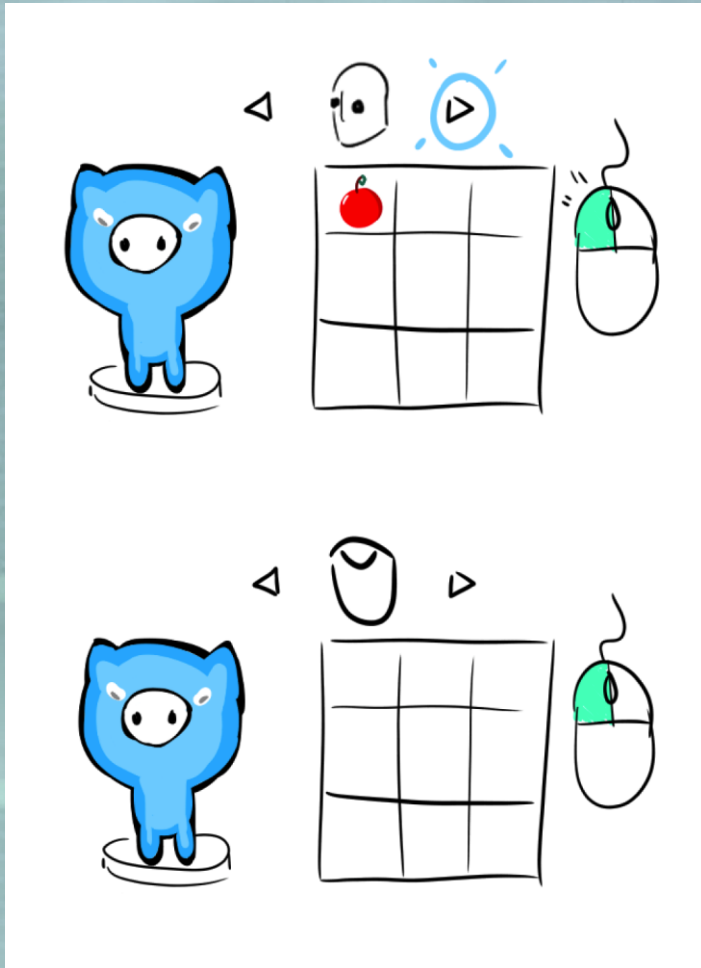

If the player scrolls down Guudo will shrink opening paths to squeeze into, that were once unreachable.
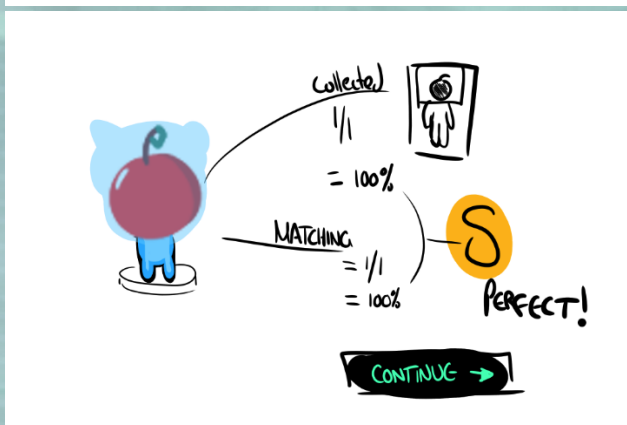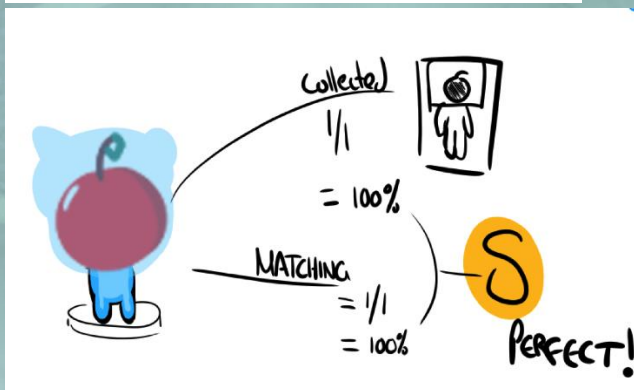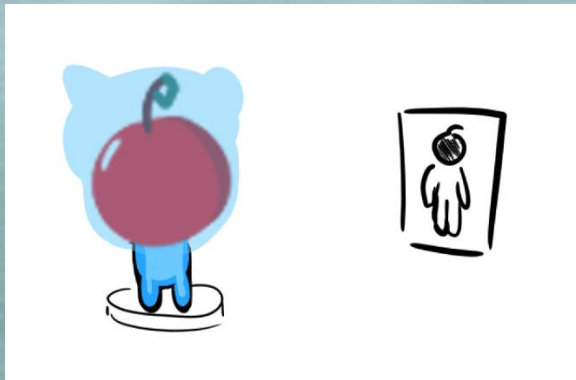
When the player presses an item shown in their inventory they will be able to select the item that was picked up and assign it to its respective position.

The player can click the arrows at the top to change the category of appearance to view any parts they can assign to the new body.

Collected
1/1
= 100%

MATCHING
= 1/1
= 100%

S

PERFECT!

Collected
1/1
= 100%

MATCHING
= 1/1
= 100%

S

PERFECT!

CONTINUE →

Once the player has assembled their body to match the silhouette, they will be scored on their accuracy and how many parts they have collected for the entire body.