

Letter Storm

Game Design Document

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Members: Nabil Lamriben, Paul Pollack, David Lustig, Jeannie Trinh, James Raygor

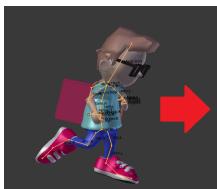
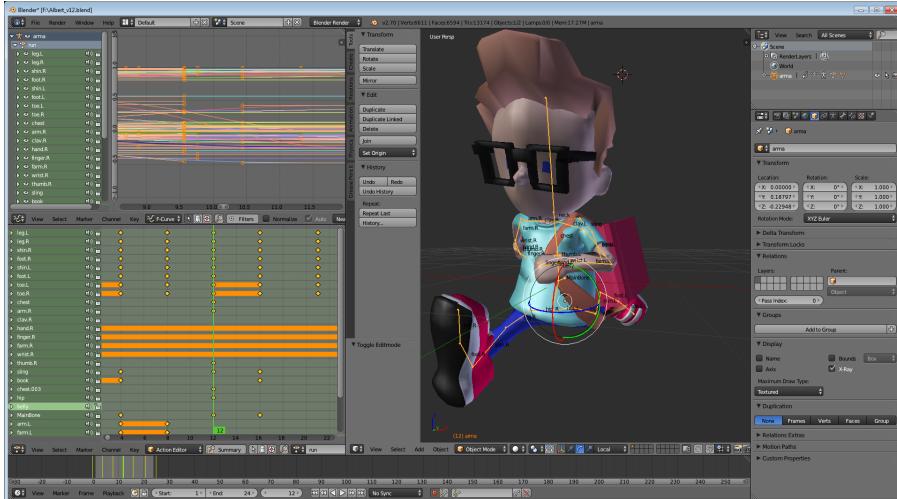




GG PRODUCTION
CREATION



Meet Albert



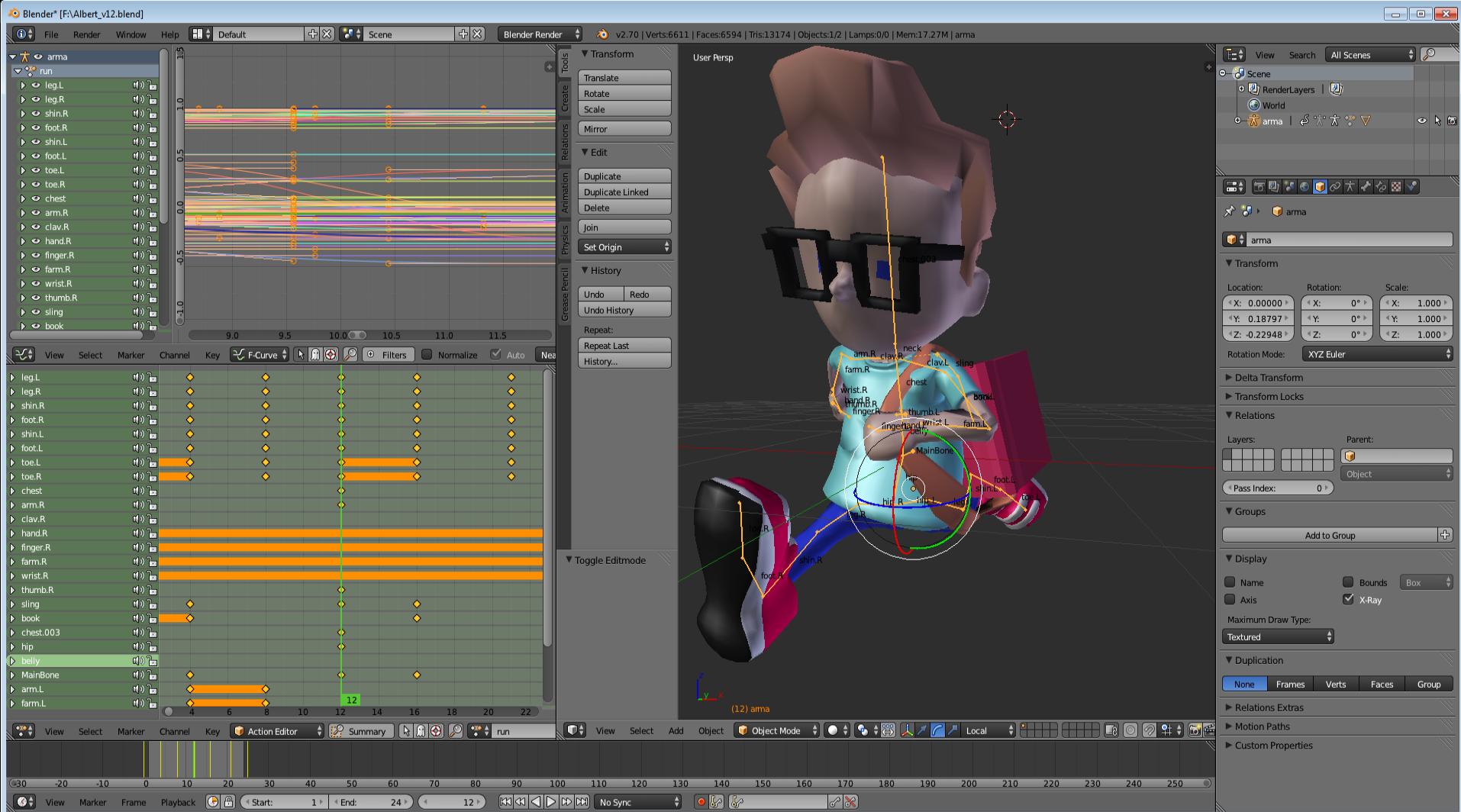
Walk forward



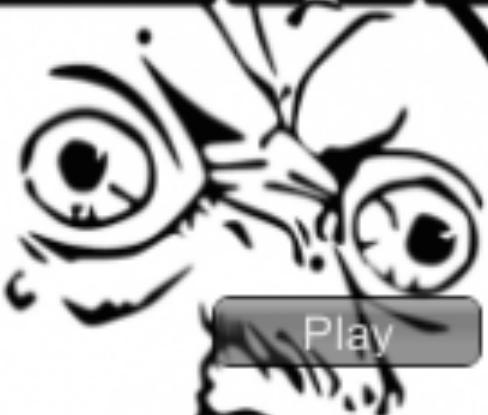
Walk back



Fall



LETTERSTORM



Play

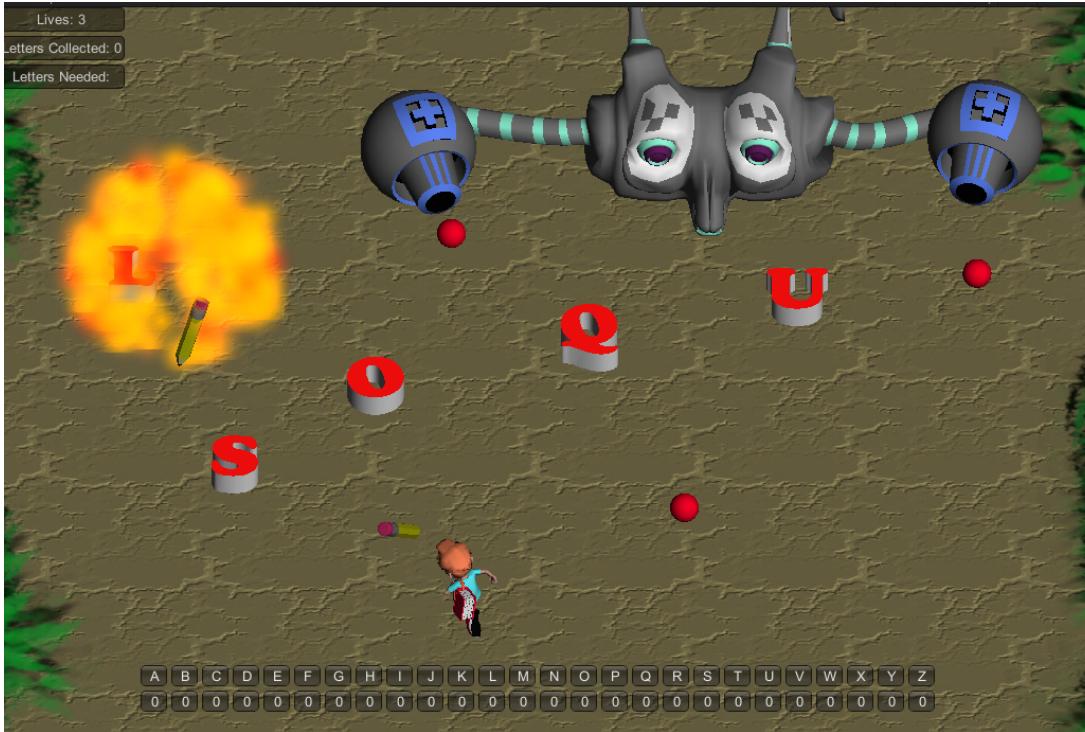
L2 Play

Options

Blank

Quit

Action!



Combat



Projectile Attack

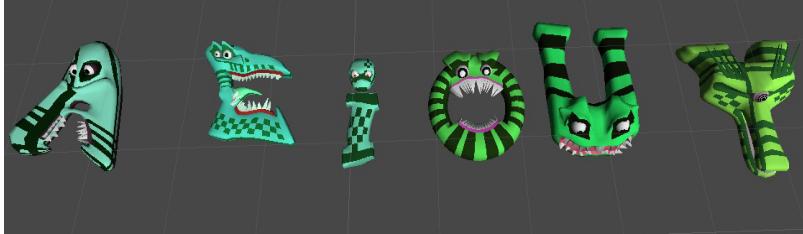


Area Damage Attack

Game Logic

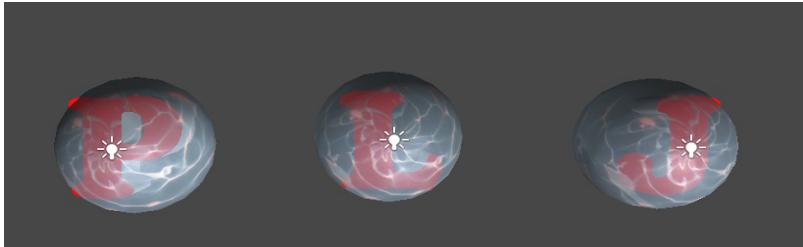
- Enemy Generator
- Spawn Points
- Conditions for Boss Spawn Met?

Enemies



Smart enemies:

The vowels have a complex motion path, and they can throw projectiles at Albert.



Dumb enemies:

The consonants have a simple motion path, and only hurt Albert if he walks into them.



Collectibles:

Both types of enemies drop collectible letters that will be used to defeat the boss.

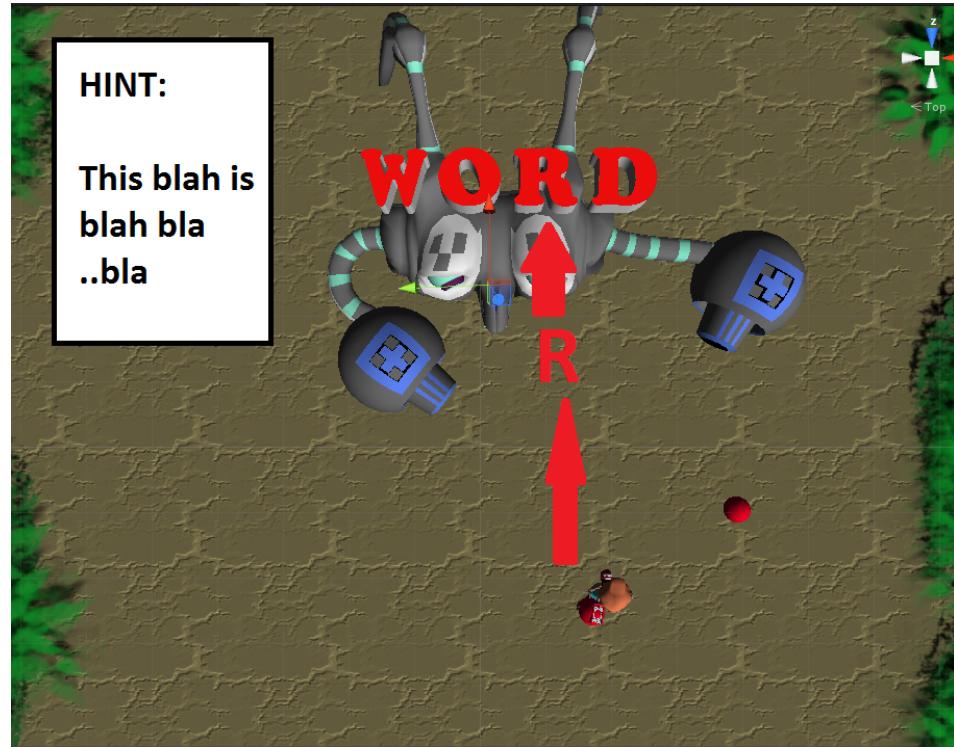
Heads-Up Display (HUD)

- Tracks:
 - Player lives
 - Total letters collected
 - Number of each letter collected
- Select letter in inventory

Lives: 3
Letters Collected: 0



Bosses



HINT:

This blah is
blah bla
..bla

Lesson Management

- Users can create lessons/word sets to learn
- These words are used to generate levels dynamically
- Lesson management screen: functional, not pretty (yet)



Currently In Development

- Most Menus
- Enemy and Boss generation
- Enemy AI
- Entire Alphabet (only subset currently implemented)
- Saving games
- HUD and control scheme
- Graphics

Pick Your Poison

YOU WIN !



Level 1

Next Level

Main Menu

GAME OVER



Insert Coin, to continue playing

Restart Level

Main Menu

Questions ?