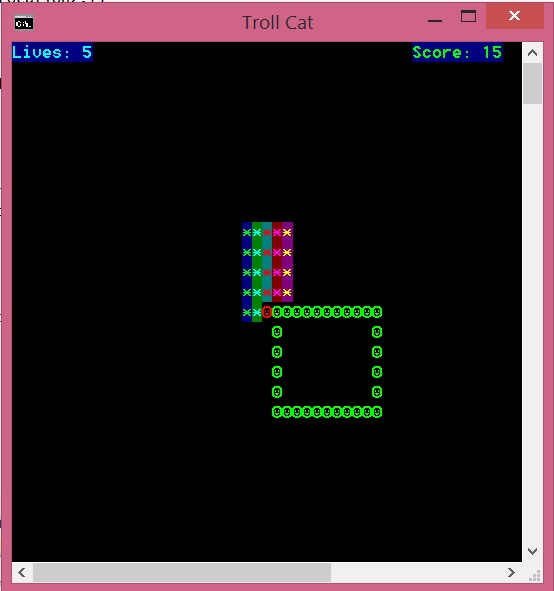
Troll Cat

Official Design Document



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A Game Proposal By:

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Target Audience

* 3 years old and above

Expected Lifetime of Game

- 1 hour maximum

Game Concepts

- Game Concept

- Genre

- Retro 1980s Handheld Game

- Game Goals

- To allow players of the modern era experience the previous era of gaming

- Have a very basic understanding on cat behaviour (ie. Cats get excited easily over moving objects)

- References

- Cat behaviour

- Laser pointers

- Octopus (1980s game)

Story

- Genre

- Classical LCD game

- High Concept

- Players will play with the cat using their laser pointer.

- Synopsis

- You decided that it is time to play with your cat. Using your laser pointer, you attract its attention with its bright light. Pulled by its magnificence, it starts to chase after it and it is up to you to keep it occupied by avoiding its impulsive attacks.

Gameplay

- Overview

- This section elaborates on general mechanics of the game.

- Abilities and Controls

- Basic Controls

- Directional pad to move the laser pointer

- HUD

- Number of Lives is displayed on the top left corner of the screen

- Current Score is displayed on the top right corner of the screen

User Interface

- Overview

- Four main UI screens will be used throughout: Title, Play Game, Options and Exit Screens.

- Title

- This screen will host the following options: Play Game, Options and Exit screens.

- User is expected to enter a number to define the choice given.

- Play Game

- This screen is the main gameplay of the game. The player will get to play the game until he loses all his lives or he decides to quit the game.

- Options

- This screen will lead to the following options: Difficulty Level and Number of Lives

- Difficulty Level leads on to three available difficulties: Easy, Medium, Hard

- Easy will provide a starting multiplier speed of 0.5x and progress by 0.1x per 20 seconds

- Medium will provide a starting multiplier speed of 1.0x and progress by 0.1x per 20 seconds

- Hard will provide a starting multiplier speed of 1.2x and progress by 0.1x per 15 seconds

Technical Design

- Making use of Visual Studios 2010 to program all the mechanics needed

- Use ASCII symbols to represent certain artistic features

- Animation

- Overview

- Console type, dots and squares style

- Frames per second

- Expected amount of frames per second is 5. Certain flickering effects are expected but it should not affect the gameplay adversely.

- Rewards

- Overview

- The score is increased by each second.

- The cat paw will move

- Camera

- Overview

- Camera angle is generally deemed to be overhead.

- Sound

- FX

- One beep sound to alert incoming attack

- Two beep sounds when player gets hit

- Lower-pitched beep sound when player moves

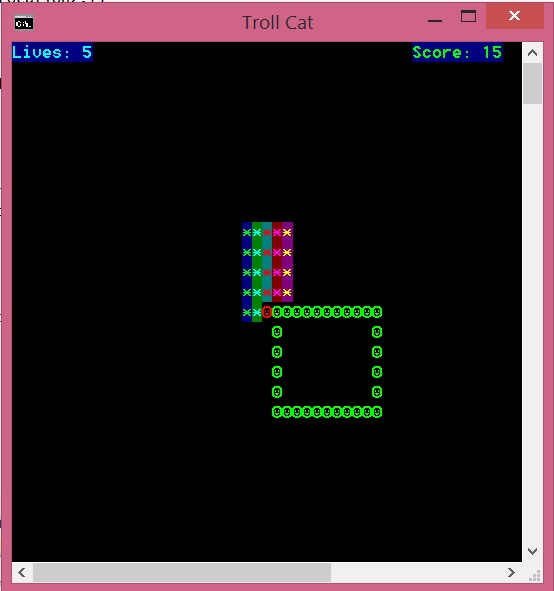
- Development

- Overview

- The development of the game is documented in this section.

- First Phase

- This is when our game production was in its early stages. We established the fundamentals of the game here.



* Red dot = Player’s position
* Green square = Danger zone
* Coloured square = Dead zone (players cannot access this area)
* Second Phase  
  - The game mechanics and aesthetics have been improved.



* Game Over screen
  + We also included the “Game Over” component when all lives have been depleted

