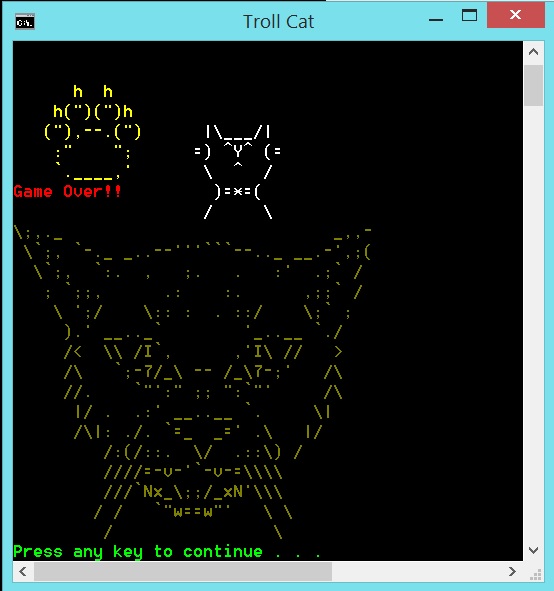
Laser Cat

Official Design Document

//insert the most updated picture here



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A Game Proposal By:

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//Please add in a content page to show what is where. This part should be done last.

Target Audience

* 3 years old and above

Game Concepts

- Game Concept

- Genre

- Retro 1980s Handheld Game

- Game Goals

//If there are any more goals you can think up of, please write it down but keep it concise

- 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

//any additional references available you may add it here

- Cat behaviour

- Laser pointers

- Octopus (1980s game)

Story

//you may want to add in a picture to illustrate the general idea of this ‘story’. A comic will do

- 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

//you will want to help update this component too based on the latest game updates.

- Directional pad to move the laser pointer which is represented as a red dot or a red “0”

- HUD

- Health Points is displayed on the top left corner of the screen

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

User Interface

//Be sure the information given here is correct to the final update. Otherwise, add/delete the lines to make the info here correct

- 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 health points or he decides to quit the game.

- Options

- This screen will lead to the following options: How to Play and Highscores

- How-to-Play screen will provide a general set of instructions to assist the player in learning how to play the game.

- Highscores screen will provide a set of data related to a names of player and their corresponding score

- Exit

- This will allow the player to exit the game if he chooses this screen.

- The player will be given a prompt to reconsider his option.

Technical Design

//Same instruction as User Interface. Any additional features that I have missed out please add in

- Overview

- To create the game, we made use of Microsoft Visual Studios 2010 and Notepad programs

- Microsoft Visual Studios 2010

- The bulk of the programming has been done in this platform.

- Making use of the provided framework (SP1), we worked on the codes related to game mechanics and dynamics

- Notepad

- Text files is used to help print out aesthetics-related material for the game

- It is also used to save critical data to display the Highscores should the player want to view it.

- Animation

//Update this section to the latest version

- Overview

- This section elaborates on the animation schemes used in this project

- ASCII Art

- Codes related to the ASCII family is used to provide visual appeal. Most art is related to the cat with the exception of the player’s laser pointer

- Colour Coding

- Colours are used to help indicate the current game status to the player.

- User Interface

- A set of colours was chosen to help identify Health Points and Score. Every second in game will give the player 1 score point

- If the player gets hit by the cat tail or cat paw, the Health Points will deplete for as long as it is in the hit zone.

- 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

//Given that there are power ups, you may want to add in these features here. Be sure to provide sample screenshots about this component

- Overview

- The score is increased by each second.

- The score can potentially be influenced by certain power ups

- The cat paw will move at random positions of the game space in a progressive manner.

- Power ups

- There are three power ups – Health, Immobilize and Invincibility

- Health adds current health points to player by 10 but is capped at 50 health points at any one time

- Immobilize will force the player to freeze on the spot but will have their score drastically increased.

- Invincibility will allow the player to move anywhere and ignores any damage received by cat tail or paw. Lasts for 2 seconds.

- Camera

//this component may be redundant. It is up to you whether you want to keep this or not.

- Overview

- The camera angle is considered to be overhead. It is not adjustable.

- Sound

//this component is outdated. Please update it accordingly

- FX

- One beep sound to signal successful movement of player

Directory

//this section needs to be filled up on where you can find what. This component is necessary.

* Overview
  + This section contains information where the files are located
* …..

- Development

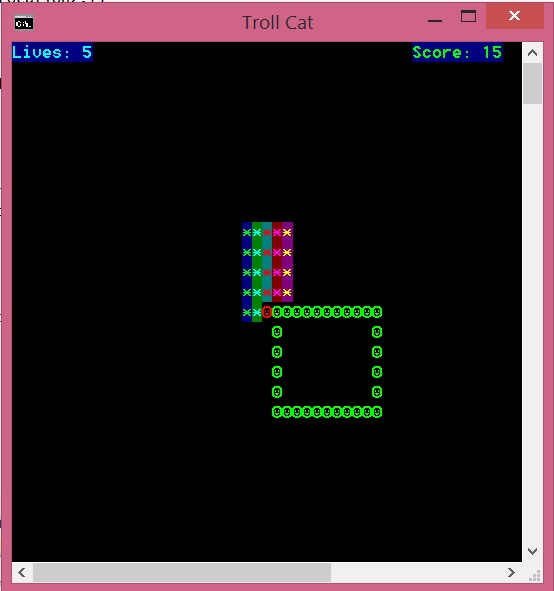
//this component may need some updating. Do provide a set of pictures of our progress based on days. If that is too much, you may provide pictures of progress in a gap of 2 days (ie. If you placed Monday screenshots, the next phase set of screenshots should be from Wednesday and so on.) Please provide a brief description of everything here. If you run into issues, please let me know.

- Overview

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

- First Phase

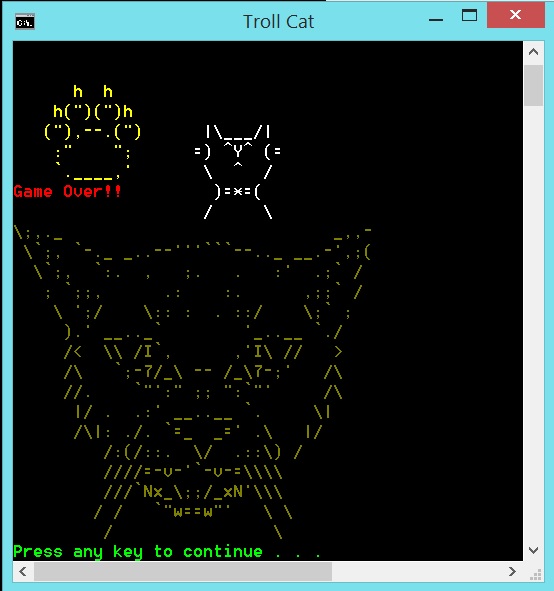
- This is when our game production was in its early stages. We established the fundamentals of the game here.



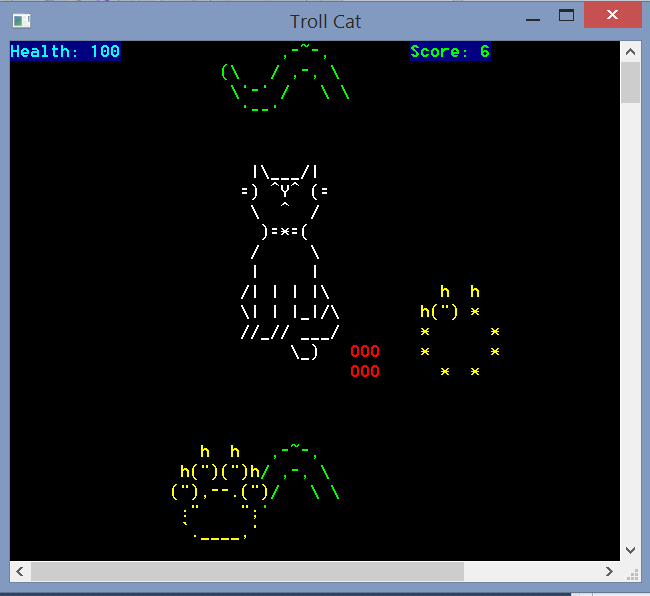
* Red dot = Player’s position
* Green square = Danger zone
* Coloured square = Dead zone (players cannot access this area)
* Second Phase  
  - The game mechanics and aesthetics have been improved.



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



* Phase 3
  + The general sense of difficulty and the indicator for player’s life has been changed and increased.



Game Guide

* Overview
  + This section will provide some information to help players to get started.

To add:

1. Quality Assurance – what do we do to ensure that our game will consistently perform at its peak
2. Reviews – What some of our GDT friends say about our game. Good and bad, all should be included
3. Game Guide – What a player NEEDS to know before we play the game. This component is critical for those who see this game for the first time.
4. Any additional content – What you need to know can be referred to in the sample GDD given in POGD assignment 3 package.

Note:

1. Ask and ask often. If you do not know how to deal with certain parts, please let me know and we will work out a solution.
2. Don’t be afraid of mistakes. What you think is valuable may not be the case with the rest of us. In such situations, be sure to justify your actions if you really want it in there.
3. Game Guide is best kept concise. If you can’t do it, just do whatever you can first and leave the rest to trim it.