Troll Cat

Official Design Document

Copyright 2014 Team FOL

A Game Proposal By:

,

140522J Almeda Glenn Paolo Maestro,

143182M Toh Yi Fun Troy,

142471B Brandon Tan.

Target Audience

-

Expected Lifetime of Game

- Multiplayer

-

Game Concepts

- Game Concept

- Genre

-

- Game Goals

-

- References

-

Story

- Genre

- Classical LCD game

- High Concept

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

- Synopsis

-

Gameplay

- Overview

- This section elaborates on general mechanics of the game.

- Combat System

-

- Abilities and Controls

- Controls

- Basic Controls

- WASD movement/Directional pad

- HUD

-

Game Modes

- Single Player only

-

User Interface

- Overview

- Five main UI screens will be used throughout: Title, Multiplayer and Option Screens.

World / Environment

- Overview

-

- Elaboration of world

-

- Treasure

-

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

- Rewards

- Overview

- Camera

- Overview

- Camera angle is generally deemed to be overhead.

- Gameplay camera(s)

- Sound

- FX

- One beep sound to alert incoming attack

- Two beep sounds when player gets hit

- Lower-pitched beep sound when player moves

- Additional Features