

FURRY FUNTIME

Game Design Document

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1 Game Development Team Members

PRODUCER

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PRODUCTION MANAGER

Michael Grimsley

PRODUCTION COORDINATOR

Michael Grimsley

GAME DESIGNER

Michael Grimsley

SYSTEMS/IT COORDINATOR

Michael Grimsley

PROGRAMMER

Michael Grimsley

TECHNICAL ARTIST

Michael Grimsley

AUDIO ENGINEER

Michael Grimsley

UX TESTER

Michael Grimsley

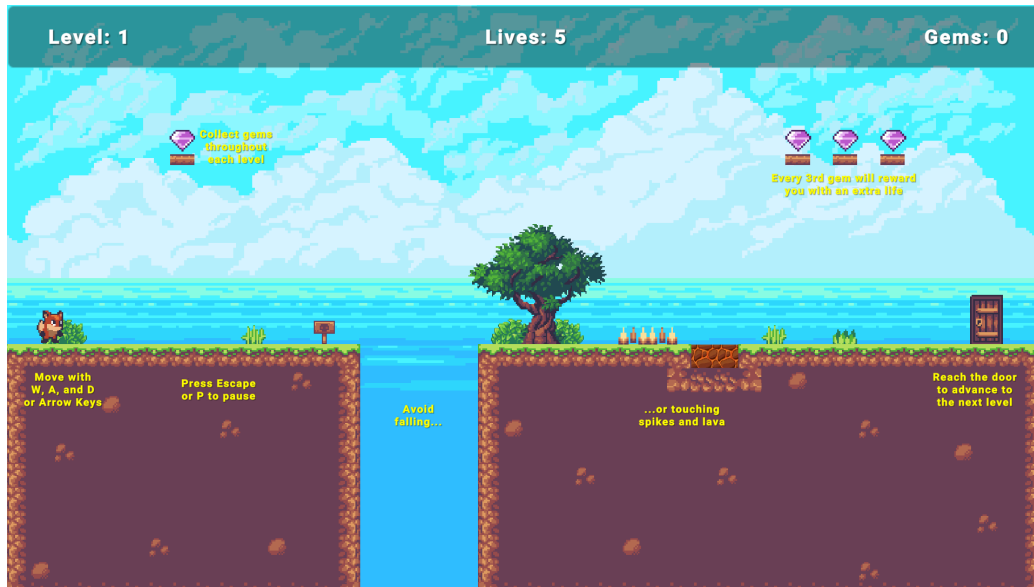


Figure 1: Level 1 Tutorial

2 Objective

Navigate levels by avoiding obstacles such as spikes and lava. The end of each level is marked by a door. The player begins the game with 5 lives. Contact with a dangerous obstacle will result in the loss a life and spawn the player at the beginning of the level. Dying with no lives left will trigger the 'Game Over' screen, requiring the player to restart the game at level 1 if they wish to continue. Gems are scattered across the levels. Every 3rd gem obtained will grant the player an extra life.



Figure 2: Game Over Screen

3 Genre

Single-player Platformer.

3.1 Inspiration

Level design and game mechanics inspired by popular platformers Super Mario and Bloody Trapland.

4 Controls

Move left with the 'A' or '←' keys.

Move right with the 'D' or '→' keys.

Jump with the 'W' or '↑' keys.

Pause with the 'ESC' or 'P' keys.

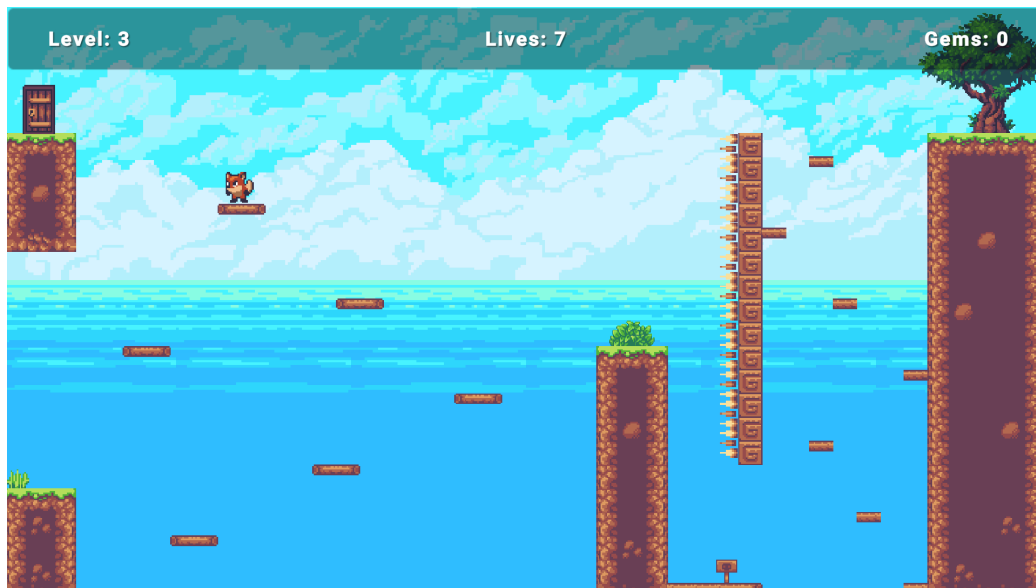
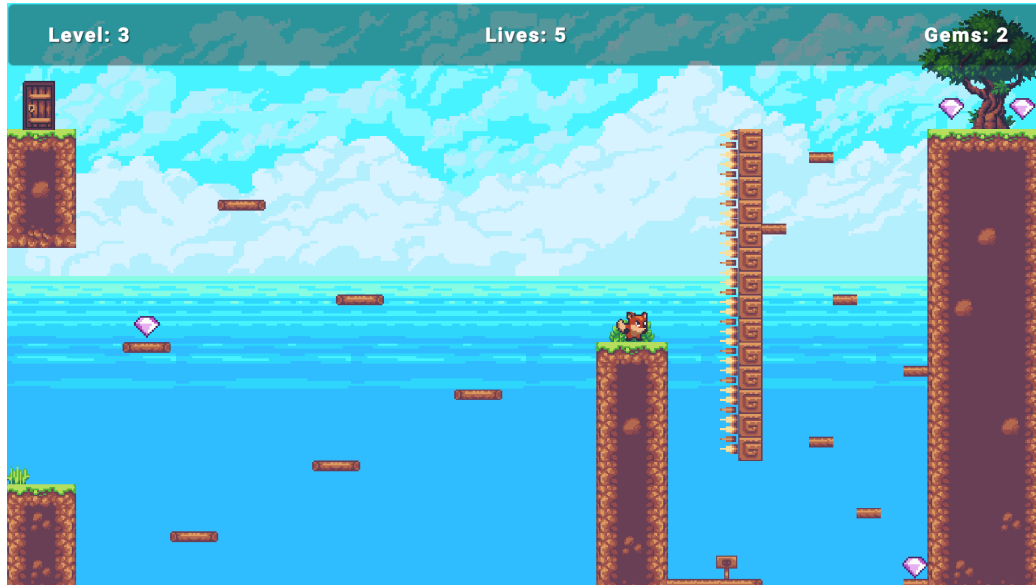


Figure 3: Sample Gameplay

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5.1 Scripts

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5.2 Art

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5.3 Music

Grimsley, M. 2021. background.mp3.

6 Wishlist

- Add more levels
- Add death animation
- Fix falling animation bug

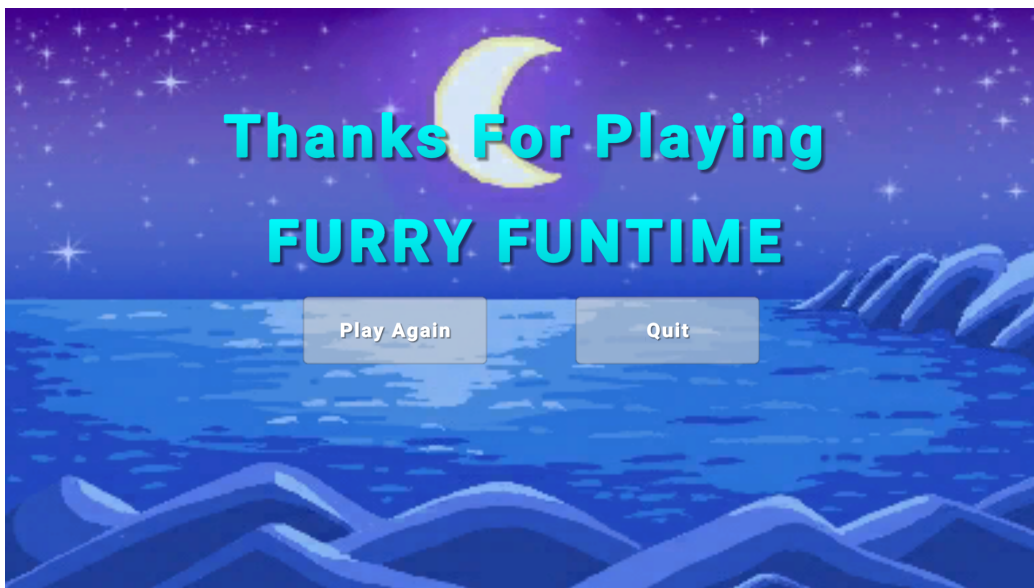


Figure 4: End Game Screen