

# Final Game Document

## – Dimension Kid

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Game Name: Dimension Kid

Genre: 2D Platformer, Puzzle

Game Description (short):

Dimension Kid is a 2D platformer where the goal is to reach the door of each level.

Game Description (Long):

Dimension Kid is a 2D platformer that requires you to jump onto different platforms to reach the door of each level. The catch is that not all of the platforms will be visible to you from the start. You must collect apples in order to obtain the ability to switch scene color to gain a new perspective and reach the door. Some of the levels are designed to be as simple as jumping to each platform, switching in the meantime, to a little more puzzle solving.

Since this game is a platformer, I didn't want to add any momentum to the characters movements. I figured the character sliding would have made the game a little too difficult to land on the platforms. So, I coded the movement so that it's tight with the controls. Soon as the key is pressed, the character moves; and when the key is let go, the character stops.

For the tutorial level, I made a simple jump from platform to platform to reach the door, while switching between scenes in the process. Level 1 is the only level that has randomly generated levels. The levels were stored as prefabs where they're placed into an array. A random number generator picks between 0 and 1, because there are only 2 prefabs, and loads that level. One of the levels is another simple jump from platform to platform to reach the door. The other level was one that required a bit more thinking about where you had to jump out of the black platform from the starting platform. When you collect the apple and immediately switch. You'll land on a platform above the door, but you won't be able to reach it. So, the trick was to switch the scenes just after passing the above white platform. Level 2 is the only level that has moving platforms, rotating in a circle. There is an apple near the center of the platforms. So, the player must somehow get the apple without falling off the screen. The last is another jumping between platform to platform but this time, the player is being chased by a spiked wall that moves slightly faster than the player.

When designing the game, I knew I wanted to use basic control schemes where arrow keys were used to move left and right, while the space key was used for the jump. The shift key is used to change between white and black scenes, whenever they have the correct number of apples to do so. I didn't add a little tutorial description of the control schemes to the game, so I wanted to make sure to use keys that are used a lot in PC gaming. Using WASD, as the

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movement keys would've felt a little off since primarily one hand would have been used to play the game.

I created the sprites using a free software called Piskel where it's primarily only for creating pixel art. It's not a very robust software, but it's enough to get the job done. For the design of the game, I wanted it to make it look too simple, just to save time for making the game itself. I added little touches to the bottom of the platforms that kind of add a little eerie touch to it. I wanted to go with black and white color scheme because it seemed the most differential of the two and they're colors that complement each other in certain ways.