May 17, 2019

AM Class

*RoboHeist* Game Design Document:

**Introduction:** RoboHeist is 3D, cartoon-ish, 3rd person view game taken place in a facility.

**Game Analysis:** A small robot is sent into the facility to steal a powerful core which will give the robots infinite power. The robot will have to collect heavy items and batteries in order to power the doors, you’ll view the robot through the facility’s cameras.

**Game Description:** This is a 3rd- person, 3D game. The objective of this game is to roam around the facility looking for a powerful core while also collecting heavy items to power the doors, while navigating using the facility’s security cameras. While looking for the core, you’ll witness powerless robots spread around. The games theme is overall a cartoon-ish vibe with whacking posters plastered around.

**Game Atmosphere:** In this game the style or art of this game is a semi-3D cartoonish style. The start and pause menu are pixel art workers made in Piskel as well as the winning scene. The robots and the items are made in a program named Blender. These items are meant to look 3D and stand out during the game. Objects such as pencils, the robots, donuts, etc… were made in Blender.

**Game Play:** When opening the game the first thing that pops up is the menu scene. If you start a new game a screen will pop up where it tells you how to play and how many ounces you’ll need to open doors. The controls when playing is WASD or the arrow keys. There’s 1 winning scene and no losing scene. This game is fun if you just want to mess around with the green robot or if you are looking for something new.

**Key Features/ Selling Features:**