

Design Document
Last Edited: 3/29/2016
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Concept

Initial idea: *Continuous running game with platforms made out of music*

Expanded:

Make a multi-level continuous running platformer game with enemy fire created by music and more difficulty with each new song

Simplified:

Make a continuous running game with the platforms/enemy fire made out of music

Music

- She: Coloris (2:35)
- SomethingUnreal: XP Sounds (1:54)
- Megaman Unlimited OST: Divide by Zero (1:58)
- Detektivbyrå: E 18 (3:25)
- Undertale OST: Spider Dance (1:46)

Art

Simple geometric shapes

Player: Circle, so I don't have to worry about rotating a square when in flight

Player: Bright blue player dude/ette

Running, jumping, dead animation (currently WIP animations) 4/5/2016

Projectiles: Triangles, they look sharp

Color scheme: Bright colors



Code

Tools & Libraries

Goals Timeline

1. Get the Player on screen and moving right
2. Get audio data to make projectiles
3. Get Player to jump and move forward and backwards
4. Create obstacles
5. Hard code difficulty

Updating Timeline

- 3/29/2016
 - Start the Design Document
 - Find music
- 3/30/2016
 - Palette and Art Decision
 - Code Work
 - Found a base source:
<https://github.com/ekelokorpi/panda.js-engine-games>
 - Found a tutorial?
<http://blog.sklambert.com/html5-game-tutorial-module-pattern/>
- BREAK 3/31/2016
 - All nighter
 - So using boomshine version is just breaking everywhere so...Restart
- Restart 4/5
 - Game modules
 - http://eloquentjavascript.net/10_modules.html
 - <http://buildnewgames.com/js-game-code-org/>
 - Art
 - Player Art: Change
 - Jump, run, dead animation (media/player.png)
- Phaser download