Akrobat Design Document

# The Story

The Akrobat is alone in her world. Everything is designed around her, the ground for her to traverse, the guns for her to hold, and the other beings for her to be challenged. However, she cannot experience anything by herself. She is merely a shell to be experienced through. Her job is to allow someone from the Outside to control her and experience a glimpse of what her life may be like if she was autonomous herself.

The world is finite, constructed from points in space for no purpose besides facilitating the endless game that is the Akrobat’s life. Neither the Akrobat, nor the other entities realize this, nor could they possibly. However it is important for an Outsider to understand so she can prepare herself to execute maneuvers that may not seem intuitive in her Outside world.

Outsider, do not be fooled by the bright colors or abstract designs. The Akrobat’s life is difficult, according to the standards of your world. Please tread carefully.

# The Idea

I wanted to make a fast pace first person shooter based on wave defense. I am not as good with Coroutines as I am with other elements of coding, so I wanted to try to test my skills with this project by making a game that was largely dependent on timing.

There would be multiple guns to choose from of different types; this way the player can pick whichever one she wants to use for any given situation. However, the enemies are designed such that there is a superior weapon to handle each one. The job of the player is also to figure this out through play.

The enemies range in heights, health, speeds, and damage. To create a trend of difficulty, the faster and smaller enemies are spawned in later rounds, as these are often the hardest ones to shoot according to my friends who played the game.

The player is also able to perform a variety of moves, such as crouch jumps and wallruns. This is to allow the player creative ways to move through the level to avoid the enemies.