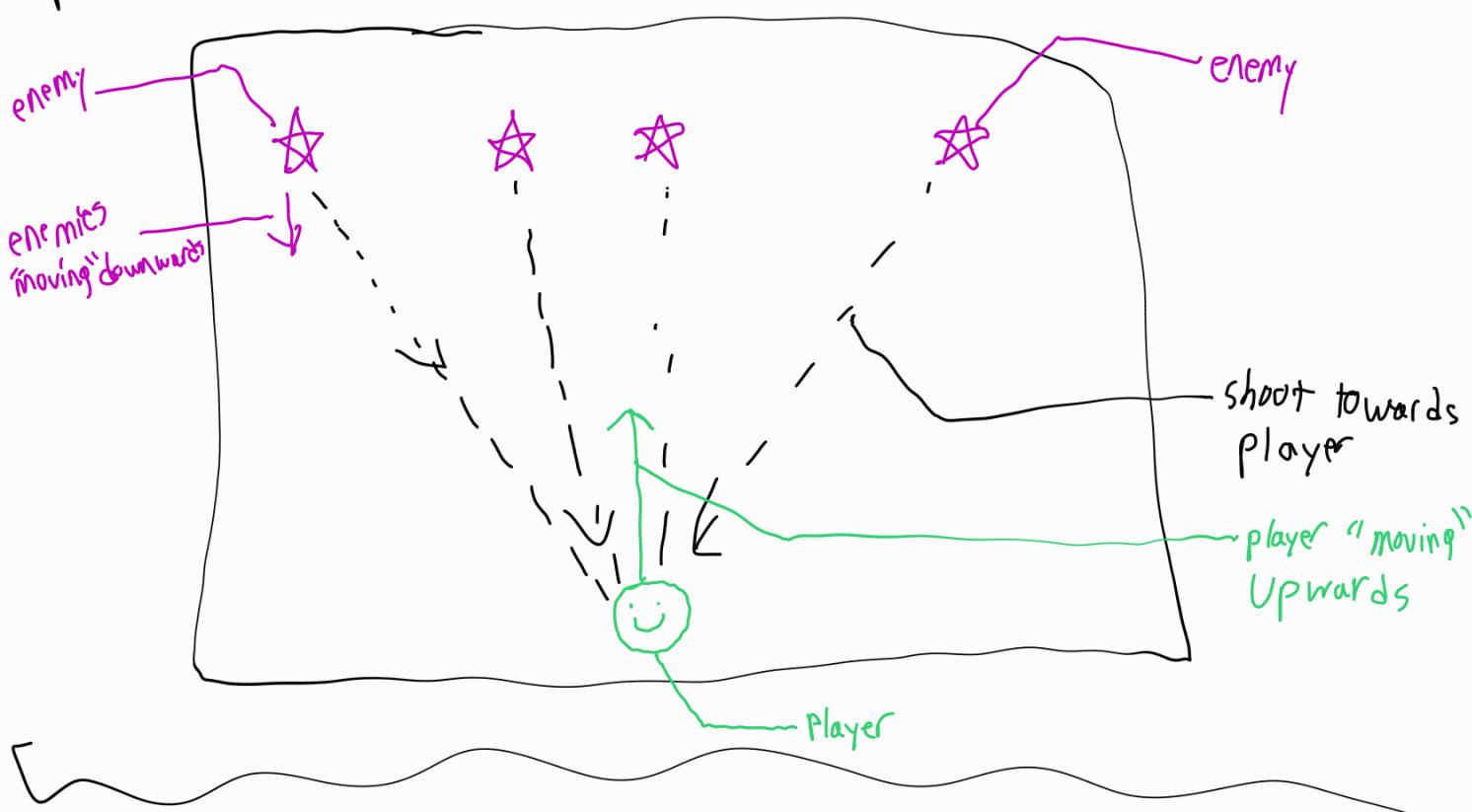
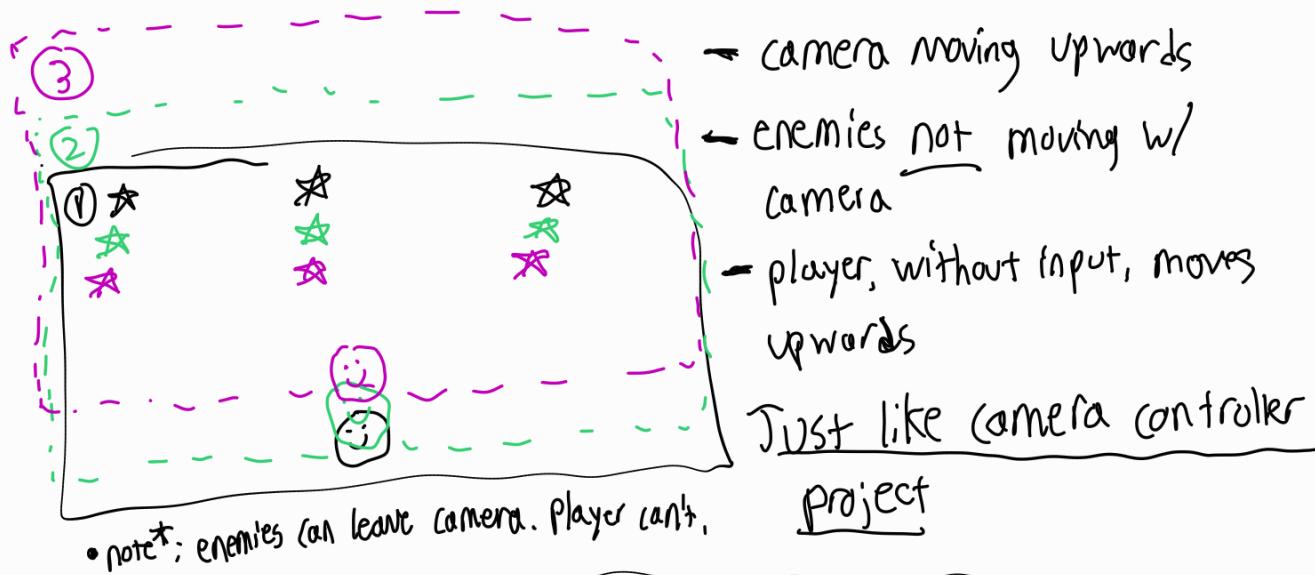


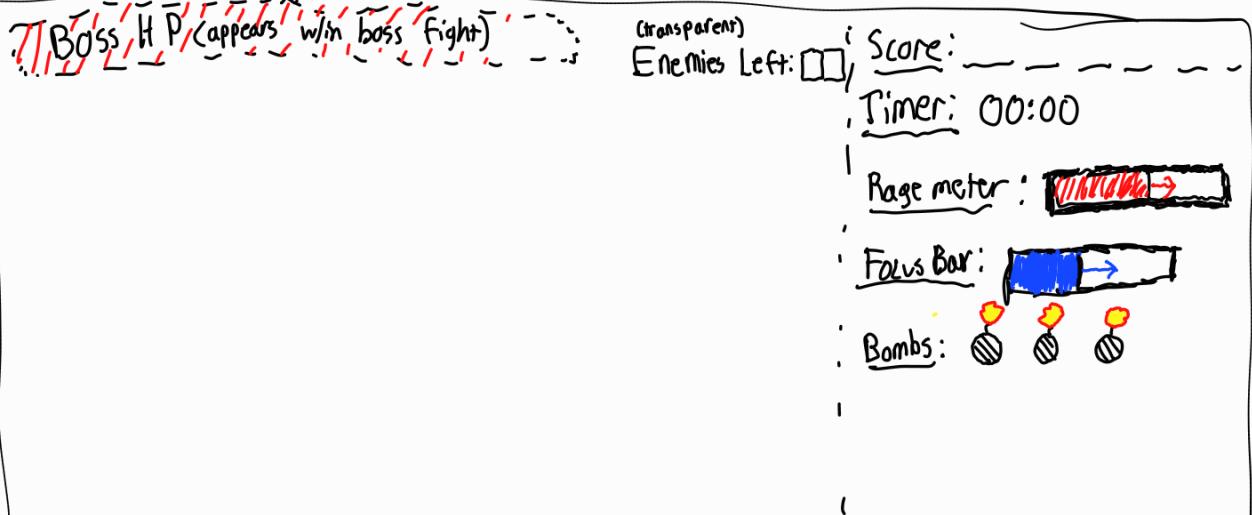
## Position of gameObjects



camera

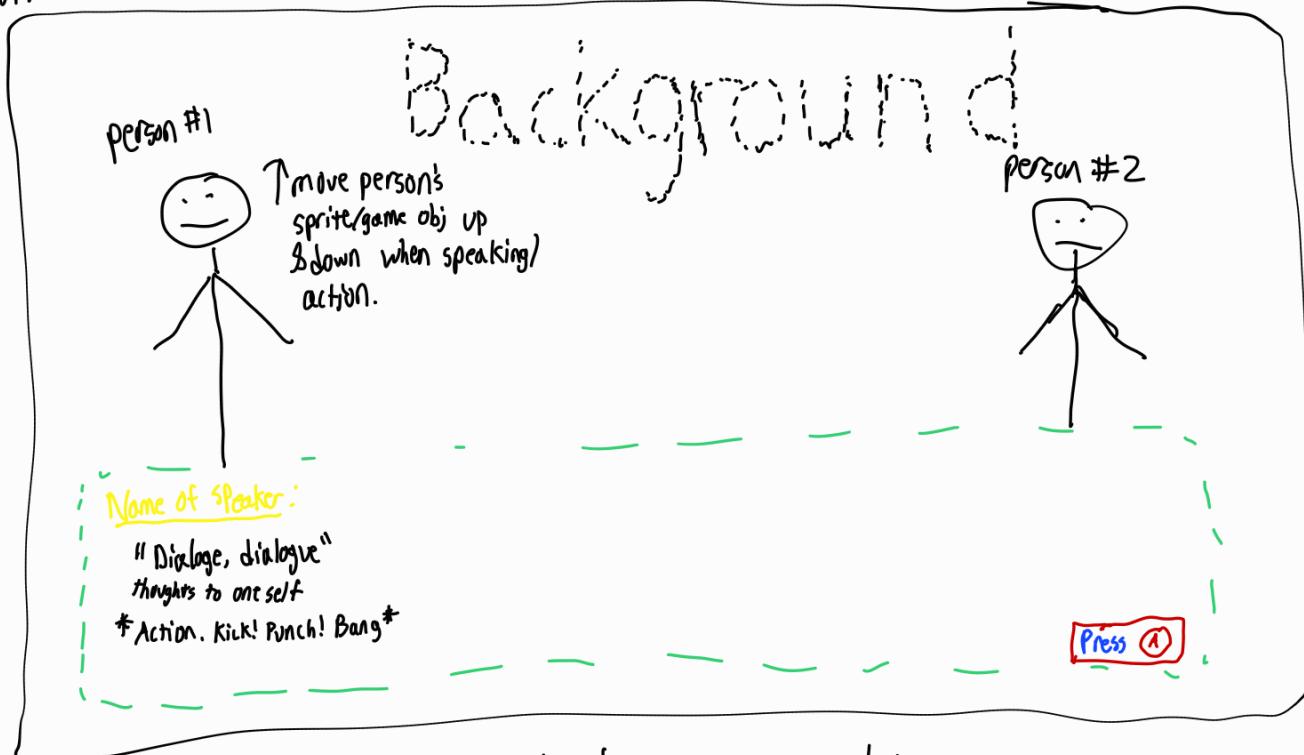


VI





Dialogue / Plot representation  
(the visual novel section of the game)



Notes: More work may be required depending on plot.  
This may include music change, cutting to black, greyscale  
for flashbacks, characters shifting expressions, and/or  
sound effects.

## Audio requirements (music/SFX)

Note: Will require more as project continues

### Music

- Music for boss fights
- Base level music
- Music for dialogue
- Menu music
- Plot twist, scary music

To Be Continued ...

### SFX

- Rats squeaking SFX
- Player hit SFX
- Player fire SFX
- SFX for next dialogue
- SFX for selecting button in menu
- SFX for boss moves
- SFX for focus mode
- SFX for heart meter
- SFX for locker door slamming shut
- SFX for slow footsteps
- SFX for car breaking
- SFX for door shutting

- SFX for cat paw sound
  - SFX for loud footsteps
  - SFX for bomb activation
  - SFX for death
  - SFX for victory
  - SFX for death screen
- TO be continued ...



## Player abilities

Fire



- fires at certain speed
- Damage
- Despawn when reaching edge of screen

Play fire SFX

H P



decrease by

1/4 heart on Easy

1/2 for Intermediate

3/4 for Advanced

1 for Master

3 for Hell difficulty

} for any and all projectiles  
contacting player

• Play hit SFX

## Focus: Slows everything

• Focus bar decreases while active

• Focus only triggers when full  $\&$  by player input (hold button for as long as they want)

> slowly recharges over time

> fills by 25% if player is hit

> focus bar shown in UI

• Play focus slowdown SFX

• Focus amnt, recharge, & other metrics to be adjusted by Game tester

## Rage

Similar to focus bar, but also not

• Play Rage SFX

• when full, player fires projectile. Resets to 0.

• triggered by player input

• fills over time

• decrease by 25% if not full & player is hit

• amount shown in UI

## Bomb

• do not recharge

- only 3 (up to game tester) per level
- shown in UI
- destroys all enemy projectile in certain radius from player
- triggerable by player
- play bomb SFX

### Roll

- Player has invincibility frames
- Projectiles travel through player
- no damage taken
- Player has a burst of speed, but slower for a few moments afterwards (prevents spam).
- no limit

~~make sure player can't spam dodge~~

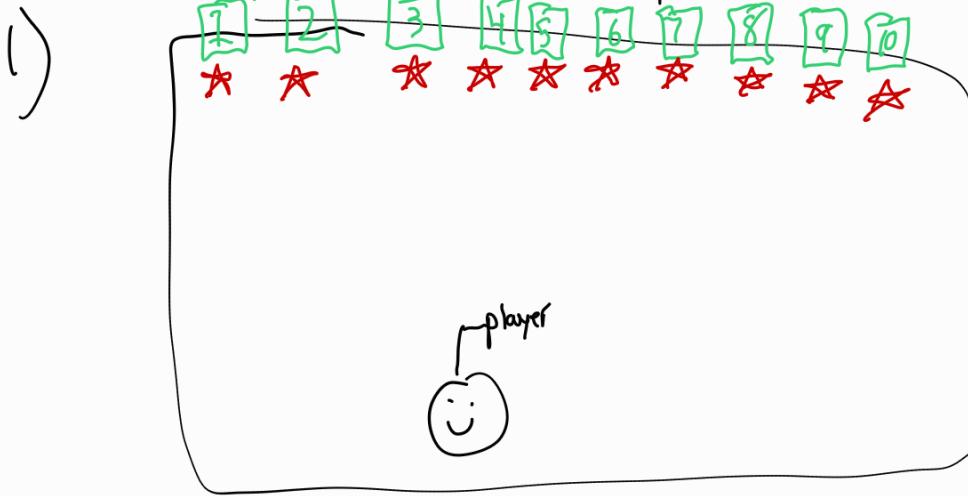


### Tricky parts of game play:

- Despawning projectiles & enemies when they hit the edge of the screen
- What if player presses fire/dodge/bomb in a cutscene?
  - > Random explosion sounds?
- Have accessible & easily changable parameters
  - > for example what if I want to change a projectile's speed?
  - > what if I want to add another bomb
- have SFX for when a character speaks
- We all suck at art how tf we gonna do animations???
- Stopping the camera movement during a boss fight
- game over screen
- pause menu
- volume control

- Order of operation
- transition from dialogue scene to gameplay scene
- enemy types
  - > different projectile patterns.
- limits to where enemies can shoot
- adding UI elements depending on which level we're on
- Unique mission depending on moral alignment.
- Pause menu
- Credits Scene
- level select
- best time/score
- collectables
- Phases of development
- When & when to spawn enemies

### Phases of development



- moving camera  
w/ player moving @ cam speed. Cannot escape bounds of game.

- spawn enemies at top. at spots 1-10
- enemies fire projectiles such that they can accurately hit the player if player doesn't move himself out of the way

- enemies fire every 5 seconds
- player health shown
- player gets damage IF hits a projectile or enemy
  - > play damage SFX
  - > update health
  - > have player blink in and out, invincible for a second after damage
- Despawn projectiles & enemies when they move out of frame
- Play music
- Pause/stop game if health reaches 0
  - > play death SFX
  - > replace music w/ game over music
- show timer at right side
  - > timer stops when player dies

base

- projectiles
- spawn/despawn
- enemies
- player
- movement/abilities
- VN scenes
- boss healthbar

better

- music
- SFX
- map & level select
- 

Optional

- voice
- expressions
- pause
-

