

GAME DESIGN DOCUMENT

Yarr Escape

“A fast-paced 3D puzzle action game of a pirates attempting a prison escape.”

Roope Korpela 000932822

TABLE OF CONTENTS

<u>1</u>	<u>QUICK OVERVIEW</u>	<u>3</u>
<u>2</u>	<u>TARGET AUDIENCE</u>	<u>3</u>
<u>3</u>	<u>GAMEPLAY</u>	<u>3</u>
3.1	OVERVIEW	3
3.2	HOW TO PLAY	5
3.3	ENEMIES	5
3.4	OBSTACLES, PUZZLES, AND TRAPS	5
<u>4</u>	<u>ART AND UI</u>	<u>5</u>
4.1	ART STYLE	5
4.2	MENU UI	6
4.3	GAMEPLAY UI	6
<u>5</u>	<u>TECHNICAL DEFINITIONS</u>	<u>6</u>
5.1	PLATFORMS	6
5.2	CONTROL SCHEME	6
<u>6</u>	<u>BUSINESS DEFINITIONS</u>	<u>7</u>
<u>7</u>	<u>BOUGHT ASSETS</u>	<u>7</u>

1 Quick overview

Yarr Escape is a fast-paced 3D puzzle action game where the player controls a pirate who is trying to escape from jail using an escape route that goes through a tortuous underground passage filled with traps and obstacles. At the end of the escape route is a port, where an escape sloop is waiting for him. The player wins if he/she manages to reach the sloop.

2 Target Audience

The target audience is male teenagers. The age rating is PEGI +12.

3 Main characters

All playable characters in the game are pirates. The pirates look visually different from each other, but they do not have any different abilities amongst each other. Each pirate has his or her own unique level for escaping. This is because the escape route goes through different underground passage that is under their prison cell.

4 Gameplay

4.1 Overview

When the level starts, the player's pirate leaves his prison cell through a hole in the floor/wall he has dig in secret. The player/pirate then enters the first underground passage room. The goal is to clear the room by successfully entering the door at the other side of the room. Each room contains unique obstacles, logic puzzle or trap to avoid/solve. Figure 1 shows an example sketch of the first room of the level.

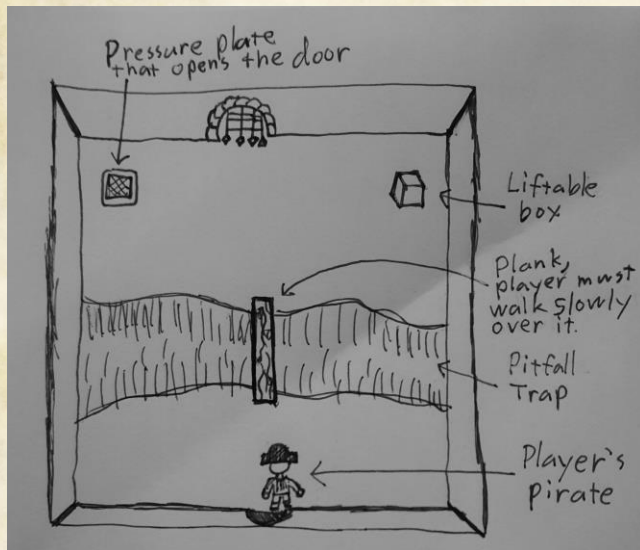


Figure 1 Puzzle room sketch.

The player should aim to clear the rooms as quickly as possible to create a new high score. After clearing a room, the player is presented with the next room. One level contains approx. 5-10 obstacle/puzzle rooms in randomized order until the player reaches the escape sloop which acts as finish line. Figure 2 shows an example sketch of a complete level.

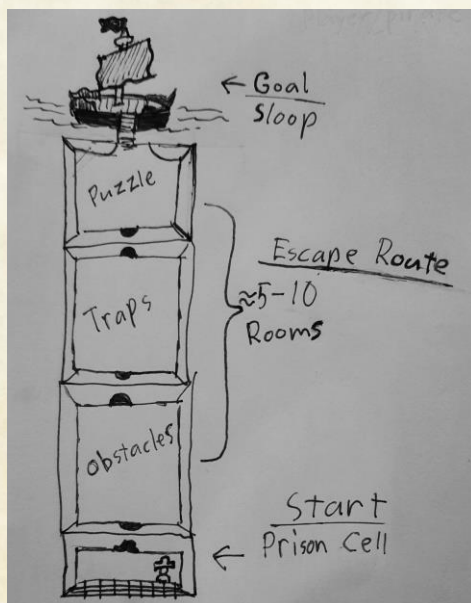


Figure 2 Level sketch showing the start and the goal.

4.2 How to play

The game is in third person meaning the camera will be behind and above the player's pirate which allows the player to see most of the room. The camera slightly follows the player's movements.

The player can run with the pirate by using the WASD / arrow keys. If the player holds the shift key, the pirate will walk slowly. The slow walking is necessary for passing certain traps. The player can interact with certain items in the room using the spacebar key. For example, activate a lever or drag a heavy item on pressure plate that opens the door.

4.3 Enemies

The only enemies in the game are Skellies (skeletons) which the player can encounter in one of the rooms. Skellies walk slowly towards the player's current position, trying to catch the player. If a skelly manages to touch the player, the level is lost and the "game over" screen with a replay button is shown. The player can kill skellies using a sword that is found in some rooms, but another strategy is to run to the next room and simply avoiding the skellies.

4.4 Obstacles, puzzles, and traps

All the rooms in the game are unique, containing different challenges for the player. The room can contain pitfalls, spikes, skellies, or flamethrower traps that will kill the player's pirate instantly if the player touches them. Pitfalls might contain planks that the player can use to get over the pitfall to the other side.

The rooms can also contain simple logic puzzles, like moving heavy boxes on pressure plates to trigger different events. The player can also stand on pressure plates to trigger them. Pressure plates can cause traps to activate/deactivate or open the door to the next room.

5 Art and UI

5.1 Art style

All the graphics in the game use 3D low-poly graphics which use a quite simple colors and textures.

5.2 Menu UI

The first screen the player sees when starting the game is the menu. In the menu, the player can view the gameplay controls and select a level to play. The menu shows the pirates locked in their prison cells in the same 3D graphics as the actual gameplay uses. The prison cells act as different levels to be selected. The player has only one unlocked prison cell/level selectable at first, but after completing the first level successfully, the next cell/level is unlocked. The player can also view the current high score and completion time of the selected level.

5.3 Gameplay UI

The gameplay UI includes a timer showing how much time has passed since starting the level. This is valuable information for the player only if he/she is trying to create a new high score. There is another small indicator in the top left corner under the timer, that tells how many rooms the player has completed and how many are left until the player reaches to the end of the level.

6 Technical definitions

6.1 Platforms

The game is released as an WebGL game that is only available to PC users through the browser. The game requires a keyboard and mouse/trackpad to be played.

6.2 Control Scheme

- **'W'** or the arrow key (up) moves the player's pirate forwards.
- **'A'** or the arrow key (left) moves the player's pirate left.
- **'S'** or the arrow key (down) moves the player's pirate down.
- **'D'** or the arrow key (right) moves the player's pirate right.
- **Spacebar** is an action key which can be used to interact with certain items in the game. For example, pressing spacebar down near a box makes the player's pirate to grab on to the box, the player can then drag the box around until the player releases the spacebar.
- **Shift (left/right)** slows the player's pirate to slow walking speed from the default running speed. This can be used to pass certain traps in the game that requires the player to move more slowly.

7 Business definitions

Price: Free

Ads: If the game is going to be monetized it will contain an optional reward that would be presented to the player after the player's pirate dies during the gameplay. Watching this ad would revive the pirate, enabling the player to continue the gameplay from the same spot where the pirate died. The revive option is shown only after the first death.

In-app purchases: If the game is monetized and contains ads, the game offers a single in-app purchase that will remove all the ads from the game.

8 Bought Assets

The character animations, music, and most of the sound effects use bought/free assets. Most of the bought asset will be acquired from the Unity Asset Store.