

Light Rush

MonRiverGames

Version	Date	Contributors
1.0.0	September 18, 2023	Liza Litten

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# 1. Credits

## 1.1. Spring 2023

Brian Weers - Project Lead, Primary Programmer, Level Design  
Joshua Robinson - Support Programmer  
Heather Cole - Asset Work  
Liza Litten - Asset Work  
Anthony Reitan - Spark and Berry Models  
Colwyn Bordeaux - Level Design

## 1.2. Fall 2023

Liza Litten - Project Lead, 2D Artist, Level Design, Menu UI  
Luke Howell - Character Animation  
Leah Reed - 3D Prop Models, Flatwoods Concepts, Audio  
Cameron Thompson - Programmer  
Jared Willis - Programmer  
Rae McDonald - Programmer  
Chris Ward - Programmer  
Madison Roy - Mothman Concept  
Eric Saunders - Audio

## 2. Game Overview

### 2.1. Game Concept

Players pass a light around to other players before it explodes. When the light explodes, the player holding the light is eliminated from the game and continues until there is 1 player standing. Playable characters include MonRiverGames's mascots, Spark and Berry, Mothman, and the Flatwoods Monster. Players use a variety of props and powers to fight each other to gain advantages.

### 2.2. Genre

A multiplayer party game with slapstick fighting elements.

### 2.3. Target Audience

The game is targeted towards people 12 - 30 years of age that enjoy playing with friends. It is primarily targeted towards people living in or from West Virginia and the general Appalachian region.

### 2.4. Game Flow Summary

INSERT DIAGRAMS HERE

### 2.5. Aesthetics

The style focuses on cartoony versions of real world locations and objects. This conveys a feeling of light-heartedness.

## 3. Gameplay and Mechanics

### 3.1. Gameplay

The game starts with a menu where players can choose the stage they want to play. The players are loaded into the stage with a light ball that explodes after a player holds it for a total of X seconds.

Throughout the stage are props that players can use to hit other players to prevent them from getting close. The stages also have dynamic hazards that shoves the player around.

The game ends when there is 1 player remaining.

### 3.2. Mechanics

All player controls contain running, jumping, and throwing.

Players can pass and throw the light ball to get it away from themselves, onto the opposing player. The light ball will magnetize to the nearest player after 2 seconds if it is not attached to a player. This prevents the light ball from sitting on the ground.

Items include sticky tape, a bug zapper, bubble shield, and spider web. The sticky tape stops the player in their tracks. The spider web slows the player down significantly. The bubble shield protects players from effects of other items and repels the light for X seconds. The bug zapper stuns the player for X seconds.

### 3.3. Game Options

## 4. Story, Setting and Characters

### 4.1. Game World

The stages are based on locations in West Virginia.

### 4.2. Characters

Spark and Berry are the player characters and MonRiverGames's moth mascots.



## 5. Levels

### 5.1. New River Gorge

The New River Gorge is located near Fayetteville, WV and is a United States National Park. It is famous for Bridge Day where people can base jump off the bridge.

### 5.2. High Street, Morgantown

High Street is a popular location in the downtown area of Morgantown, WV partially due to its proximity to West Virginia University.

The stage is set up with the street going towards the player with another street running perpendicular to the main street with buildings lining either side of both streets.

The stage hazards of this level are cars that speed by players and can run over and take players.

## 6. Interface

### 6.1. HUD, Menus, Camera Model

The HUD shows the timer each player has until the light ball explodes on them.

### 6.2. Control System

Players use one keyboard. Player 1's controls are: WASD to move, [Space] to jump, E to throw the lamp, G to use an item, M to bring up the menu. Player 2's controls are: arrow keys to move, [Shift] to jump, [Backspace] to throw the lamp, [Left Control] to use an item, M to bring up the menu.

### 6.3. Audio, Music, Sound Effects