Head.Light

Game Design Document

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Index

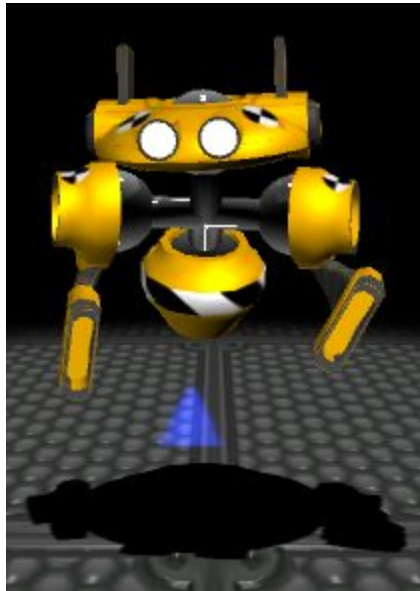# 1) Game Design

a. Summary

The player built a robot and is now testing it in the test rooms of XX company.

b. Gameplay

The goal is to pass all the tests. Obstacles are other robots, doors and buttons.

2) Graphics
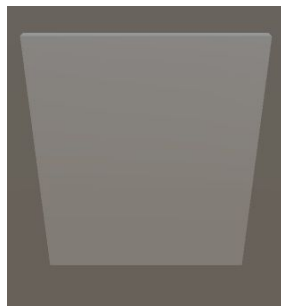
a. Player

We wanted to use a robot so that animation would be easier than with a humanoid character.

b. Objects

i. Doors
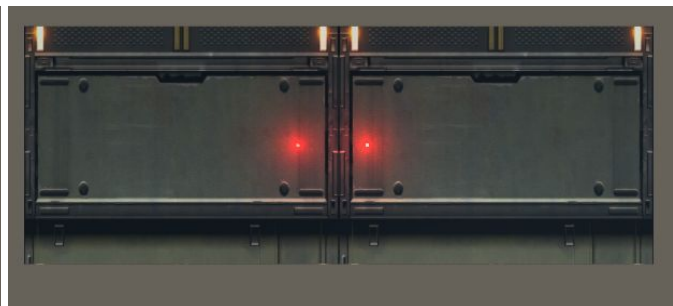
Door   **DoubleDoor**

ii. Buttons
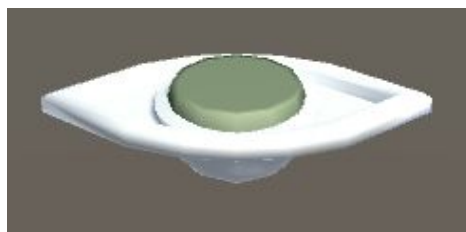

Charger   **Button**
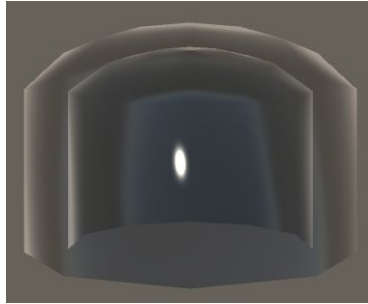
iii. Crates
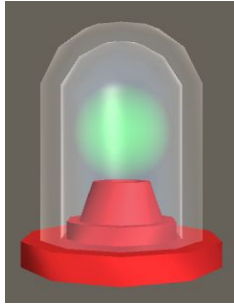
Health Crate   **Empty Crate**

iv. Laser

v. Walls

Inner Wall   **outer Walls**

c. Enemies

Kreisler   **Mini-Turret**   **Turret**
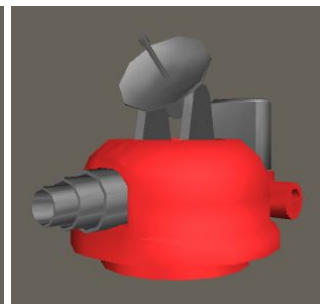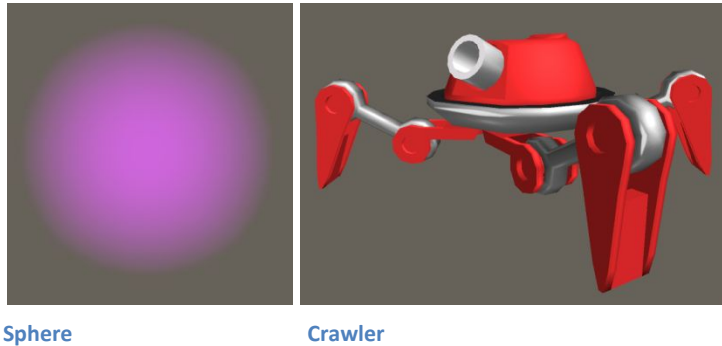
Sphere   Crawler

3) Technics

a. Controls
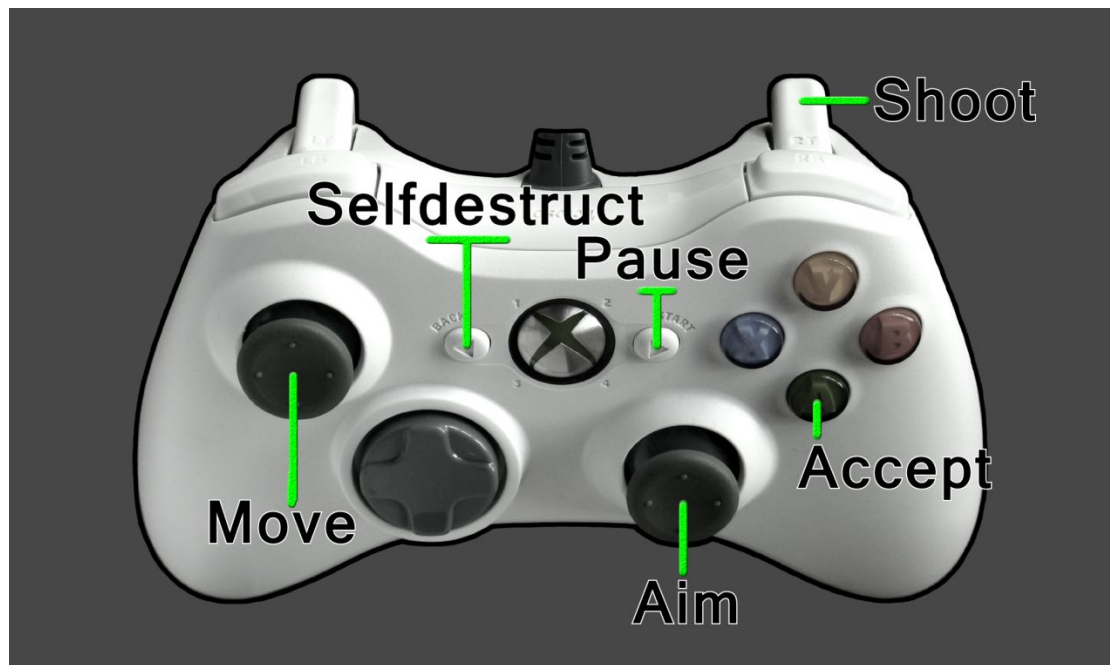
Eye Tracker: Controls spotlight (Headlight) in later rooms

b. Mechanics
  - i. Objects
    1. Doors
       a. Double Doors open after passing the Level
       b. Single Doors are either opened by a button or after destroying a certain number of enemies.
          - i. Stay open after activation
          - ii. Close after activation
          - iii. Stay until next press of button
    2. Buttons
       a. Activated by either player or any robot driving over it
          - i. Stay activated
          - ii. Doesn't stay activated
          - iii. Stay activated until next press of button
       b. Activated by moving the Headlight over it per eye tracking (Charger)

3. Crates
                    a. Health Crate
                        i. Destructible
                        ii. Touch green Health Pickup to fill your health bar
                    b. Block Crate
                        i. Destructible
                        ii. Blocks charger button
                4. Laser
                    a. Destructible
                    b. Shoot a laser continuously in one direction
                    c. Stops shooting when Headlight falls on it

        ii. Enemies
            1. Kreisler
                a. Follows player or path
                b. Close-range attack
                c. Freezes in Light
            2. Crawler
                a. Follows player or moves randomly
                b. Ranged Attack
            3. Mini-Turret
                a. Rotates to look at player
                b. Ranged attack
            4. Turret
                a. Rotates to look at whichever is closer: player or light
                b. Ranged Attack
            5. Swarm
                a. Moves in a swarm
                b. Close-range attack
                c. Invisible in light

4) Level Design
    a. Ambience
    b. Main Menu
        i. Title: Head.Light
        ii. Buttons:
            1. Enter: Starts the game
            2. Controls: Opens the controls-canvas
                close by pressing A, B, X, Y or Start
            3. Exit: Exits the application
    c. Room 1: Intro
        i. Objectives
            1. Learn walking and shooting
            2. Choose a voice for the AI
        ii. Objects
            1. ?
    d. Room 2:

i. Objectives
                        1. Meet first enemy (Kreisler)
                        2. See effects of Health Crate
                ii. Objects: 3x Health Crate
                iii. Enemies: Kreisler
                        1. 3x Follow player
                        2. 2x Follow path
    e. Room 3:
                i. Objectives
                        1. Introduction to more enemy types
                        2. Gain Headlight item
                ii. Objects
                        1. 2x Crates
                        2. 4x Doors opened by destroying a number of enemies
                iii. Enemies
                        1. 8x Kreisler: Follow player
                        2. 2x Mini-Turret
                        3. 1x Crawler
    f. Room 4:
                i. Objectives
                        1. Introduction to Headlight
                                a. Enemies react to Headlight
                                b. Chargers react to Headlight
                                c. Secret paint only seen under Headlight
                        2. Introduction to Turret
                ii. Objects
                        1. 2x Charger
                        2. 1x Health Crate
                iii. Enemies
                        1. Kreisler
                                a. 2x Follow path
                                b. 1x Follow player
                        2. 2x Turret
    g. Room 5: 4Chargers
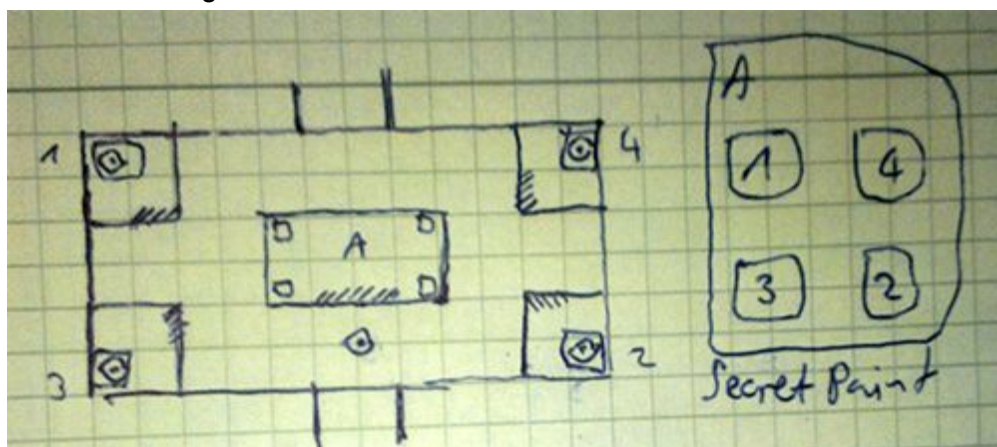
                i. Goal
                        1. activate charger in the middle

2. kill Miniturrets in the middle room blocking the secret paint
3. step on the 4 switches, unblock each of the chargers in the corner and kill the spheres
4. activate the chargers in the order indicated by the secret paint

ii. Objects
1. 5 Chargers
2. 4 crates for blocking chargers
3. 5 Glass Doors
4. 4 Buttons
5. 1 health crate

iii. Enemies
1. 2 Kreisler
2. 4 Miniurret
3. 4 Sphere Spawner

h. Room 6: EnemyCage
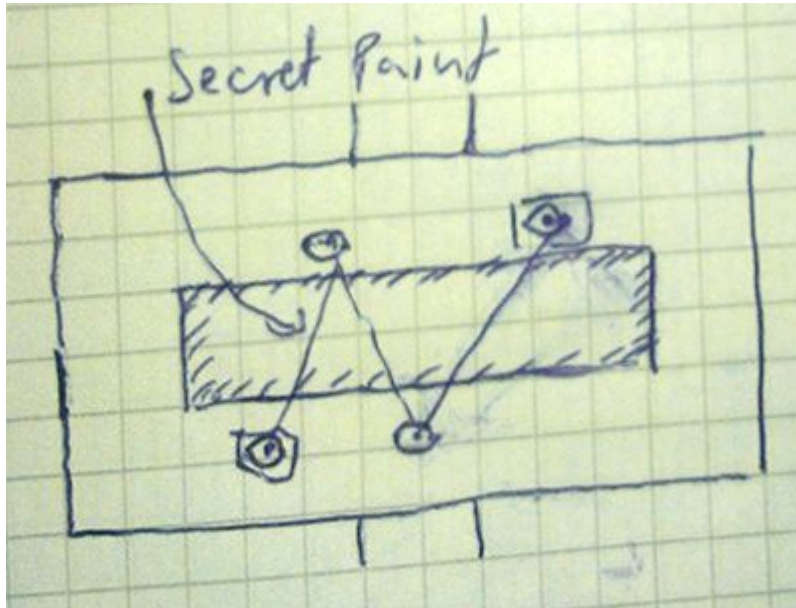
i. Objective
1. shoot the crates blocking the chargers
2. activate the chargers in the right order indicated by the secret paint
3. kill the enemies

ii. Objects
1. 4 Chargers
2. 4 glass doors like a cage
3. 2 crates blocking 2 of the chargers

iii. Enemies
1. turret
2. 2 kreisler
3. 2 sphere swarm

iv. Room 7:
v. Objective: Laser Introduction
vi. Objects
1. 1x Health Crate
2. 2x Laser

        3. 9x Doors activated by Buttons

        4. 9x Buttons

    vii. Enemies

        1. 1x Swarm of Spheres

        2. 20x Spheres

        3. Kreisler

            a. 2x Follow path

            b. 3x Follow player

            c. 2x Follow path, more health and bigger

i. Final Room:

    i. 1. Trigger start of the level

        2. Beat all enemy waves without dying

        3. Enjoy the ending and maybe play again

    ii. 1. Galaxy for enemy spawning

    iii. 1. Kreisler

        2. Crawler