Head.Light

Game Design Document

Busch, Annika
Klimczak, Alexander
Martin, Tobias
Nußberger, Fabian
Seeger, Dominik

Index

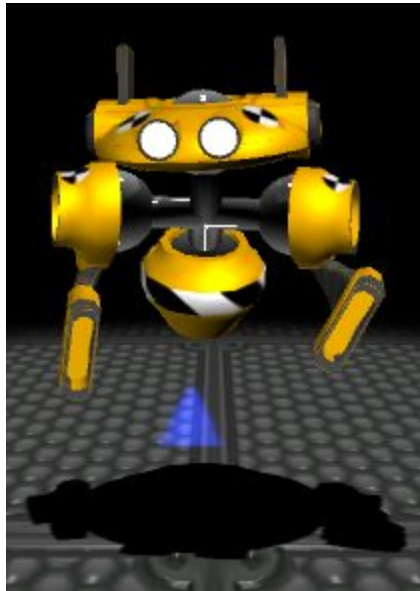## 1) Game Design

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.
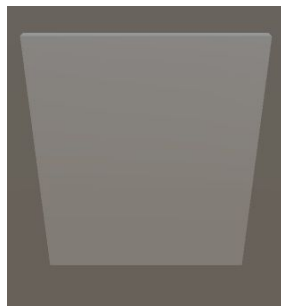
2) Graphics
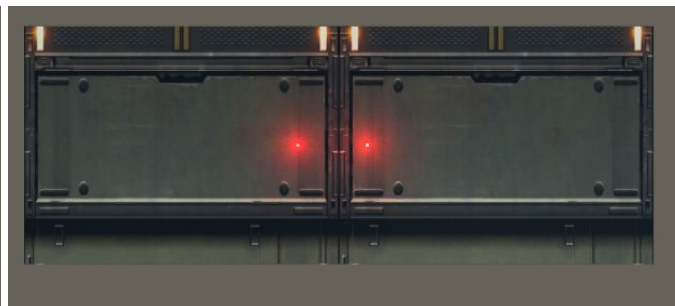
a. Player

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
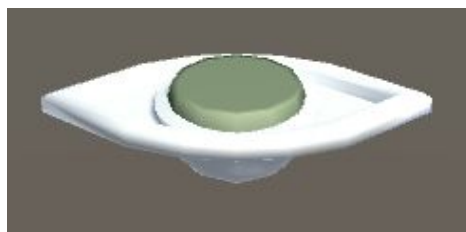
Charger   **Button**

iii. Crates
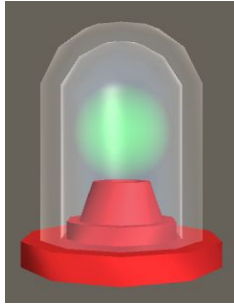
Health Crate   **Empty Crate**
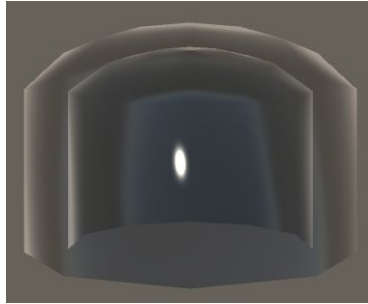
iv. Laser

v. Walls

Inner Wall   **outer Walls**

c. Enemies

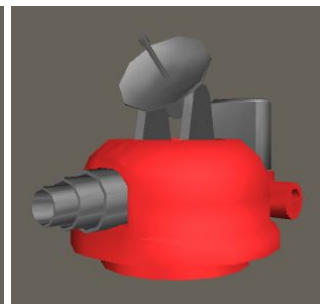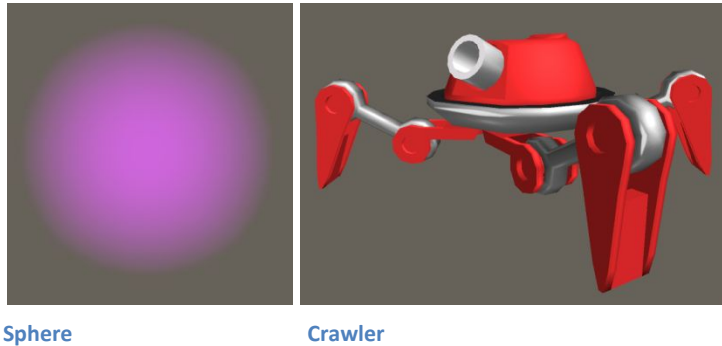**Kreisler**   **Mini-Turret**   **Turret**

Sphere   Crawler

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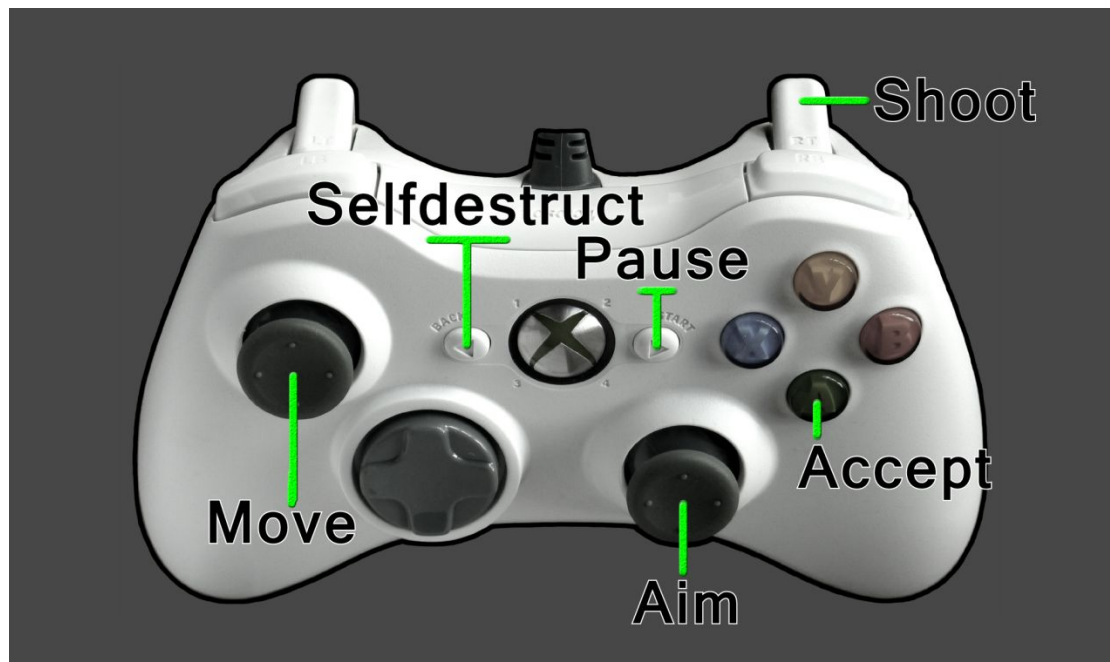
       Eye Tracker: Controls spotlight (Headlight) in later rooms

    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. 2x Crates
        iii. Enemies

1. None
d. Room 2:
    i. Objectives
        1. Meet first enemy (Kreisler)
        2. See effects of Health Crate
    ii. Objects:
        1. 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
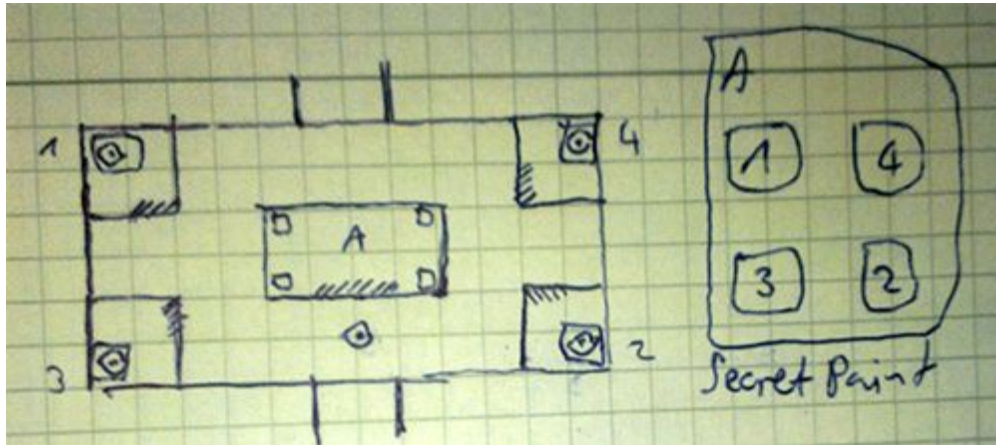
   i. Goal
      1. activate charger in the middle
      2. kill Miniturrets in the middle room blocking the secret paint
      3. step on the 4 switches, unblock each of the chargers in the corner and kill the spheres
      4. activate the chargers in the order indicated by the secret paint
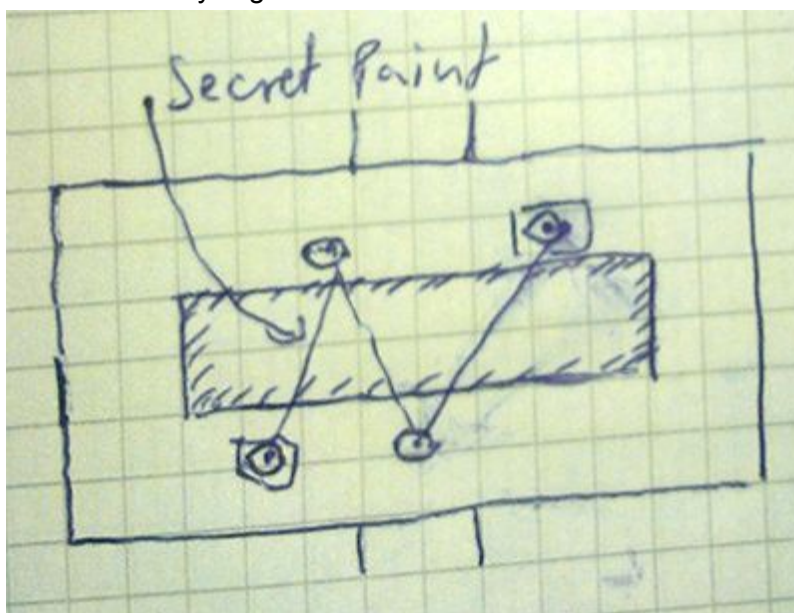   ii. Objects
      1. 5 Chargers
      2. 4 crates for blocking chargers
      3. 5 Glass Doors
      4. 4 Buttons
      5. 1 health crate
   iii. Enemies
      1. 2 Kreisler
      2. 4 Miniurret
      3. 4 Sphere Spawner
h. Room 6: EnemyCage

   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
- i. Room 7:
  - i. Objective: Laser Introduction
  - ii. Objects
    1. 1x Health Crate
    2. 2x Laser
    3. 9x Doors activated by Buttons
    4. 9x Buttons
  - iii. 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
- j. Final Room:
  - i. Objective:
    1. Trigger start of the level
    2. Beat all enemy waves without dying
    3. Enjoy the ending and maybe play again
  - ii. Objects
    1. Galaxy for enemy spawning
  - iii. Enemies
    1. Kreisler
    2. Crawler