

GAMES DESIGN DOCUMENT
FOR
GAME MODE – BIRD’S-EYE VIEW

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Controls

Swipe control system to move your character.

Direct control

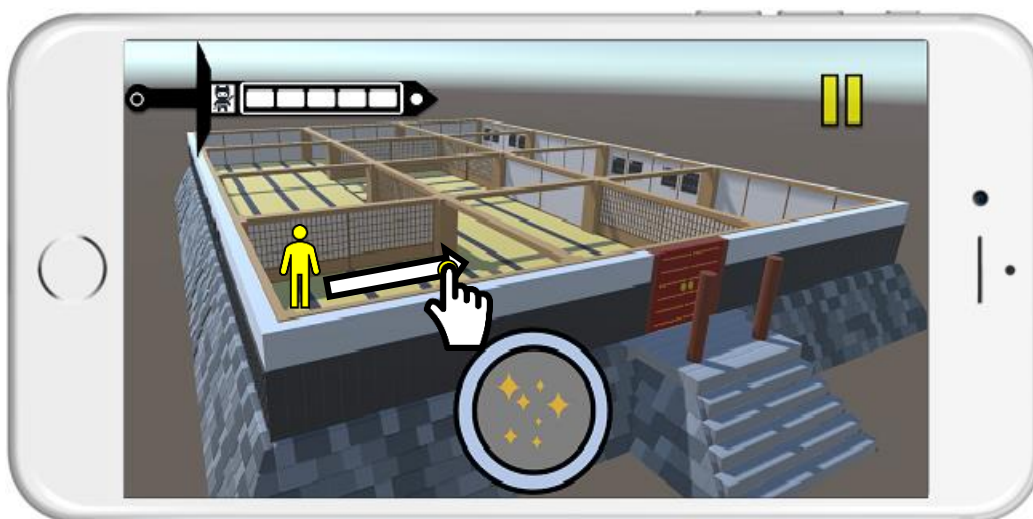
Swipe – an open region within the game's level and the player's character will proceed to move into that new position.

Indirect control

The enemy guards patrolling the rooms of the palace. They will give chase if they spot the player's character.



(i)



(ii)



(iii)

Figure 1. (i) The character's starting point is at the bottom-left of the maze. (ii) Once the player swipes a point on the screen, (iii) the character will then move to the position the player's finger last made contact provided it falls in an open region (highlighted in blue) not on an object or outside the game level.

Flowchart

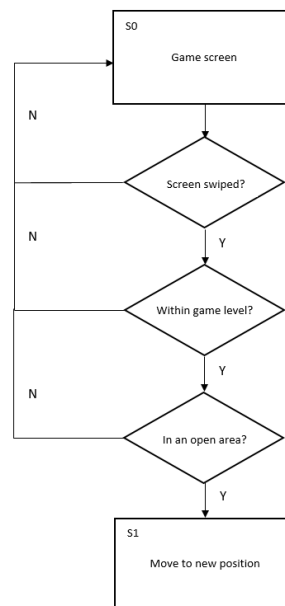


Figure 2. Control mechanic state diagram.

The game will not register a swipe outside the game level's boundaries nor on a boundary within the level i.e. a wall.

Menu Screens



Figure 3. Splash screen.



Figure 4. Game mode selection.

Objectives

To escape the palace unseen by avoiding enemy guards using your ability along with the point and click (tap) system. Pick up collectibles along the way to earn stars which unlock rewards.

Object types

NINJA! Shine offers a few objects that the player can pick-up and use to fulfil their objective. These include:

- Life – a heart shaped pick-up that restores HP
- Scroll – a rolled-up parchment that restores chi energy allowing the Shine ability to be used.
- Exit – push the doors open upon clearing the last floor level
- Enemy – patrolling different rooms. Player loses health if they encounter them.
- Door – automatically opens when a character walks near it
- Wall – limits character movement to be within a certain area.
- Folding screen – furniture that has the same function as a wall, but smaller and is placed inside a room
- Symbol – mystic symbols that serve as a collectible. Can be used to achieve a higher rating in a level and receive rewards.

Perspective

A top-down (Bird-eye) viewpoint is to be implemented. The player can see the area illuminated around their character.

Updates

Based upon the feedback we received during the peer review, we made the following adjustments:

- On-screen directives much clearer
- Ninja much easier to spot within the level