

GAMES DESIGN DOCUMENT FOR GAME MODE – 3RD PERSON

10540730
Yipikaye! Studios
Plymouth, UK

Controls

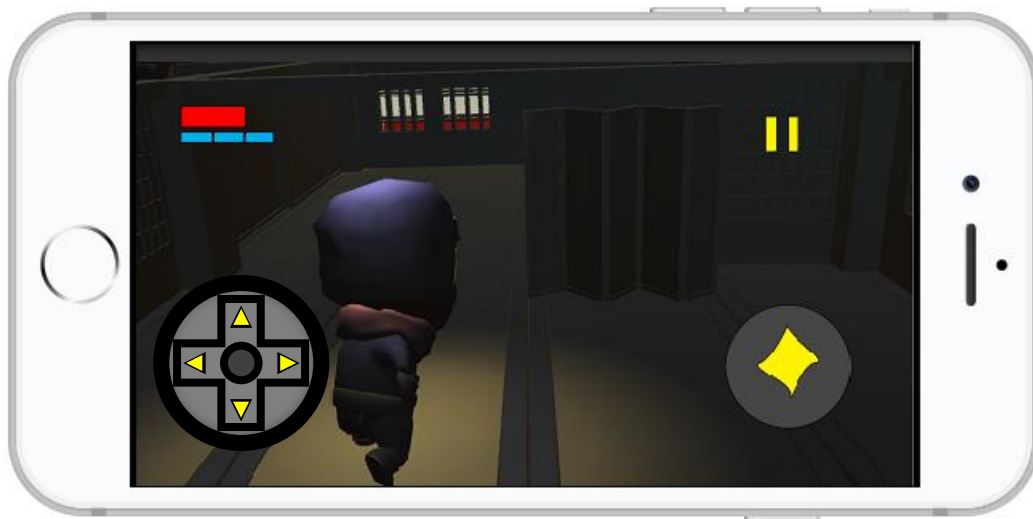
A directional pad (d-pad) is used to move your character. The player presses one of the four directional buttons on the pad which causes the on-screen character to move in the corresponding direction.

Direct control

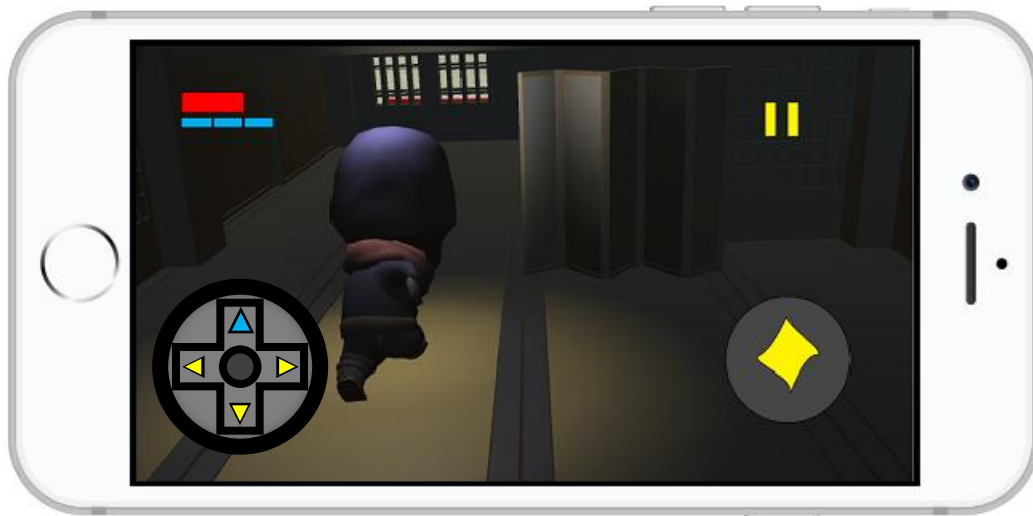
D-pad – pressing one of the four directional buttons on the pad which causes the on-screen character to move in the matching direction. Hold for continuous movement.

Indirect control

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



(i)



(ii)

Figure 1. (i) A stationary character awaiting the player's input. (ii) Once the player holds down one of the buttons on the d-pad (in this case forward), the character will move in the corresponding direction.

Flowchart

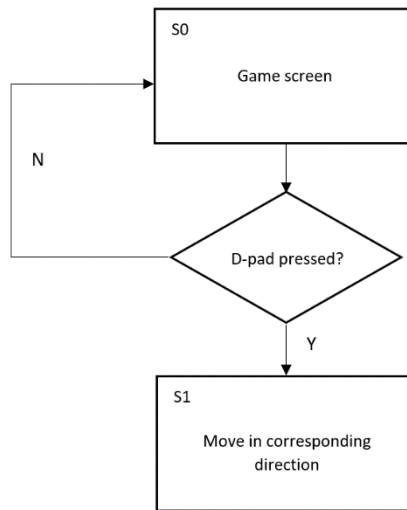


Figure 2. Control mechanic state diagram.

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 3rd person 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:

- Inability to complete game level
- Increase size of d-pad
- On-screen directives much clearer
- Wall obstructing the main camera; made to be transparent