Design Document

A Penguin's Journey

Stefani Georgieva BA Game Art & Visual Design Yr 2

Target Device

- PC;
- 16:9;
- Input methods – left mouse click, w/a/s/d OR arrow keys, spacebar

Controls Methods and Game Mechanics

Players use the w,a,s,d keys OR the arrow keys to move the player character. Player colliding with terrain causes them to lose lives – if they lose all 3 they are forced to restart the level. Players may control the jump velocity based on how long they press down the spacebar.

Game Screens

Players progress from Main Menu into the Game Screen. If player pauses the game, the Game Screen becomes dimmed via image overlay with transparent solid colour (preferably dark). If Game Over occurs, players receive text instructions on how to restart the game. Upon reaching target objective, players are taken to the victory screen.
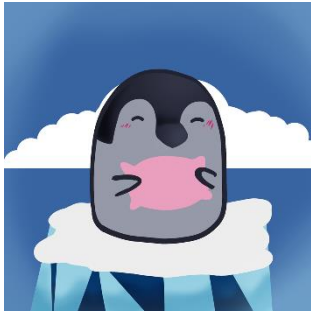
Gameplay Flowchart
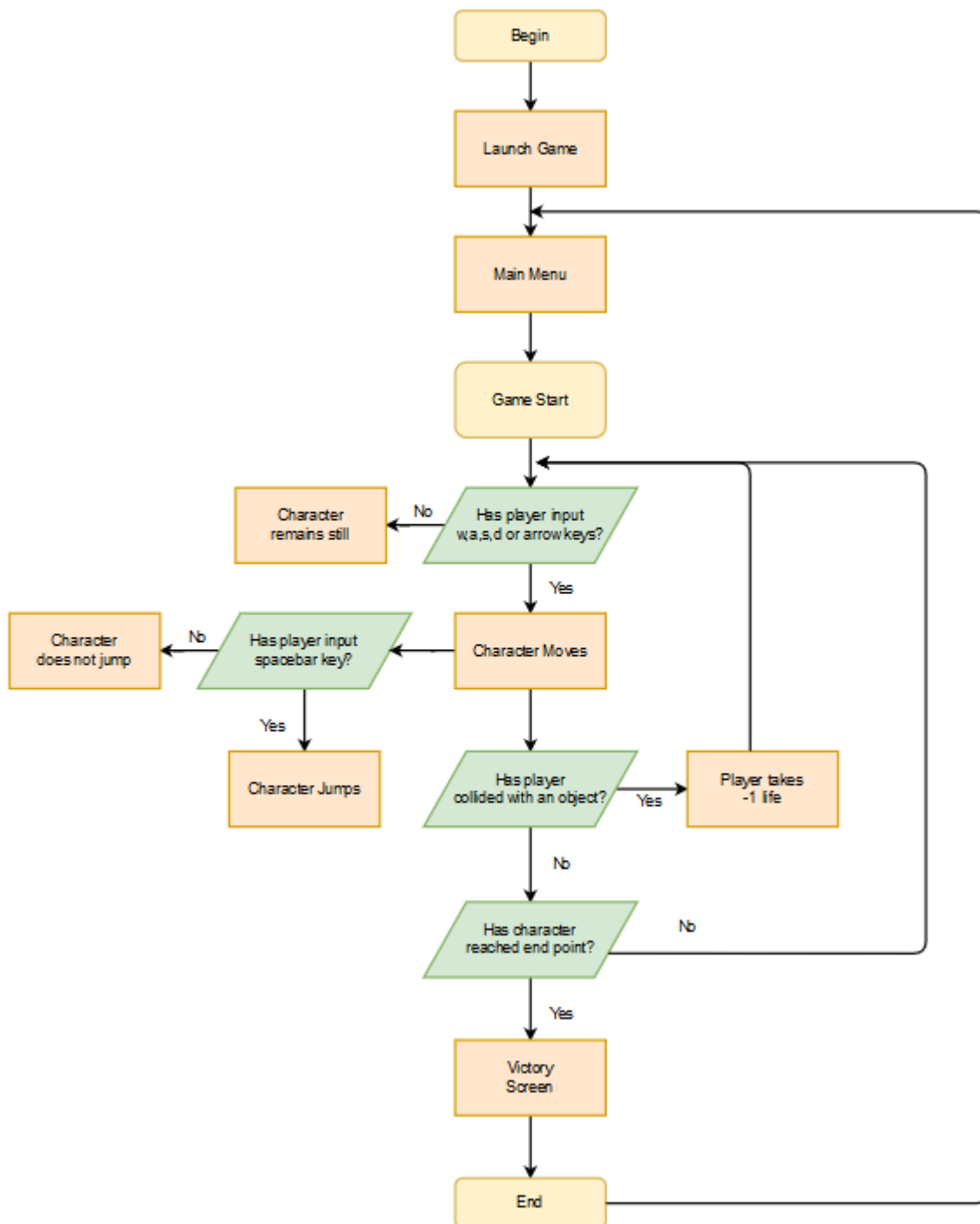
Game Objectives

- Reach end-point of game (by colliding with pillows);
  - Avoid colliding with ice spikes while doing so.

Art Assets

Gameplay Screens