

# Design Doc

## Title: Frogs Revenge

### Summary:

The game is a medieval themed platformer in which you defeat fantasy enemies with your sword. It is a single player game in which you play as an almost unstoppable knight on his quest to save his true love.

### Features:

- It is a platformer.
- You use a sword to kill enemies.
- Sword pickup to go with the start with nothing theme.
- The end goal is to save the princess from the evil frog.
- 3 levels – using different layouts for each level. A layout for the start screen. A level in the clouds, one in a cave and then the boss level. Plus, a 4<sup>th</sup> layout for the ending screen.
- A simple story of a knight rescuing the princess.
- Point system for enemies killed.
- Point system for pints collected.
- A trick pickup...

### Player motivation

The player will need to kill enemies and travers dangerous terrain on their way to rescue the princess.

### Genre

Platformer

### Target Audience

Medieval or platformer enthusiasts

### Sound

The game includes song that plays through the generic levels and a final boss theme song. It also has a victory song when you beat the frog.

### Story

The story is a simplistic one. You are a knight named Bentley. Bentleys secret lover was kidnapped by the jealous evil frog king Freddie. It is your mission to defeat as many enemies as you can and down as many pints as possible on your journey to rescue the princess.

### Characters

There are 3 named characters so far:

Bentley: The protagonist of the game. You play as this character. He is a man in knight's armour. He is also very expressive with many different animations. Bentley is also secretly an alcoholic... Bentley is a tank. He is unstoppable unless you fall on an enemy. He has a fear of falling...

Cornelia: The princess you are trying to rescue. She will be wearing a white dress with blonde hair. She is also the main protagonists love interest.

Freddie the Evil Frog King: He is the main antagonist. He is a massive sprite with a lot of health. He also is the only character in the game with dialogue.

Then there are also 2 different enemy types:

Goblin – They are purple creatures that are in humanoid form. They wear ragged looking clothes.

Bat – These are mutant one-eyed massive bats.

### Misc

I used construct 3 to make this game. As outlined in features I used layouts to create the levels. I had 5 layouts for the finished the. The start, level1 and level2 layout there was a door object that sent you to the next layout using collision. Then in the boss layout the princess acts as a door to the end screen when you collide with her. I had 4 event sheets in the project. 1 for each except the end screen as it was a static layout. I used the include event layout to bring my events to each layout, so I didn't have to make repeat events for each sheet. I used the music folder in the project hierarchy tab to import music to the project. I downloaded these music assets for free on itch.io. I also downloaded all my tile maps and backgrounds on itch.io. Itch.io is an asset store where you can find assets for free or pay for them. The ones I used are copyright free and royalty free. I drew all the character sprites myself using construct 3's built in editor. I also used 2 global variables to keep track of the enemies killed and pints drank.