

## COMP 1501 – Tutorial 5 Design Document Template

Team Members: Guillaume St-Pierre, Junren Jiang, Yaji Hu

### Introduction [1-2 paragraphs]

“Catch it” is a multiplayer game with two players playing at the same time with one acting as the police officer and one acting as the thief. The goal for the police officer is to catch the thief before he escapes and the goal for the thief is to escape before police officer catches him.

The police officer can use the tools on the map that acts as special powers or power ups, and thief can set invisible traps on the map to stop the police officer for a few seconds. The two characters appear randomly on the map and have their own vision range, the outside of this range will act as a fog of war, preventing the player from seeing the actions of the other character. The game expects its players to play competitively, trying to discover and stop one another.

### Genre / Target Audience [1-2 sentences]

Our game is a multiplayer action game for two players aimed at children and teenagers. The game will have cartoony graphics to better highlight our targeted demographics.

### Story / Background [1-2 paragraphs]

**The Thief** has entered an old lady’s house, planning to rob her of her precious jewels. However, he thief doesn’t know that the old lady’s son, a seasoned **police officer**, is visiting her. The police officer has stopped thieves in the past and knows that people are after his mother’s jewels. To make sure he can react when thieves try to get into the house, he has prepared many traps and tools that he has set up around the house.

As the game starts, the thief is entering the house, unaware of what is going to happen. The first trap – a tripwire intended to inform the sleeping police officer that the house is getting robbed – sounds the alarm. The police officer wakes up and runs for his tools, hoping to stop the petty thief looking to steal his mother’s jewels.

### Characters [1 paragraph per character]

**The Thief** has a very tragic backstory. Unable to feed himself and his family, he has turned to crime to get money. Turns out he is very good at crime and likes it a lot. After many years of stealing in small houses, he has set his eyes on the old lady’s estate. He is a very skilled thief, able to run around undetected, but has become too full of himself lately and got caught in the first trap set by the police officer.

**The police officer** is one of the best policeman in the neighborhood. He is very cautious in life and is even more protective of his mother. His mother’s house has been the target of failed robberies 36 times in the past and he foiled every single one of them. However, every thief that tried to get into the house weren’t as skilled as our thief. But he cannot let his guard down and

has double his preparation in the past few weeks, little do he know that his preparation will be put to the test sooner than expected.

## Level / Environment Design [1 paragraph]

The game environment is set inside a maze, the player cannot easily find each other.

## Gameplay & Key Features [1-3 sentences per feature/mechanic]

Two players will be born randomly in an complicated raid. Each player has individual objective. The police are in chase of the thief, so his objective is to catch him. However, he lost his handcuffs. He needs to find the handcuff firstly. The thief has too much stolen money. To escape from the police, he must find the key of raid's exit, and then escape successfully. Attention: Except using some tools, player's visual field is limited. Please not forget the corner you have seen or reached.

There are also some other tools dropped randomly in the raid. “Frozen Ball” can freeze the enemy around the player. “Speed Up!” boots can let player be faster than usual. “Lightbulb” can help player who got it see further. Of course, each player can't forget his objective. The police needs to find his handcuffs and then go to catch the thief, and the thief needs to find the key of exit to escape.

## User Interface [1 diagram with detailed legend]

