Rival Knights - Game Design Document

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Story

Princess Nicorette has been captured by the evil Luscious Locks Dragon!!!!! It's up to the two nights, Meep and Morp, to save her! But the knights lowkey hate each other and want the princess for themselves.

Concept and Properties

Platforming game where two players compete against each other to reach the end first. Players can knock each other out, temporarily block paths, and do what they can to sabotage each other. The main goal is to get to the end of the level before the other player and score as many points as possible.

Type of Game, Mechanics, Networking Features

Type of Game: Competitive Platformer, 2 Players.

Mechanics: Jumping, scoring system, left-right movement, objects, and powerups players can use either against each other or for themselves.

Networking Features: Unity Netcode for GameObjects. Two players on two different computers would be playing against each other on the same level.

Environment and Networking Framework

We set up our environment as a 2D Platforming game, and are currently using Unity Netcode for GameObjects as the networking framework. Unity Netcode is already built into Unity, and as a result, may be more manageable to navigate and use.

AI Use

AI will be used to help with debugging, implementing code, and any questions about implementation we have along the way. AI is not intended for any art asset creation.