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| NEW Games |
| Knightly Platformer |
| **Mobile Game Development** |
| Version #2.0  All work Copyright © 2020 by NEW Games.  All rights reserved. |
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| November 10, 2020 |

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**Version History**

Version 1 - Initial asset creation and game planning, November 10, 2020

Version 2 - Feature complete game, December 7, 2020

1. **Game Overview**

Knightly Platformer is a mobile platformer game with a medieval setting. The player is a knight and must traverse the castle to reach the top and save a princess.

1. **Game Play Mechanics**

As a knight you have the ability to run, jump, and attack. You must dodge obstacles and fight enemies on your way to save a princess. Special platforms will include, spring boards, floating platforms, and disappearing platforms. There will also be pitfalls, enemy knights and hazards to challenge the player.

1. **Camera**

The camera is going to be following the player through the level. Potentially static during enemy/boss encounter forcing the player to deal with the problem at hand instead of fly by it.

1. **Controls**

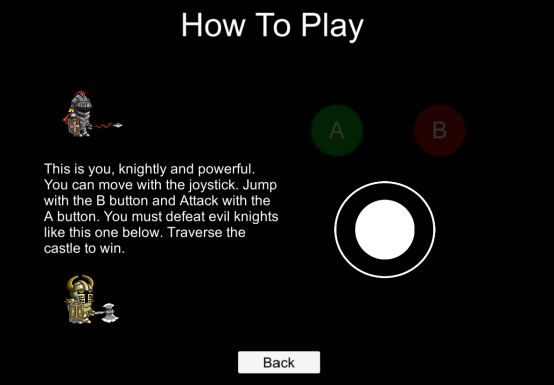
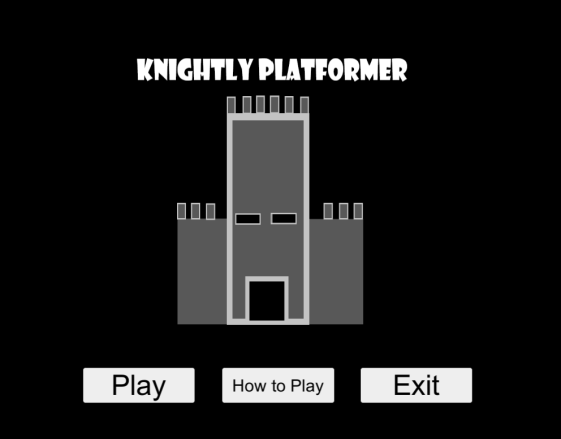
Controls are the joystick in the bottom left corner for moving left and right. A button to attack, B button to jump.

1. **Saving and Loading**

No saving or loading will be implemented.

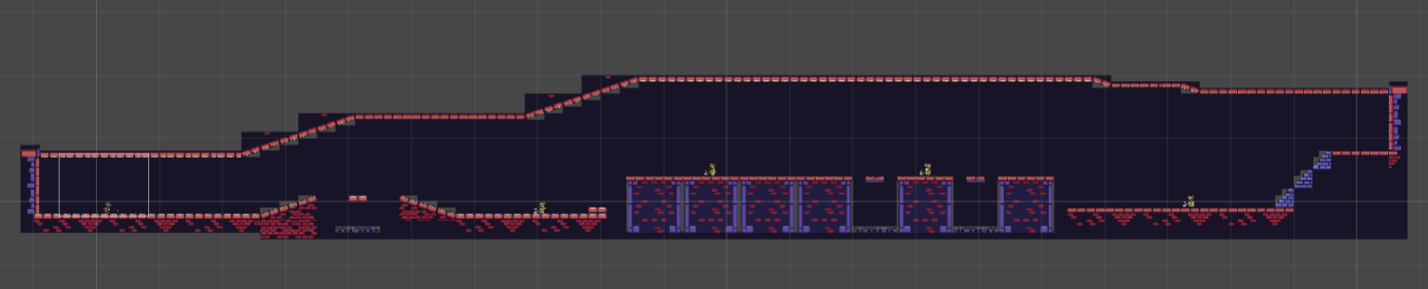
1. **Menu and Screen Descriptions**

Main Menu sketch, How to play/controls sketch, game-play screenshot



1. **Game World**

Game world is set in a medieval castle. Level design below, the player starts all the way on the left with various enemies along the path to the end. Notable platforms are the first gap, will be floating back and forth, after the first enemy a spring board platform then lastly 2 platforms that will break after 2 seconds.



1. **Levels**

The playable level has 3 platform challenges as well as multiple enemy encounters. The first platform the player will come across is the floating platform. It moves from one side to the other of an open spike pit. The next platform is a handy spring board/bouncy platform. This helps the player get up a to a higher area of the map. Lastly the player has to dash over breaking platforms that crumble after you step on them.

1. **Game Progression**

Progressions is done by slaying enemies and collecting gold. The basic game progression will be to get through the level and reach the goal.

1. **Characters**

The player is a knight. They can run, jump, attack.

1. **Non-player Characters/Enemies**

There is one enemy character that is also a knight. They patrol their little sections back and forth. If the player is foolish enough to go head on with an enemy knight they will get swung at, the enemy has a detection on the front to sense the player and attack appropriately.

1. **Items**

Currently no items are available.

1. **Script**

Scripts involved will be for player controls, enemy AI, unique platforms, scene changes.

1. **Scoring**

The player will be awarded score for picking up gold. Gold can be found around the level and dropped of slaying enemy knights.

1. **Sound Index**

The game is made up of 4 background soundtracks. Each scene will have a unique background music track that loops. All music and sound effects have been made and produced by myself in a music creation software called Rytmik.

1. **Story Index**

You are a noble knight tasked with bringing back the princess from a castle. However, many hazards and evil knights guard the way to her. You must use your strength to slay the enemy knights and agility to traverse dangerous hazards.

1. **Art / Multimedia Index**

Sprites being used. Found online for free.

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1. **Design Notes**

While designing this game in hindsight for development the extra buttons meant I could only test accurately on a real device, however I feel the extra buttons for attacking and jumping add more control to the player. This game is designed as a starter/tutorial level for what could be a better full game.

1. **Future Features**

Secret area’s, and hidden rooms are always a fun touch on any game but for platformers especially. Adding more enemy types and unique platforms would be a nice addition too.