

GAME DESIGN DOC

Game Mechanics:

Super Jump n Shoot Man is a platformer. Moving from left to right, jumping from platform to platform, shooting enemies so you don't die. Picking up the Super Dooper Coin will allow you to advance to the next level.

Core Game Play:

The core gameplay of Super Jump n Shoot Man is to move left through the level, killing the enemies to keep progressing, finding and picking up the coin will allow the player to advance to the next level.

Game Flow:

The player starts off on the left side of the screen, he then must advance through platforms and enemies to find the coin which will allow him to move onto level2. There will be a different set of platforms and a few more enemies he will have to shoot to be able to find the coin and win the game.

Characters:

The Super Jump n Shoot Man: The main character in this game.

Scorpion: the enemy that the hero will have to kill.

Game Play Elements:

We decided on possibly putting in a couple of different abilities for the hero to use. But because of time constraints we have to cut them from the game.

Jet Pack / Hover Boots: Giving the hero the ability to hover for a short amount of time after jumping.

Super Dash(scrapped): letting the hero quickly dash a short distance in a straight line.

The "Super Dooper Coin" item: This item is the 'key' to advancing to the next level.

Game Physics and Statistics:

Movement: The player will be able to move left and right along the top of the platforms. He can also jump while moving. If the player falls off the platform, he will lose a life and return to the starting location.

Collision: The player collides with the top of the platforms, if he didn't he would keep falling downwards to his death. The player can also collide with the coin item, picking it up to use at a later time. There is collision with the enemies throughout the levels, and also the exit sign, but only if the player has picked up the coin.

Combat: The combat in this game is very simple. The player can shoot bullets from his gun, if the bullet hits an enemy, the enemy dies. If the enemy collides with the player, the player will lose a life and respawn at the starting location.

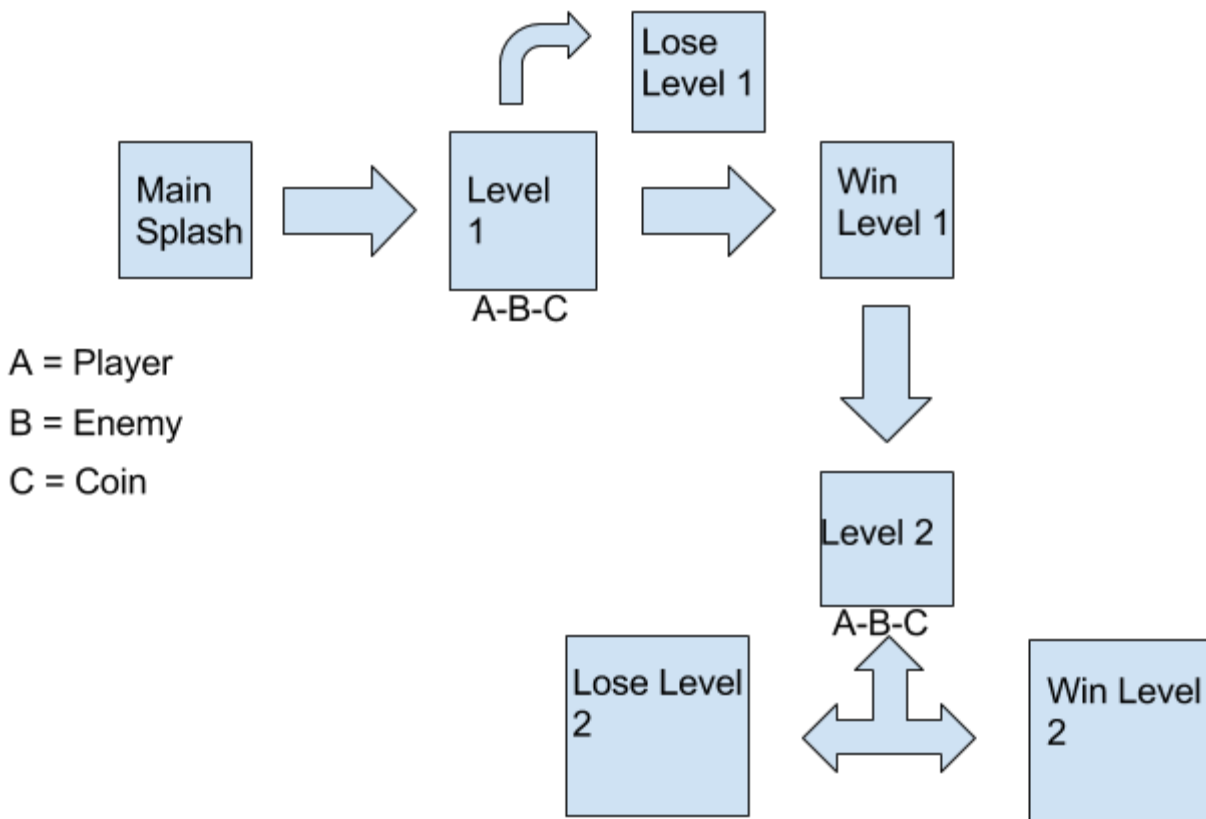
Artificial Intelligence:

The A.I in the game will be simple, the enemies moving back and forth on the platforms.

User Interface:

The main splash screen will have a simple UI, it will wait for a keypress then load the next state. Ingame, the UI will be hearts(lives), Time, and Score.

Flowchart:



Functional Requirements:

Main Splash Menu Screen: This is the main title screen, it has the heading of the game and text under it saying “Push Enter To Start”.

Level 1: After the user presses the enter the game starts and the hero is spawned, enemies and the coin both spawn.

Lose Level 1: The Player has died 3 times and lost the game. This screen will have a sad face and text saying game over, the players score will also be shown. Text “Press Enter To Start Again” will be displayed.

Win Level 1: The player has made his/her way to the end and won the level. A smiley face and text “Congratulations” will be shown, aswell as the players score. Text saying “Press (key) to Continue”.

Level 2: after the user presses the key to continue, the hero, enemies and coin is spawned.

Lose Level 2: The Player has died 3 times and lost the game. This screen will have a sad face and text saying game over, the players score will also be shown. Text "Press Enter To Start Again" will be displayed.

Win Level 2: The player has made his/her way to the end and won the level. A smiley face and text "Congratulations" will be shown, aswell as the players score. Text saying "Press (key) to Continue".

Scheduling and milestones.

Week 1: Making the new level, finding a new enemy image.

Week 2: Implementing the new level, adding in the enemy.

Week 3: Adding shooting for the player, adding collisions for the enemy and bullets.

Week 4: Hover Boots (jumping), Coin item, adding collision for the player and coin, using the coin to win the game. Updating the HUD and win/lose screens.

Cut features:

We had to cut a few features due to understaffed team and time constraints.

Rocket jump / rocket boots.

Dash boots.

Double jumping.

Level switching. (lvl1 -> lvl2).

Multiple enemies.

Target Audience:

We are aiming our game at a 8 - 30 year old age bracket, or anyone that cannot install games or have limited time to play. I.E people at school or work.