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Out Of Time Development

Out of time game design document

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# Game Title: Out of Time

The reason for this title is that the game is about time travel and the player ending up in different time zones due to them entering a rift. Another reason for the title is due to the license plate on the DeLorean in Back to the Future was “OutofTime” and that is one of my favourite Science Fiction films.

# One Sentence Pitch

Through time, things will not be okay…

# Genre

Out of Time is a 2D Side Scrolling Shooter

# Platform

Out of Time will only be available on Windows PCs

# Target Audience

The target audience for the game will be for people who are a fan of 2D side scrollers, 2D shooters and even the aspect of time travel. Out of Time will not be a very violent game even though it will feature guns and killing. The game will be suitable for ages 12 and up due to the use of guns in the game.

# Theme

The theme of Out of Time is that it is a time travelling adventure.

# Storyline

The story of Out of Time is that a man named Dean Anderson is a futuristic detective and has been on the lookout for an evil villain who has been making people disappear. Dean makes it to this villain, called Dr Sullivan Gomez, whilst he is in the process of using his new time travelling device and whilst Dean tries to make an arrest, Sullivan’s device breaks sending Dean through a rift. Dean wakes up in Ancient Egypt where his first adventure Out of Time begins.

Dean must first make his way through Giza in order to make it to the next rift that has opened up however due to being in a different time the soldiers and mummies of Egypt are unsettled and are trying to kill Dean. Dean must fight his way through them in order to survive. The rift in Giza will then take him to the Medieval times. Along this era Dean will have to fight Medieval knights and soldiers. As they are not happy with him being in their time zone either. There will be another rift in the Medieval time which will take him to the Roman era of time. Roman soldiers will fight Dean here and Dean will have to make it out to finally get back to his own time zone of 2184.

When Dean arrives in 2184, Sullivan has sent out robots to fight the police but to also attack Dean on sight. Dean will have to fight his way through all of these robots to have a final fight with Dr Gomez to put an end to the rifts that he has created.

Out of Time will feature 4 playable levels and these will consist of in order

1. Ancient Egypt “Giza”
2. Medieval Times “Still to be decided where”
3. Ancient Rome “Italy”
4. Dean’s current day time “2184”

# Key Factors Influencing the Project

## Functional Requirements

* The game must have a main menu in which it will have the options to start the game, view the controls and quit the game
* The game must have 4 playable levels in their own time zones
* The player must be able to move left and right, jump and shoot in the direction they are facing.
* If the player dies then the gameover screen must be displayed.
* The game must have enemies which move on their own and shoot when they see the player or attack him.
* The player’s health bar should update based on being hit by an enemy.
* The player’s ammo must update if they have shot a round out of their gun.
* The score should be carried through each level but not on a new game.
* The player must start with a full health bar which is increased each level.

## Non-Functional Requirements

**Type of Game**

The finished game of Out of Time should be a 2D Side Scrolling Shooter built for Windows PC. It will include a Main Menu to start the game, a Help Menu for player instructions and a Quit Game function.

**Platform**

The game will be required to run on the minimum of Windows 7 and will be able to be run on Windows 8, 8.1 and 10. The game will be made using Unity 2017.3.1f1 and will be coded in C#

**Data Storage**

The game will be required to be stored either on the PC’s drive or on an external drive in order to run. The user will need enough space on their drive to play the game.

**Input Method**

All input will be made using both a Mouse and Keyboard on PC. The game will not natively support gamepads or any other input device.

**Output Method**

All visual output will be made via either a monitor or tv screen. Sound will be enabled in the game and will come out of either a built-in speaker or any headphones plugged into the PC.

**Security**

There will be no security methods for this game, i.e. Anti-Cheat or DRM due to it being a single player game and DRM would be unfair to the consumer and the playing experience is more important than DRM for the game.

## Constraints

The following is a list of constraints we will have as a team during the project.

* Short development time: We only have 12 weeks to complete the entire project and the submission for the project is the 27th of November 2018
* Budget: As a team we do not have a large budget and the only budget we have is that of our student loans. This means that if any assets are to be purchased then they will have to be a low cost.

# Proposed Approach and Justification of Approach

# Main Concept

# Visual Style

## Storyboards/Concept Art

## Other Media References

# Audio Style

# Gameplay and Mechanics

## Interaction

### Controls

### Menus

### Heads Up Display

### Player to Environment

### Player to Enemies

### Win/Lose Conditions

### Pseudocode

**PlayerMovement**

**IF Key Pressed = Right OR D THEN  
 Dean Move Right  
 Play Walking Animation Right**

**IF Key Pressed = Left OR A THEN  
 Dean Move Left  
 Play Walking Animation Left**

**IF Key Pressed = Spacebar THEN  
 Dean Jump  
 Play Jumping Animation**

**IF Key Pressed = CTRL THEN  
 Dean Shoot  
 Play Shooting Animation**

**END IF**

**PlayerHealthUpdate**

**IF Dean IS Touching EnemyProjectile THEN**

**PlayerHealth -=10F  
 HealthBar Update**

**IF Dean IS Touching DeathZone THEN**

**PlayerHealth ==0F  
 HealthBar Update**

**IF Dean IS Touching EnemySword THEN**

**PlayerHealth -=20F  
 HealthBar Update**

**END IF**

**MainMenu**

**IF StartGameButton IS Pressed THEN**

**BeginGame**

**IF HelpMenuButton IS Pressed THEN**

**OpenHelpMenu**

**IF QuitGameButton IS Pressed THEN**

**QuitGame**

**END IF**

# Level Design

## Layouts

## Progression

### Paths

### Difficulty

# Player Progression

## Missions

## Power Ups, Levelling and Perks