

# Overall Game Description/Plan

The game will feature a two dimensional stylized black and white aesthetic with cartoon like elements for players, enemies, and game items. When the user first runs the game they will be loaded into the main title page. The Title page provides settings to select an individual level, resume on the last played level, run the game tutorial, view the credits, and quit the game. Running the tutorial drops the player on a simplified level with one example of all the different items they will encounter along with text describing the item.

There will be solid black walls arranged around the playing field that limit character and enemy movement. Each game level will feature different map layouts and item distributions to provide a unique challenge. Each level will feature an entrance door and an exit door. The exit door will be initially locked and the player will be required to collect all keys on a level to unlock the exit door and leave. When a player picks up a key they gain 10 points. When the player walks through the exit door on one level, the next level is loaded and the player appears next to the entrance door. The keys that the player collected in one level do not transfer to the next level and are removed from the player's item loadout. The player's score is maintained throughout the game on different levels.

The player will start with 3 hearts. If the player loses all 3 hearts the game ends and the screen changes to display "You Lost!" along with the score that the player has and the time spent playing.

The main challenge in the game comes from moving enemies and fire. Moving enemies start in a predefined position on the game map but when the user spawns in they start to continuously move towards the player. If the enemy is able to collide with the player the enemy is destroyed and the player loses one heart and their score is reduced by 10 points. Fire is a stationary element on the map. If the user runs into a fire element, the fire is destroyed and the player loses one heart and 5 points.

The game screen will display a bar showing the players current item loadout along the bottom of the screen. Information showing the players hearts will be displayed at the top left of the screen, The time elapsed will be displayed at the top centre, and the player score at the top right.

The player will start the game with the shield item in their inventory. They can activate the shield for a 5 second period which makes them invincible against both enemies and fire. If the player comes in contact with an enemy or fire while activating their shield they simply pass through each other with no interaction. The shield has a cool down period before it can be used again.

At random intervals, coin items will appear around the map. The coins disappear after a short amount of time if the player does not collect them. Collecting a coin nets the player 5 points.

When the user passes through the exit on the final level the screen changes to display "You Won!" along with the score that the player finished with and the time spent playing.