

CART 253 Design Document

My vision for this project is to create a game with a narrative element using the *Predator-Prey* source code. Ideally, the game will start with a short intro to give context to the gameplay. When the play session starts proper, the player will be given a visual indication of their goal. Said goal would be to collect an “x” number of prey. Once the goal is achieved the player is rewarded with an ending sequence. During gameplay, the avatar will be enclosed in a “cage” consisting of harmful objects. The cage will constantly move and it’s up to the player to maneuver the avatar out of harm’s way. There will also be other objects to collect, such as healing spheres that restore health and negative spheres that either hurt the avatar or speed-up the cage.

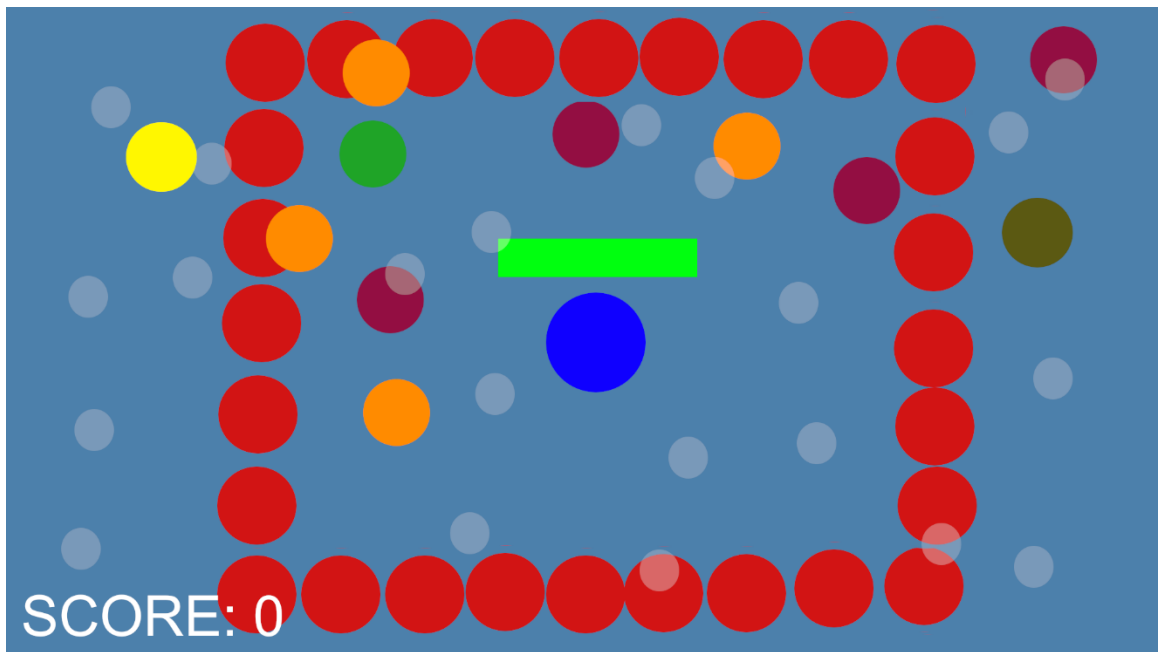
In terms of technical approach, I will have to create a class that damages the avatar if the two collide. Other classes will have to handle healing and the speed of the cage. The avatar will have a visible health bar, the ability to sprint and a score indicator. Arrays will be used in order to generate the cage, as well as the prey, speed handlers and other harmful objects. The arrays could also be used to compliment the background; an example of this could be the use of ellipses to create the illusion of snow. The visual indication of the goal might just be a function that shows moving text. Images will be used for displaying the objects, as well as the “cutscenes”. Sound effects will accompany the acquirement of power-ups. For background music, I would like to include different songs for the intro, gameplay and endings.

Rough Visual

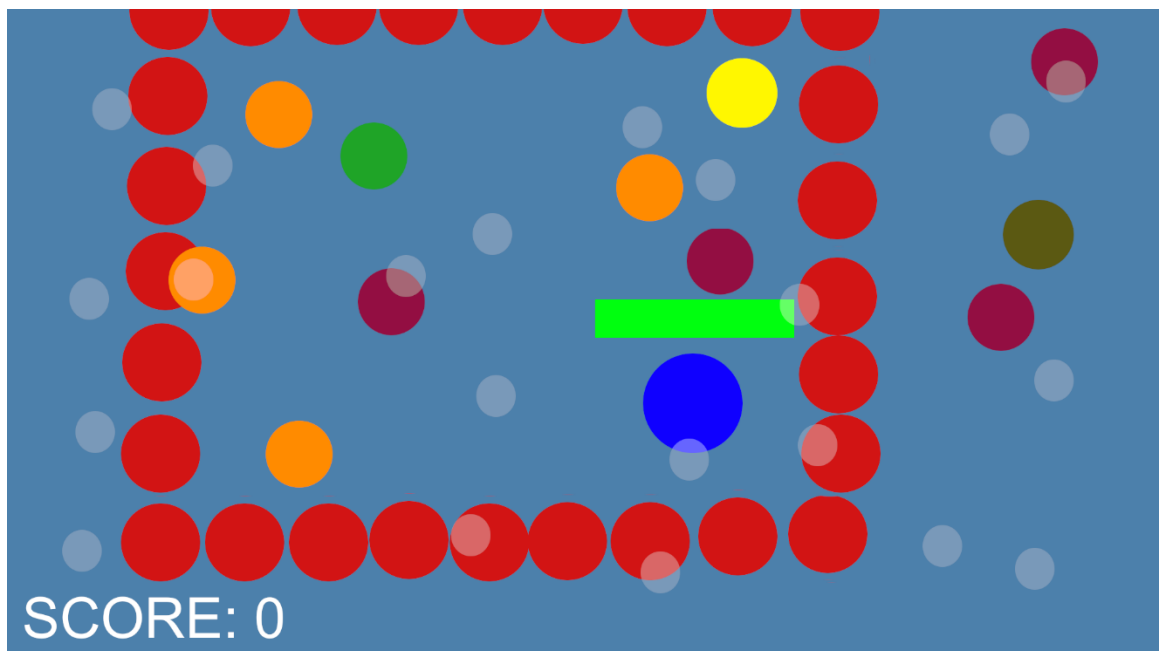
The message at the start of gameplay



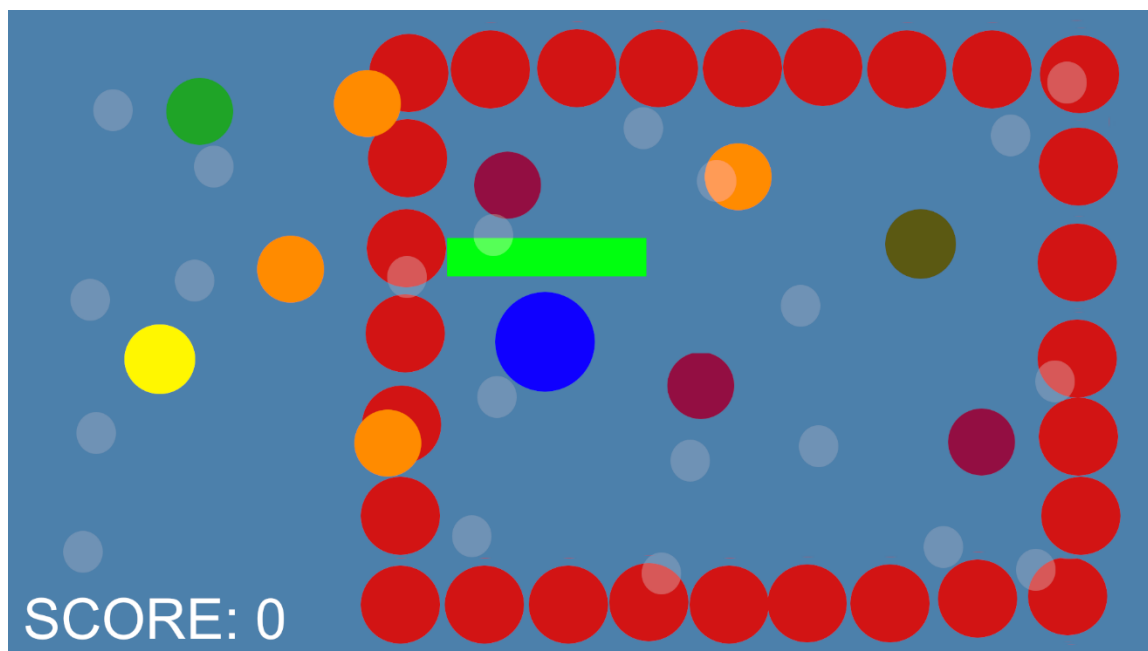
The average gameplay



The moving cage



The moving cage (2)



A guide detailing the object roles

