

Prototype:

## To The Sky

**By: Maui Waui**

Alyssa Faiferlick

Jocelyn Hinojosa

Tom Lee

Ian Dos Santos

Pouya Tavakoli



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**Fei Hoffman**

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## Hub World

After loading into the game, the player will be presented with a hub world in which they can view the 4 islands corresponding to each element. Each level will be placed somewhere on each island and players must use the left/right keys to navigate through the hub world to select the level they are playing on.

## 4 Elements

A key part of our level design is rooted into our 4 element theme. Each element is corresponding to each world and thus follows the theme of that element. Enemies, tiles, obstacles will follow that element's theme.

### Water

Key elements: Currents, Ebb and Flows, Ice, Sea, Cleansing

### Fire

Key elements: Chaos, explosion, lava, destruction

### Earth

Key elements: Sturdy, Erosion, Crystals, Healing, Plants

### Air

Key elements: Wind, Traversing, Heaven, Clouds, Birds,

## Movement System

Each level will have either movement system: Turn-Based or Free-Roam. To keep things exciting one level in each world will follow one of these movement systems. There is also another system called bonus which deviates from both movement systems and is in its own category.

### Turn Based

Turn Based movement means that for every action the player does, the enemy does one action. Actions may be, moving, activating a switch, attacking. This creates a nice dynamic in which players must think about each action before committing to a plan. There is no time limit between actions so players will have plenty of time to plan their actions.

## Free Roam

Free Roam is the counterpart to turn based. Player are still tied to a grid based movement but are not limited to their actions. Any action the player does, does not influence the enemies decision for movement. These levels will focus more on tile /world puzzles than combat puzzles.

## Bonus

These levels will deviate from both turn based and free roam and serve as a sort of minigame for when the player collects enough collectables. These levels are categorized as the miscellaneous levels because these levels are not defined by any rules.

## Boss Fights

The third level in each world will be followed by a boss level/fight. Boss fights may either follow turn based movement or free roam, or both. Boss fights will not be too intricate and will simply follow the principle of getting the boss' health down to 0 in some sort of fashion.

## Power Ups (Artifacts)

After completing a boss fight, the player is awarded with an artifact which corresponds to the element in which the boss they have defeated. Each artifact may only be used once and will refresh as soon as the player hits a checkpoints. This allows the level designers to come up with more complex puzzles as the game progresses.

## Cosmetics

Our game will feature collectibles to encourage the player to explore the level as they play. One of the rewards for collecting the collectables is cosmetics. Cosmetics will be simple and will probably be just a hat.

## Star Rating

Before the player enters the levels, they are told 3 different objectives in which they earn stars. The stars are objectives or trackers in which the player optionally can do while playing through the level.

## Sound Effects

For every unique action the game does, it should be followed by a sound effect. Some examples may be. Movement, attacking, clicking a menu button, and background music.

## Storing User Save Data

The game will save using JSON files which makes readability very easy and also easy to manage. Things that will be saved are: level progression, artifacts unlocks, star rating per level, cosmetics unlocked.

## Save Frequency

The game will save whenever the player completes a checkpoints, clears a level, or quits the game.