



Saving the Digital World – Group 12

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1. Title Page:

1.1. Game Name – Digimon : Saving the digital world.

2. Game Overview:

a. Game Story:

Five Teenagers Tai, Matt, Sora, Izzy and T.K. were camping out in the summer with their adult leader Dr. Franco, who suggested that the kids go and discover the area around them because they never know what they might find or what might be waiting for them in the woods. While they were looking around the camp, they found a strange looking portal. Once they stepped towards it a strong wind flew beneath them pulling them right into the portal. After falling into the portal, they found themselves in a world that looks like they have fallen into a video game, "This cannot be real" they thought. As soon as the portal closed, they started panicking because they did not know any other way out of this world. Once they had calmed down a bit, they began to inspect their surroundings.

The Children started looking for a way to get out of the Digital world and back to their real world so that they can go home, they soon found that they fell in a digital world in a parallel universe with monster like friendly creatures called Digimons living in it. The Digimons may look like monsters but they are actually friendly, cute and helpful creatures. The digimons are so friendly and helpful that they wanted to help the kids to find a way to their world. Each one of the kids befriended a certain digimon; Tai befriended Ogumon, Matt befriended Gabumon, Sora befriended Renamon, Izzy befriended Tentomon and T.K. befriended Patamon. Afterwards, the digimons started leading the teenagers through the forest in order to search for a way out but at the end of the day they felt tired so they decided to go to sleep and continue with their quest on the next day. While they were asleep T.K. the youngest one in the group heard a strange noise, he went to check what that sound is, he found a strange looking Digimon, The Digimon suddenly turned black and huge, he kidnapped T.K. and his Digimon Patamon. When the children woke up they found out that T.K. was missing they looked everywhere but he is nowhere to be found. Now the children have to find T.K. then find their way home.

While they were on their quest, they found out evidence that an Evil Digimon called Devimon was trying to take over the digital world, and that Devimon was

planting viruses in the friendly, good digimons turning them into evil so that he can have an army of evil digimons called Evimons to serve his evil motives. Apparently Devimon thought that the kids are a big threat and they had to be eliminated; he sent out his Evimons to fight the kids and their digimons. The kids began to suspect that Devimon kidnapped their friend T.K., so they had to fight the Evimons, destroy Devimon before he destroys the Digital world then find T.K. and get back home. With each fight the kids' digimons evolves having a larger experience, health power and eventually having new attacking techniques. After fighting tons of Evimons the Digimons were fully evolved making it easier for the kids to complete their quest, fighting Devimon, Saving the digital world and saving T.K.

At the end, after looking for many clues to find Devimon they finally found him, they tried to negotiate with him to leave the digital world in peace and give back T.K. but he refused and started to fight them so they had to fight back. Finally, after an intense fight between the digimons and Devimon, the evil Devimon gets defeated; they found a key with him to T.K.'s cellar.

They rescued T.K. and began to search Devimon's castle. They found a strange looking device with lots of buttons. Izzy the smartest of the group cracked the device and found out that it is a device that opens a portal to the real world. They used the device to open a portal back to the real world, and then they jumped in the portal. When they got back to the real world they found Dr. Franco waiting for them on the other side of the portal. Dr. Franco told the kids that he was the one who sent them to the digital world to cooperate with the digimons to destroy the evil Devimon and save the digital world because Devimon was planning to take over the digital world and through it taking over the real world as well. So by stopping Devimon taking over the digital world they have saved the real world. Dr. Franco was really proud of the kids and their courage for they are the real heroes of the two worlds.

2.2 Genre:

Action Platformer

2.3 Target Audience:

Gender: Male and Female

Age: 12+

Type of gamers: Explorers, Achievers

2.4 Game Flow Summary:

When the player first loads the game a start screen appears asking him to choose whether to start the game, load the game or to exit. When the player presses start, a slide show explaining the first part of the story will appear and the player will be able to skip it. After the slideshow comes to an end the player will choose the Digimon he wants to play with out of the three digimons on the screen; each digimon has special attack abilities different from the other. After selecting the Digimon, Level one of the game will start, Level one has two scenes, beginning with scene one; in the forest in the beginning of the digital world, the player will start moving around the scene collecting bitcoins, hearts and power-ups getting used to the controls of the game while avoiding obstacles, trying to fulfill his first quest to search for an exit to find a way home. Trying to fulfill his first quest to search for an exit to find a way home. The player will face very easy to beat enemies (Evimons) in the beginning of the first scene. As the scene progresses, the player will face easy and moderate levels Evimons and he will start fighting back those evil Evimons. When an Evimon is defeated Bitcoins (Coins from the digital world) will appear from the defeated evimon, so when the player wins against an evimon and collects the Bitcoins that appeared from it, the digimon experience points will increase making him evolve into a stronger, more powerful digimon meaning that his attacks become stronger and after a certain number of experience points the digimon will have a new attack power, and the greater the defeated Evimon's power the greater the coins the player gets therefore the greater experience. The player will move through the scene while collecting any coins and collectibles, by the end of this scene a slideshow will inform the player that these evil Evimons were friendly Digimons but an Evil boss "Devimon" who has implemented a virus in them and every time they are defeated the virus corrupts and they go back to their origin as friendly Digimons and that Devimon ordered an Evimon to kidnap T.K. because he thinks that these kids are a threat, he will also be informed that he needs to collect evidence in order to find where his friend is. The player will start the second scene of level one which is a cave that works as a pathway to evil Devimon's castle. In this scene, the player will meet other advanced Evimons to fight and collect coins and collectibles, in addition to finding the required number of evidence to finish the scene and reach the castle destroy evil Devimon and rescue T.K. from Devimon's danger. At the beginning of level two, the player will start with his new quest to find Devimon and rescue T.K., The second level

contains two main scenes and one bonus. In the first scene at the Entrance of evil Devimon's castle, the player will face moderate and hard levels Evimons that are harder to kill and that might finish up his available lives, he will still try to collect as much coins, hearts and collectibles as he can either while moving and jumping around or while defeating the Evimons and gaining experience points. By the end of this scene the player will have two choices, if he has enough collectibles and coins an extra scene will be opened in this scene, the player will fall in the dungeon of the castle to find certain weapons with extra powers and he will also be able to collect extra lives, that will make it easier to defeat Devimon then he will be transitioned to the last scene in the throne room of the castle where he meets the evil Devimon. The other choice would be if he doesn't have enough collectibles he will be directly transitioned to the last scene in the throne room of the castle, in which he will meet up with Devimon. First he will face very powerful Evimons that he needs to defeat or get through to Devimon. He might find some coins or lives to collect, the player will face Devimon whom he must defeat, after defeating Devimon he will find a key that unlocks T.K.'s cellar prison and a gadget that opens a portal to the real world. The player saves T.K. and then collects the gadget; the scene will end getting a new slide show showing that a portal was opened when Izzy cracked the gadget. To fulfill the last player's quest to get back home the teenagers were pulled through the portal going back to their real world, to find Dr. Franco waiting for them telling them that they are the real heroes of both the real and the digital worlds.

3. Formal Elements:

3.1 Mechanics:

3.1.1 Player interaction pattern:

Single player

3.1.2 Boundaries:

The game is set in the digital world. With the forest at its left and Evimons and rivers on its right. The camera moves right , left ,up and down with the player he moves through the scene down under the ground and up in the air. The movement will be restricted to the edges of each scene from the four directions.

3.1.3 Goals:

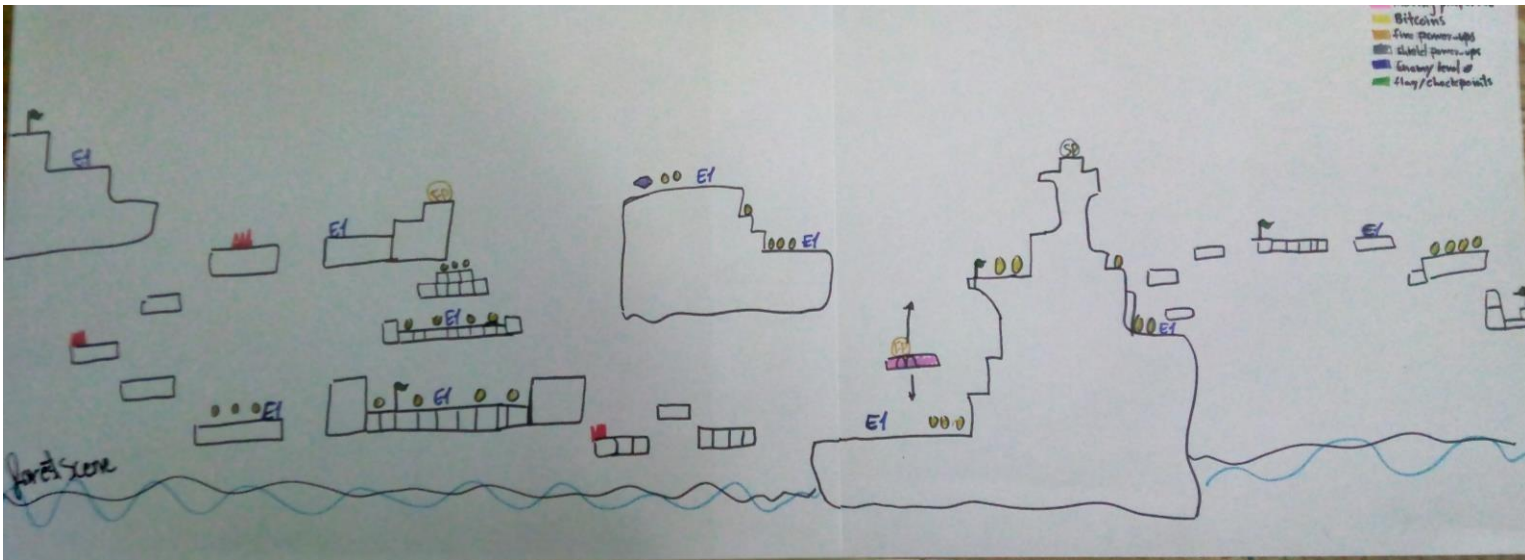
Primary:

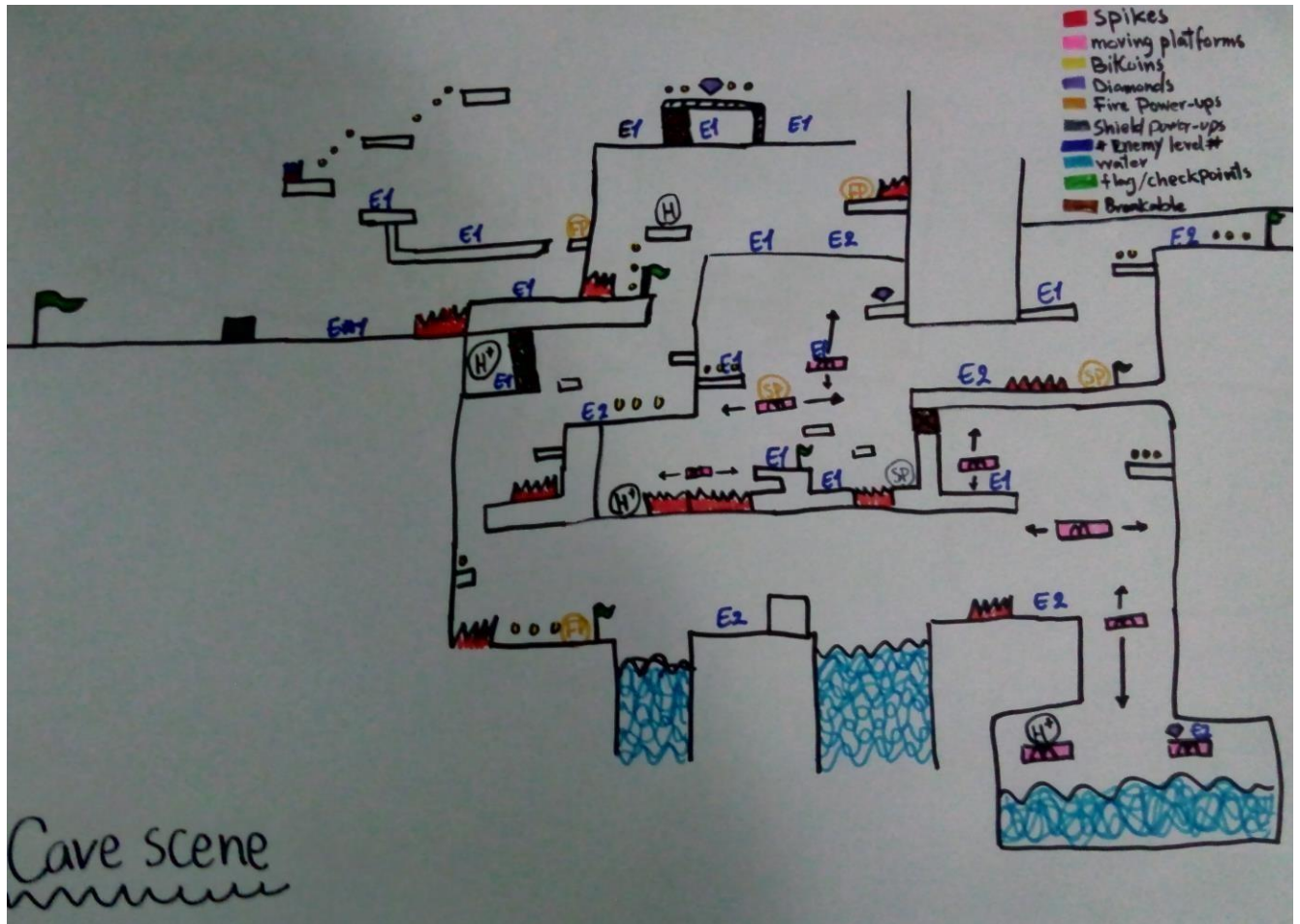
- For the kids to return back to the real world
- Rescue their kidnapped friend from evil Devimon
- Save the digital world by eliminating evil Devimon

Secondary:

- Find All the evidence to know where T.K. was taken when he is kidnapped
- Destroy the viruses of the digital world by eliminating Evimons
- Surviving till the end of each scene by overcoming obstacles and defeating Evimons

3.1.4 Player Mode Sketches:



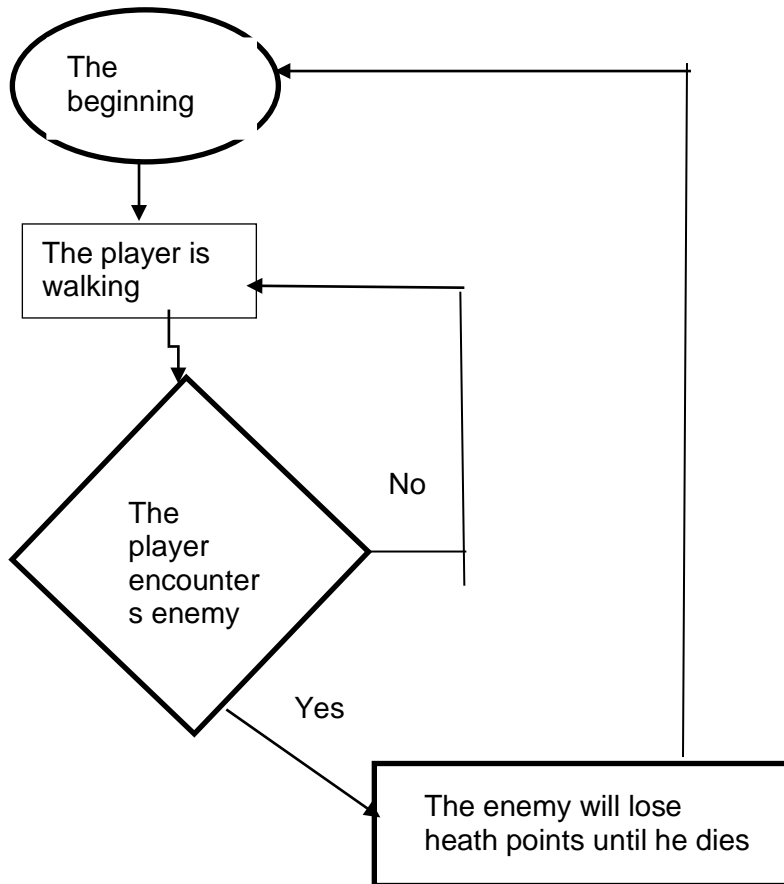


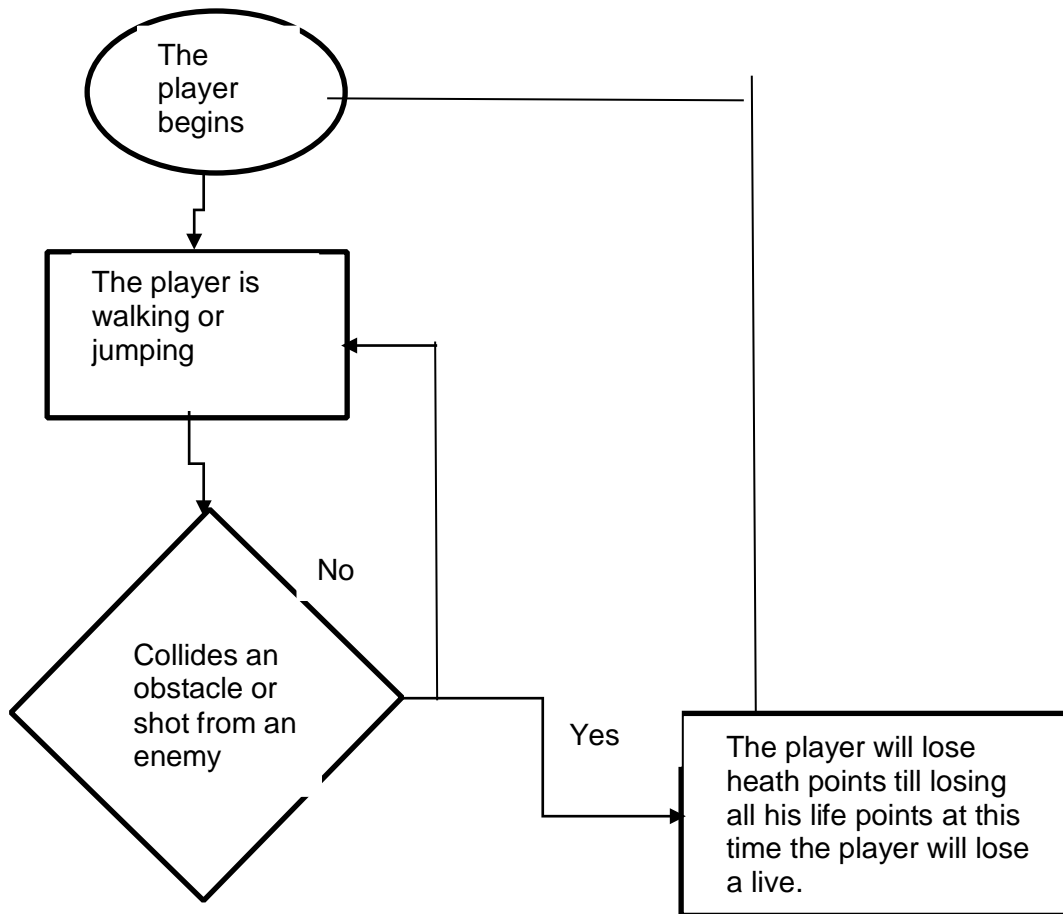
3.1.5 Rules:

- The player needs to jump in order to avoid obstacles
- The player can't swim so he must avoid rivers by jumping over them
- The player can dodge or defeat Evimons
- In order to open the bonus scene, he must collect all the collectables
- In order to finish scene two, he needs to collect all the evidence
- In order to finish the game, Devimon must be defeated and T.K. has to be saved

3.1.6 Actions and interactions:

- Movement:
The player can move along any surface in the world. His controls allow him to flip and move slowly or quickly either forwards or backwards.
- Jumping:
When the player encounters an obstacle (metal bars, spikes or a tall wall) the player can press the spacebar to jump
- Double Jump:
When the player encounters an obstacle (metal bars, spikes or a tall wall) which cannot be reached by regular jumping the player can jump once more while in mid-air.
- Pick-ups:
The player will move though collectibles (bit coins) it will be automatically added
- Shooting:
When the player encounters an Evimon (Enemy) and shoots (fire, ice balls) at it, if the shooting hits the enemy, the enemy will lose health points until all his health points is drained so he dies.
- Colliding with obstacles:
When the player collides with obstacles (metal bars, spikes or a tall wall) or when shot from an enemy, the player will lose health points. If the player lost all his health points the player will lose a live and return to the last checkpoint he walked through, if the player has no more lives to lose then the player will die and the game will be over





3.1.7 Challenges:

- Obstacles are mainly rivers and spikes; Spikes are like blades in the ground and sharp objects
- Enemies are Evimons in three different levels of power.
- The main opponent is Devimon which is met in the final scene, who has extremely high powers

3.1.8 Resources:

Bitcoins – Coins of the digital world, when the player collects them his digimon XP (experience points) increases.

Gems – Coins of the digital world but higher in value than the bitcoins, when the player collects them his digimon XP (experience points) increases.

Red Hearts – The red hearts increase the digimon's HP (health points).

Golden Hearts – The golden hearts increase the digimon's lives.

Shield Power-Ups – Gives the player immunity abilities against enemies' attacks and obstacles for a short period of time.

Fire Power-Ups – Increase the player attacks for a short period of time e.g. if the digimon fires one fire ball at the enemies when he picks a fire power-up the digimon will shoot three fire balls for a period of time.

Thunder balls Power-Ups – Gives the player an extra attacking power, it will only found in the bonus scene

Prison Key – This key will appear in the last scene after Devimon is defeated, when it is collected T.K.'s cellar opens

Evidence – Found in Level 1 - Scene 2 to find where T.K. where takes is imprisoned, the player should collect them all to find where T.K. was taken

Collectibles – If enough collectibles are collected by the player a bonus scene that contains many power-ups especially thunder balls power-ups, Bitcoins and hearts will be unlocked

3.1.9 Audio:

- Background music – for each level
- Warning clip for obstacles
- Shooting clip for shooting
- Jumping clip for jumping
- Boss fight music

3.1.10 Outcome:

- In case of wining:
 - Defeat Evil Devimon
 - Rescue T.K., their kidnapped ○
 - Return to the real world

- In case of losing:
 - The player will die
 - The rest of kids will be stuck in the digital world and controlled by Devimon
 - All the digmons will turn evil by the virus
 - The viruses will spread all over the digital world taking it over
 - Evil Devimon will take over the digital world and eventually taking over the real world as well

4. Dramatic elements of the game:

- 4.1 Idea: The player is trying to find his kidnapped friend and save the world by defeating evil Devimon
- 4.2 Characters:

Digimons: Digital monsters that live in the digital world that befriended the heroes of the digimon and helps them fight the evil monsters of the network.

Agumon: Tai's befriended digimon. A reptile Digimon, it is brave, relaxed, and funny.

Reference art:



Gabumon: Matt's befriended digimon. Gabumon is at times shy and obedient, not willing to openly help unless those precious to him are harmed.

Reference art:



Renamon: Sora's befriended digimon. She is very strong and assertive.

Tai: The leader of the group (The Alpha), His aggressive and impulsive personality often put him in danger, and he eventually learnt that empathy and compassion are the keys to success rather than reckless courage, but he remains willing to put his life on the line for all his friends at any time; The Crest of Courage.

Matt: He is the second command to Tai (The Omega), He prefers to do things his own way. However, he can be passionate and emotional as well; The Crest of Friendship.

Sora: Despite being somewhat of a tomboy, she takes caution in the Digital World because of Tai's recklessness and serves as the mother figure of the group. She is a trustable, reliable and strong person; The Crest of Love.

Izzy: He is the computer expert; The Crest of Knowledge.

T.K.: He is gentle, sweet natured, and generous, However, he was lost in the network when they were falling in; The Crest of Hope.

Evimons: Viruses in the shape of monsters that are implanted by Devimon to attack the network so that he can take over the network.

Level 1: Flamemon and Pinocchimon



Level 2: Tayrannomon and Madatormon



Level 3: Beelzemon, Ocrochimon and Sagittarimon



Level 4: Mephistomon and shawjamon



Devimon: The evil boss who adds viruses to the digital world in order to take over the network, the Digimon heroes wants to eliminate him in order to regain the peace and safety of the network.

Devimon (Boss Fight):



Dr. Franco: Dr. Franco was the kids' professor, He was the one taking them on a camping trip to discover nature and inspect the beautiful wild life.

4.3 Detailed Story:

Five Teenagers Tai, Matt, Sora, Izzy and T.K. were camping out in the summer with their adult leader Dr. Franco, who suggested that the kids go and discover the area around them because they never know what they might find or what might be waiting for them in the woods. While they were looking around the camp, they found a strange looking portal. Once they stepped towards it a strong wind flew beneath them pulling them right into the portal. After falling into the portal, they found themselves in a world that looks like they have fallen into a video game, "This cannot be real" they thought. As soon as the portal closed, they started panicking because they did not know any other way out of this world. Once they had calmed down a bit, they began to inspect their surroundings. The Children started looking for a way to get out of the

Digital world and back to their real world so that they can go home, they soon found that they fell in a digital world in a parallel universe with monster like friendly creatures called Digimons living in it. The Digimons may look like monsters but they are actually friendly, cute and helpful creatures. The digimons are so friendly and helpful that they wanted to help the kids to find a way to their world. Each one of the kids befriended a certain digimon; Tai befriended Ogumon, Matt befriended Gabumon, Sora befriended Biyomon, Izzy befriended Biyomon and T.K. befriended Patamon. Afterwards, the digimons started leading the teenagers through the forest in order to search for a way out but at the end the of the day they felt tired so they decided to go to sleep and continue with their quest on the next day. While they were asleep T.K. the youngest one in the group heard a strange noise, he went to check what that sound is, he found a strange looking Digimon, The Digimon suddenly turned black and huge, he kidnapped T.K. and his Digimon Patamon. When the children woke up they found out that T.K. was missing they looked everywhere but he is nowhere to be found. Now the children have to find T.K. then find their way home.

While they were on their quest, they found out evidence that an Evil Digimon called Devimon was trying to take over the digital world, and that Devimon was planting viruses in the friendly, good digimons turning them into evil so that he can have an army of evil digimons called Evimons to serve his evil motives. Apparently Devimon thought that the kids are a big threat and they had to be eliminated; he sent out his Evimons to fight the kids and their digimons. The kids began to suspect that Devimon kidnapped their friend T.K., so they had to fight the Evimons, destroy Devimon before he destroys the Digital world then find T.K. and get back home. With each fight the kids' digimons evolves having a larger experience, health power and eventually having new attacking techniques. After fighting tons of Evimons the Digimons were fully evolved making it easier for the kids to complete their quest, fighting Devimon, Saving the digital world and saving T.K.

5. Dynamic Elements:

When the player starts the game the backstory will begin and the background music will start. The story will start with Dr. Franco suggesting that the teenagers should look around the woods perhaps they might find something unusually interesting. The teenagers will start looking around and they will discover a strange looking portal, that they will be pulled into, they will find themselves in a digital world with friendly digimons around them each teenager will befriend a digimon and this is when the actual game will start. The player gets to choose the digimon he wants to play with and consequently he will be transferred to the first scene, in this scene the main aim is for the player to start getting familiar with the controls of the game and get a general feel of how the game will continue, he will be led by a simple tutorial showing him how to move around he will start meeting small obstacles , whenever he comes near unnoticed obstacles a warning music clip will play to indicate danger, the tutorial will show him the jumping controls in order to overcome them and the jumping music clip will play whenever he jumps along the game . He will also find some bitcoins and gems the tutorial will inform him that if he collects them he will be able to increase his experience points and therefore evolve whenever the experience points bar gets full, in the tutorial whenever the experience points increase the bar will be highlighted to grab the player's attention to the consequence of collecting the bitcoins or gems. Afterwards, very weak Evimons will appear the player will be shown the shooting controls, whenever the player shoots the shooting clip will play and bitcoins along with Red hearts will appear, when the player collects them the experience and health points will be highlighted to let him notice that they increase whenever he defeats an Evimon. The last thing in the tutorial will be the collectibles when he collects the first one he will be told that if he collects a

certain amount he will be able to access a bonus scene. When the tutorial is done, the player will be left to explore and try without direct instructions. More obstacles will start to appear and if he stumbles into any of them his health points will decrease and the health points meter will highlight to indirectly show the player the effect of what he's doing, if the obstacle was a river the player will be taken back to a check point directly. Also, power ups will appear if the player collects a shield power up he will not be affected by any obstacles or enemies for a certain amount of time accordingly the health points bar will be highlighted whenever the player collects any shield power up within the first scene, to make him notice that his health points are not being affected. There will also be a chance from him to collect fire power ups which increases his attack power for a certain amount of time. He might find Golden Hearts on his way, if he collects them he will be given extra lives, which will give him extra chance to be able to continue the game till the end because when the health points meter hits zero if the player has extra lives he will be taken back to a check point so he wouldn't have to start all over again. More enemies will start appearing, if the player was unable to dodge their shots or stumbles into one of them his health points will be affected negatively and the meter will be highlighted to show the player the effect, when the player reaches the end of the first scene he should be familiar with all the controls and the general idea of how the game works. Afterwards, a cut scene will appear informing the player that T.K. was kidnapped and that they must collect evidence to find out where he is and that all evidence must be collected to finish the second scene, accordingly the quest changes from finding a way out to searching for T.K., the second scene of the first level will start and the player will be faced with harder obstacles and enemies, he will still find collectibles, power ups, bitcoins and hearts. If his experience meter becomes full the Digimon will evolve to its next level giving it more attacking power and change in how it looks, this will happen whenever the meter gets full along the game until he reaches the final level of evolution. He will also find letter evidences that

must be collected in order to be able to finish the scene and be transitioned to the next one. In the transition between the first level and the second level, Izzy will appear saying that the evidence will lead them to Devimon castle so they should head there. The first scene of the second level will be in the castle's entrance and hallway. The player will meet very strong Evimons guarding the castle, which are hard to defeat he will also find hidden resources that should be collected to make it easier for him to overcome obstacles and defeat Evimons. At the end of this scene there will be two options, the first one if the player has enough collectibles he will be transitioned to a cut scene were Izzy says that he has found a hidden area that they should discover and accordingly the player will be transitioned to the bonus scene where he will find many obstacles, hearts and power ups he will also find special power ups called thunder balls which he will be able to keep and use in the final scene. The second option is to be transitioned to the final scene after the first scene of the second level. So, either after finishing the first scene or the bonus scene according to the number of collectibles, the player will then be transitioned to a cut scene were Izzy tells the group that he found the throne room were Devimon is located. Afterwards, the player is transitioned to the final scene where he meets Devimon himself and find the imprisoned T.K., he will be faced by strong Evimons that he needs to defeat in order to go through to Devimon, after defeating the Evimons an ultimate fight will happen between the player and Devimon, the player must defeat Devimon and accordingly a key will appear, when the player collects it T.K.'s cellar open and he gets rescued and a strange looking gadget will appear. Afterwards the player will be transitioned to a cut scene where Izzy cracks the device and a portal opens, when they step into the portal they find Dr. Franco waiting for them and explaining that he was the one who sent them to save the digital world. At any point of the game if both the lives and health points hit zero the game will end and the player will die, consequently, a cut scene will appear showing that Devimon has taken over the digital world and take over the

real world too. In addition, the kids are stuck in the digital world with no way out.

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