

The Leg of Zeg

DESIGN DOCUMENT

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Introduction

Game Summary

The game is called "The Leg of Zeg" (nothing to do with The Legend of Zelda, of course). This is a completely totally seriously "original" work of fiction, any resemblance to any actual person, living dead or fictional is purely coincidental. The gameplay is that of a classic platformer, and the game is a timed boss rush.

Game Scenario

Zeg lost his leg, so his bestie Lelda asks her dad the king to return it :)

Game Pitch

The game is a 2D platformer where the player must navigate through a level filled with enemies before defeating a final boss. The ultimate goal is to kill the aforementioned boss. However, there's also a timer that serves as a secondary objective, allowing players to aim for the shortest possible completion time.

Victory and Defeat Conditions

The player wins if they kill the boss. They lose if they die, either when their health points drop to zero or if they fall off the level.

Inspiration

Forgotten Warrior 2004

Après avoir choisi de développer un jeu de type platformer, nous avons décidé de prendre ce jeu comme une inspiration / squelette



Player Experience

Controls

Moving : arrow keys

Jumping : space bar

C : Attack

V : Special Attack (consume mana)

P : Open the pause menu

E (near the shopkeeper) : open the shop menu

R, T, Y : change the game resolution

Primary Mechanics examples(movement)

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
<u>walk</u> 4 frame walk cycle	
<u>Jump</u> The character jumps while also moving forward simultaneously	
<u>climb</u> We ended up not able to use this one :(he's too old to climb ladders now	

Art

General theme

The theme was kept simple and functional, with a muted colour palette for the environment and background as to not be too distracting for the player.

Design



Tileset abandonné à cause de problèmes de hit box



Itération finale de la version finale du tileset