

Game Plot

- Cutscene 1
 - Alfred is a hacker.
 - He takes money from banks, then flies it from Charlotte to Los Angeles. He then takes it to Germany.
 - That confusing route fools US authorities.
 - Clark: Defender of the System is a bank executive, and Alfred is planning on hacking into his system.
 - Clark needs Wise Master Putty's help to foil Alfred's plans.
- Tutorial
 - Wise Master Putty teaches Clark how to fight in the terminal.
- Levels 1 and 2
 - Clark fights against Alfred's hacking attempts
- Cutscene 2
 - Alfred has landed in Los Angeles.
 - Alfred is using free WiFi to hack, so Clark is able to get into his computer.
- Boss Fight
 - Alfred brings a civilian into his computer in order to distract Clark.
 - Clark defeats Alfred in the terminal while defending the Civilian.
- Cutscene 3
 - American authorities arrested Alfred while he was busy fighting Clark in the terminal.
 - The authorities give Clark a reward for his work.

Game Mechanics

- Controls
 - WASD/Arrows control movement.
 - Shift key makes Clark sprint.
 - W and space are used for jumping.
 - Z shoots bullets.
- Enemies
 - White Semicolon
 - Basic enemy. Deals damage upon hitting Clark. Comes in small and large sizes.
 - Red Semicolon
 - Does not take damage and will instantly kill Clark. Comes in small and large sizes. The large variety is wider than the large white semicolons.
 - Alfred
 - This is the final boss. Alfred shoots semicolon bullets at Clark and the Civilian.
 - The first time Alfred is close to dying, he enters Boss Mode and regenerates his health. While in Boss Mode, he shoots boss semicolon

bullets at Clark and he cannot take damage. However, he no longer targets the Civilian.

- Alfred exits Boss Mode after ten seconds.

- Platforms

- Standard platform
 - Based off of an equal sign.
- Multi-platform
 - These prefabs are multiple standard platforms put together.
- Fake platform
 - This looks like a standard platform, but it has no hitbox.
- Invisible platform
 - This is invisible, but it has the standard platform's hitbox.
- Wall
 - This is a standard platform rotated ninety degrees. The grounding trigger is still placed on the top of the wall.
- Invisible Wall
 - This is a wall that is invisible.
- Bullet Shield
 - This is similar to an invisible wall. Bullets are destroyed when they hit the bullet shield. All other objects can move freely through bullet shields.
- Caveway
 - This prefab is made up of one standard platform stacked above another. There is just enough space between these standard platforms for Clark to move through, but he cannot jump.
- Left and Right Capped Caveways
 - This is a caveway combined with a wall so that one side of the caveway is blocked.
- Bumps
 - This is a standard platform combined with a wall so that a floor or ceiling can be heightened or lowered by a standard amount.

- Other

- Gateway
 - This is a door that can only be opened if Clark has three keys.
- Keys
 - Can be found in various ways. When hit by Clark, they enter his inventory.
 - Types:
 - Blue
 - Standard
 - Green
 - Standard
 - Red
 - The red key teleports the first time Clark touches it.
- Info Trigger

- The icon is Wise Master Putty. When Clark touches an Info trigger, dialogue appears that imparts knowledge upon him.
- Health Pack
 - This gives Clark extra health. Clark's health cannot exceed 100.
- Checkpoint
 - Clark activates a Checkpoint by hitting it. When Clark dies, he respawns at his latest checkpoint if he has enough lives.
- Civilian
 - This character is fragile and will die from a single bullet. The Civilian is incapable of movement or combat.
- Boss Health Bar
 - This red bar gets smaller as Alfred's health does.
- Bullets
 - Standard Bullet
 - Clark can shoot these to defeat enemies.
 - Semicolon Bullet
 - This is Alfred's bullet of choice. It is a semicolon. It is slower than a standard bullet, but it can take multiple hits.
 - Boss Semicolon Bullet
 - Instantly kills whatever it hits and moves even more slowly than semicolon bullets.
- Death Trigger
 - This is placed at the bottom of every level. When Clark falls off the map and hits the death trigger, he dies.
- Next Level Trigger
 - This moves Clark to the next level.
- Teleporter
 - When Clark hits a teleporter, he is teleported. The location he teleports to can be customized in the Inspector.
- Canvas
 - This contains the UI elements. Health, lives, and inventory items are displayed.
- Camera
 - Follows Clark so that the user can see what's happening.
- Music
 - Plays music and game sounds. Outputs to an audio mixer that can be adjusted in the settings menu in game.

Scenes

- Title
 - The user can start the game, change settings, or quit.
- Cutscene 1
 - A picture of Alfred is used with an explanation of who Alfred is.

- A map is used to explain the first part of Alfred's route.
- Another map is used to explain the rest.
- Another picture of Alfred is used to explain that this fools American authorities.
- A picture of Clark is used while Clark is introduced.
- Putty is introduced.
- Tutorial
 - Teaches the user how to play.
 - First, Wise Master Putty explains how to move.
 - Next, he explains sprinting.
 - Next, he tells Clark how to jump and makes him do a sprint-jump.
 - Next, he teaches Clark how to shoot and uses semicolons as test dummies.
 - Finally, he shows Clark checkpoints, health packs, and info triggers.
- Level 1
 - A wall blocks off the left side of the level.
 - A short part of the level is straightforward.
 - Clark falls through a fake platform to the next part of the level.
 - Clark must fight four semicolons to get to the puzzle.
 - A diagram of the next part of the level appears above Clark's head. Rotated health packs denote fake platforms.
 - Clark must jump on specific platforms to get to the end of the level. Red semicolons move over the puzzle so that Clark must time his jumps correctly.
- Level 2
 - This level is in a cave, so Clark isn't free to jump in much of the level.
 - A gateway blocks off the second part of the level, and Clark needs three keys to unlock it.
 - The blue key is unlocked by killing the first mini semicolon.
 - Near the first semicolon, there is another platform with a fake platform above it. Above the fake platform, there is a health pack. There are invisible walls preventing the player from walking over the entire level.
 - The level splits into three height levels.
 - The top contains a red semicolon guarding a red key. Clark must run in, grab the key, and run out before the red semicolon gets him. The key teleports to the middle level where Clark can grab it for real.
 - The bottom has a fake platform. When Clark falls through it, he teleports directly above the first fake platform and the green key appears nearby.
 - The middle level contains the gateway.
 - After passing the gateway, Clark must blast through a fragile wall while moving around a large red semicolon.
 - Clark reaches a checkpoint and must jump up to a platform with two red semicolons and one white semicolon. He must pass this platform to get to the end of the level.
- Cutscene 2
 - Picture: LAX. Text explains that Alfred already made it to LAX.

- Picture: plane. Text: Alfred's next flight is getting ready.
- Picture: Putty. Text: Putty is connecting Clark to Alfred's computer.
- Boss Fight
 - Alfred shoots Clark with semicolon bullets and Clark has to shoot him back, sit out his Boss Mode, and defeat Alfred the second time. If Clark allows the Civilian to be hit by a semicolon or by his own bullet, he dies.
- Cutscene 3
 - Picture: Alfred arrested. Text: US authorities arrested Alfred while he was battling Clark.
 - Picture: Bitcoin. Text: Clark was rewarded by the US gov't for his work.
 - Picture: Clark. Text: Thanks for your help.
- Game Over
 - Allows the player to restart the level or quit.
- Settings
 - Allows the user to edit graphics settings and volume.
- You Win
 - Allows the user to replay the game by deleting all data or quit.

Data Structure

