Technical document

Purpose:

This is an outline for the technical aspects of the project that need to be in place for the game to be whiteboxed effectively. Whiteboxing in this case means the effective testing of gameplay in the early stages of development.

Systems:

2D playable character:

* Jumping
* Dashing (downwards)
* Movement on platforms
* Running from side to side

Room manager:

* Movement in and out of doors

Level generator:

* Path which the thread moves on should be generated
* Terrain and challenges should be thrown at the player with a degree of randomness
* The demo’s logical end point is at the top of the mountain before the clocktower

Momentum wheel:

* The wheel should consist of platforms that spin faster or slower depending on how the player stands on it.

Chaser (?):

* In order to prevent the player from resorting to a slow/defensive playstyle there could be a slowly moving upwards threat.

Saving:

* Only later in development would the player need to save their progress. Perhaps the demo can keep to a height highscore.

Challenges:

* Side to side challenge
* The jump (from old to new wheel, or from wheel to end)
* Individual platforms becoming dangerous