


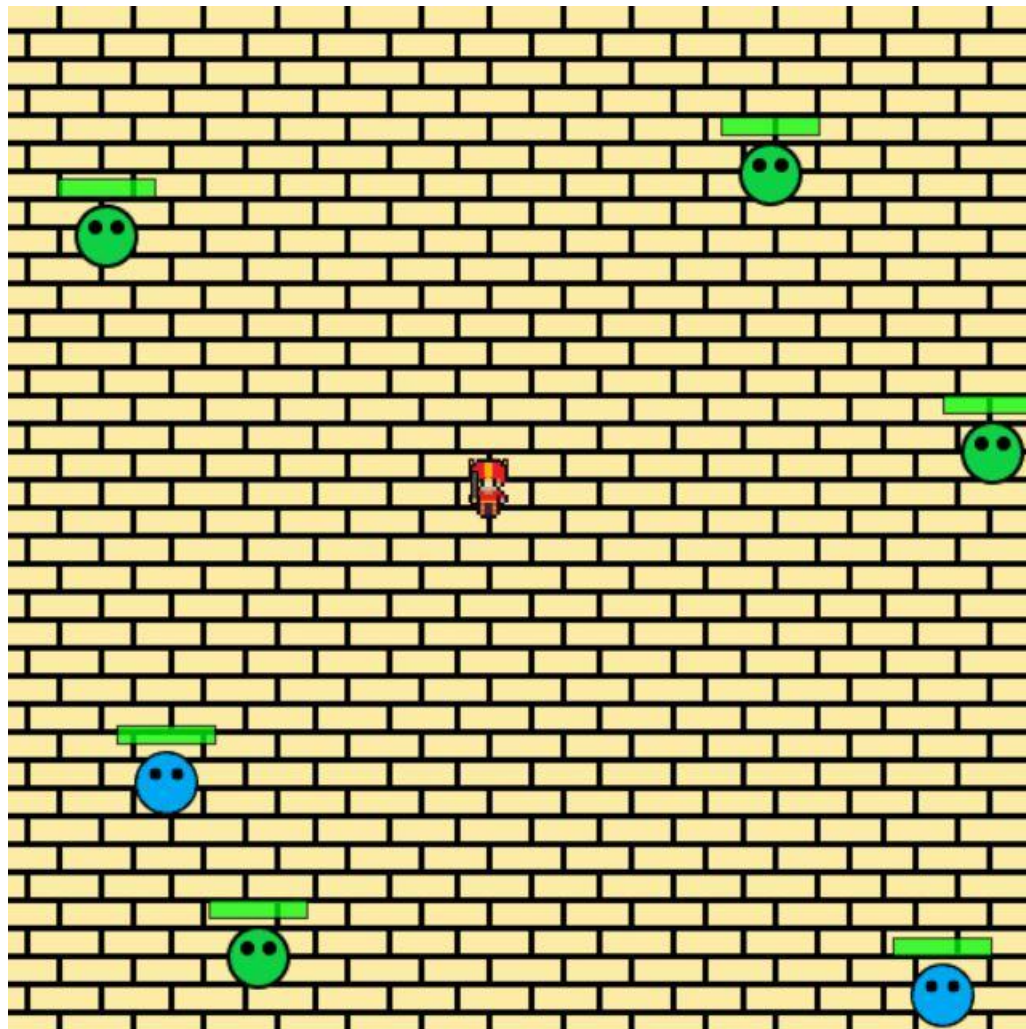
Design Document

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- Game Title: Slime Arena
- Backstory: In the magical land of Fateslandia, killing slimes in the arena is a popular form of entertainment. The creatures are weak and plentiful, almost to the point of being considered pests.
- Characters:
 - Basic attributes: Character movement speeds (player and enemies) are in pixels per frame, and player damage is also measured on a per frame basis while the space key is being pressed. The game runs at 60 frames per second.
 - Playable characters:
 - Yorec the Brave, warrior who fights with a sword. 4 move speed and 5 damage.
 - Eirika the Graceful, a beautiful lady who's quick on her feet. 5 move speed and 3 damage.
 - Jorge the Strong, a slow heavy hitter. 3 move speed and 10 damage, bigger hitbox for hitting enemies.
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 - Enemy NPCs (values may differ in final product):
 - Green slime: 9 HP, 1 move speed, 50 points
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 - Blue slime: 12 HP, 3 move speed, 100 points
 - Purple slime: 12 HP, 3 move speed, moves diagonally, 150 points
 - Red slime: 12 HP, 4 move speed, changes direction more often, 150 points
 - Gold slime: 25 HP, 5 move speed, 500 points
 - Black slime: 12HP, 3 Move speed, teleports when hurt, 150 points.
 - All enemies (except the purple slime) move in a single cardinal direction (up, down, left or right) chosen at random. Enemies will pick a random new direction to move in every 2 seconds (or every second for the red slime), or if they hit the edge of the screen (as to make sure they do not move out of the playable area) or an obstacle. Certain slimes only appear on certain arenas.
- Gameplay:
 - Top-down perspective with enemies roaming the arena. Players can defeat enemies to gain points, power ups can spawn to help them.
 - Items (must be touched by player character to get the effects):
 - Double points: Doubles all points gained from defeating enemies for 10 seconds
 - Double damage: Doubles damage done to enemies for 10 seconds
 - Swift boots: Doubles player speed for 10 seconds
 - Magic orb: Gives 300 points
 - Magic blast: Deals 10 damage to enemies on screen
 - Arenas:
 - Basic: no gimmicks, green, blue and gold slimes

- Mystic: Portals that teleport the player, green, blue, gold and black slimes
- Ruins: Fallen debris that impedes movement, green, blue, gold and purple slimes
- Volcano: Lava pool in the middle that impedes movement, green, blue, gold and red slimes
- Controls: Arrow keys to move around, Space to use sword. When space is pressed the player will do damage to any enemies they are currently touching. Players will need to wait a brief moment before attacking again.
- Flow: Players will have a set amount of time (60, 90, 120, 180 seconds) to kill as many slimes as they can to rack up points. Bonus items may spawn randomly in the map at set intervals (every 20 seconds). More and more enemies will spawn in the arena as time goes on.
- Rules: Slimes will not deal damage to the player but will move around randomly and can be defeated to earn points. Players will have a set amount of time to earn as many points as they can.
- Victory conditions: Once the time runs up the game will end. Go for a high score!

- Sample level



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- Game world: Medieval fantasy world with magic and monsters.

- Bonus material: Multiple playable characters that have different stats. Multiple maps with different enemy types and environmental objects, multiple time limits. Random nature of enemy movement and power-up spawns encourage replaying for higher scores.