Bird’s Nest

Rational Design Log

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# Feature Breakdown

## Game Dynamic Explanation

## Mechanics Breakdown

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# Mechanics

## Required Inputs

* Left/Right movement
* Jump trigger

## Feedback

* Idle animation
* Running animation
* Death animation from enemy collision
* Death animation from falling off-screen/onto hazardous platform
* Squishing enemy animation

## 

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## Mechanics Flow Diagram

Idle

Left/Right

Jump

Wall Collision

Enemy Collision: Side/Above

No

Yes

Left/Right Released

Propel Left/Right

No

Death

Propel Upward

Wall Collision

Enemy Collision: Side/Above

Fall

Landed

Death

Yes

Yes

No

No

Yes

Enemy Collision: Below

Squash Enemy

Yes

No

Yes

No

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# Challenge

## Player Skills Challenged

**Physical Skills**

* Reaction Time
  + Players must time jumps precisely

**Mental Skills**

* Concentration
  + Players must remain focussed on the player character at all times
* Observation
  + Players must observe the pathways through the level and look for routes to guide them to the exit
  + Players must spot enemy movement patterns to predict behaviours
* Spacial Awareness
  + Players must judge distances between platforms and enemies

**Social Skills**

* N/A

## 

## 

## Atomic Parameters

|  |  |  |  |
| --- | --- | --- | --- |
| **Platform Jumping** | **Easy** | **Medium** | **Hard** |
| Size of gap | **\_\_|\_ \_\_\_\_\_|\_\_\_\_\_** | **\_\_|\_ \_\_|\_\_\_\_\_** | **\_\_| \_|\_\_\_\_\_** |
| Length of target platform (room for overshoot) | **\_\_\_ \_\_\_\_\_\_\_\_\_\_** | **\_\_\_\_ \_\_\_\_\_** | **\_\_\_ \_\_** |
| Frequency of jumps | **\_\_\_\_\_\_\_ \_\_\_\_\_\_\_** | **\_\_\_\_ \_\_\_\_\_ \_\_\_\_** | **\_ \_\_ \_\_ \_\_ \_\_** |
| Hazardous Nature of jump | **\_\_ \_\_\_\_\_\_\_\_**  **\_\_\_\_/** | **\_\_\_\_ \_\_\_\_\_\_**  **xxx\_\_\_/** | **\_\_\_\_ \_\_\_\_\_\_**  **xxxxxx** |
| Rhythmic Nature | **\_\_\_\_ \_\_\_\_ \_\_\_\_** | **\_\_ \_\_\_ \_\_ \_\_ \_\_** | **\_ \_\_\_ \_ \_ \_\_\_\_** |
| Amount of climb | **\_\_\_\_\_\_\_**  **\_\_\_\_\_\_\_\_\_** | **\_\_\_\_\_ \_\_\_\_\_\_** | **\_\_\_\_\_\_**  **\_\_\_\_\_\_\_** |

## 

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## Difficulty Matrix

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Moment** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** |
| Size of Gap | E | E | E |  |  |  |  |  |  |  |  |
| Length of Target Platform | E | M | M |  |  |  |  |  |  |  |  |
| Frequency of Jumps | E | M | M |  |  |  |  |  |  |  |  |
| Hazardous Nature | E | E | E |  |  |  |  |  |  |  |  |
| Rhythmic Nature | E | E | M |  |  |  |  |  |  |  |  |
| Amount of Climb | E | E | E |  |  |  |  |  |  |  |  |

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# Theme & Setting

## Intended Tone/Feel

This game should have an intense, heart-racing feel, keeping the player on-edge throughout.

## Setting

The game is set in a war-torn future of robots and laser weapons. The game focuses on the lives of average people living in sewers and underground tunnels beneath this warzone - people trying to live a regular life amongst the chaos and destruction.

## Character

The main character is a “runner” - a scavenger/messenger wearing a powered exosuit that helps them run at a high speed, protects them from long falls, and can use its heavy weight to crush enemies.

## Goals

You (as the runner) are tasked with scavenging for scrap metal and other resources to help the people you live with. Your primary goal is to traverse the war-torn landscape from one access point to another. Along the way, a secondary goal is to collect scrap and other resources.

## Enemies/Hazards

In the way of our hero are robotic enemies that wait to shock them, shoot them or grab them, capable of both lateral movement and flight and, at times, equipped with ranged laser weaponry.