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|  | **Escape The Hive** |
|  | **Game Design Document *v0.01*** |
|  | **8 November 2019** |

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# Change Log

|  |  |  |  |
| --- | --- | --- | --- |
| ***Version*** | **Changes** | **Changed By** | **Date** |
| ***0.01*** | ***Changed the name of the Options menu to the Pause Menu*** | ***TO*** | ***26-Apr-19*** |
| ***0.01*** | ***A New area has been added (The Death Prince’s Burial Mound)*** | ***TO*** | ***26-Apr-19*** |
| ***0.01*** | ***The Death Prince has been renamed The Dark Prince*** | ***TO*** | ***28-Apr-19*** |
| ***0.01*** | ***+1 Temporary Corruption while in the Dark Prince’s Burial Mound*** | ***TO*** | ***8-May-19*** |
| ***0.01*** | ***Inclusion of the Cathedral of Light*** | ***TO*** | ***8-May-19*** |
| ***0.01*** | ***Inclusion of pathway blocking benches in the Cathedral of Light*** | ***TO*** | ***9-May-19*** |
| ***0.01*** | ***Adjusted the XP rewards chart*** | ***TO*** | ***9-May-19*** |

# Executive Summary

## Description

Escape The Hive is a racing game where the player commands a car racing on an alien planet. It is a 3D where the game the player racing against alien cars with pick ups along the track that give the player some manner of boon. These bonuses include things such as a projectile weapon, a temporary speed boost, health pickups and a mass slow for the other racers. The player, and his competitors, can take damage as they smash into each other, the more damaged the cars become, the slower they are.

## Features

* Power ups the slow down opponents, damage them, heal the player or speed them up
* A deadly “Mother-Ship” that chases the player’s around, if any racer falls far enough behind they are “taken”.
* There are a number of tar pits that can also slow down a car’s speed while they remain in it
* A health system that allows the player or the enemies to take damage and become slowed

## Gameplay Overview

The game is simple, the first player to complete the track three times wins. The racers move around the track, picking up bonuses that appear at specified locations along the road. As they pick them up bonuses, the player and enemies have a limited time to use them, as a timer counts down until it is depleted in which case the bonus disappears. Should another bonus be picked up while the player already has a bonus, the previous bonus is removed and the new one is added, the timer being reset. All the while, a mothership steadily follows the racers. Should one of the racers fall too far behind, this alien ship beams up these ships and they are “taken” by the aliens. They then return as an alien ship that attempt to trip up the remaining racers.

## Story

The story is that one of earth’s colonies in deep space has been attacked by an alien ship. The colony has been destroyed but the colonists were able to get a distress signal off before their destruction. Now the alien mothership is hunting the few survivors who desperately flee for their lives.

# Bonuses

There are a number of bonuses that appear at specific points along the track. You can pick up these bonuses by running over them. They last for about 6 seconds, or until another one is picked up, which makes them disappear.

**Upgrades List:**

|  |  |
| --- | --- |
| **Bonus** | **Gameplay Impact** |
|  |  |
| **Heal** | Bring the player back to full health, and therefore speed. |
| **Speed Boost** | Increase speed to 150% for 10 seconds. |
| **Mass Slow** | All other racers are slowed by 30%. |
| **Projectile Slow** | Fires a projectile that slows an enemy when hit. |
|  |  |

# Front End

## Main Menu

### Main Menu

* Start Game
* Options
* Quit

### Options Menus

* Sound Option (ON/OFF toggle)
* Graphics Quality
* Back

## Pause Menu

### Resume

* Exits the Pause Menu, returning the player to the game.
  + 1. **Options**
* Sound Option (ON/OFF toggle)
* Graphics Quality
* Back
  + 1. **Quit**
* Asks the Player if they really wish Quit
  + Exits the game to the Main Menu if Yes is selected
  + May return to the Pause menu if they select No

# Controls

General Control Mechanism:

## Controls Overview

|  |  |
| --- | --- |
| Function | Button Event |
| Move Forward | Up Arrow |
| Turn Left | Left Arrow |
| Turn Right | Right Arrow |
| Reverse | Down Arrow |
| Use Bonus | Space Bar |