



INVASION

This is for University Assignment purpose only

GAME DESIGN DOCUMENT

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1. Game Overview

1.1 Introduction

This is a 2D construct 2 game. The player is a soldier run across the different terrain to reach the safe zone.

1.2 Objective

- The objective of the game is for the hero to travel across each level to the area.
- Kill as many aliens as he can
- Collect more than 45 gems as he can
- Collect the keys to unlock the gate at the end of each level

1.3 Genre

It is a platform-based game built using a cracked version of Construct2. It can be played on a mobile as an apk format supported by windows and android.

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It is an action and adventure game.

1.4 Features

It is a 2D game and only for single player. It has a landscape-oriented view with dynamic music and sound.

1.5 Game name

Picking the name was an idea I got from the alien vs cowboys genera. It is a apocalyptic scenario and sees our hero on his way through the deserted lands. Finally the title of the game is based of the story of invaders trying to take over the earth and the last man trying to save it.

2. Research

2.1 Super Mario

Can honestly say he have built a game without the knowledge obtained from the mother of all games atleast according to the millennial generation, Super Mario.



Figure 1

2.2 Jungle Adventure

This game inspired the developer by providing it with many ideas like corrupt his owl friend to kills him, rotating object and many more.



Figure 2

2.3 Dynamite Headdy

This was a vintage game; I came across why trying to look for ideas for the game it is a true marvel. Where the happy village suddenly turns upside down when a monster comes



Figure 3

3. Story

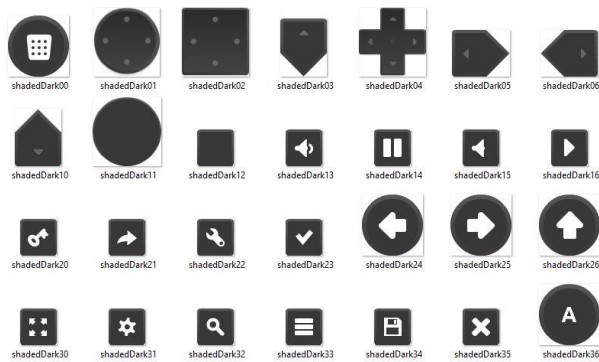
The story centers around alone soldier as he has to travel to the gate at the end of each level.

In his quest to reach the gate, he must first kill many villains and avoid the obstacles along the way.

The soldier must collect as many gems as possible as well as the two magic keys i.e. red and blue hidden behind the boxes. This will enable him to secure safe passage to the next level.

4. User Controls

These are assets found in Kenny.nl



4.1 Control summary

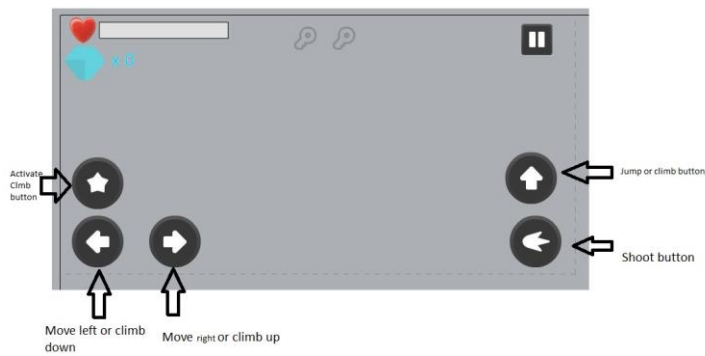


Figure 4

5. Assets

Some are downloaded from craftpix.net whereas others in gameart2d.com and kenney.nl. Also, the assets downloaded are free.

5.1 Hero

The soldier character was free on gameart2d

<https://www.gameart2d.com/sprites.html>



5.2 Background

The background I bought from GameDev

5.2.1 Level 1

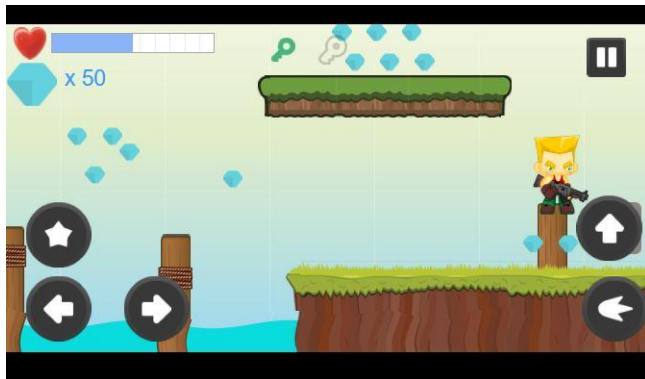


Figure 6

5.2.2 Level 2



Figure 7

5.2.3 Level 3

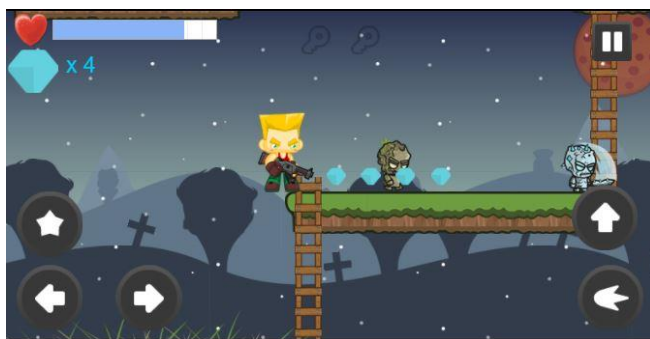


Figure 8

5.3 Enemies

These were free assets obtained from craftpix.net

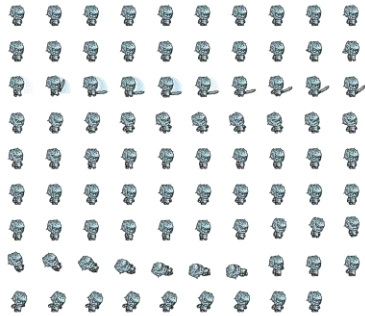


Figure 9

<https://craftpix.net/freebies/free-golems-chibi-2d-game-sprites/> (aliens)



Figure 10

<https://craftpix.net/freebies/free-monster-enemy-game-sprites/> (monsters)

5.4 GUI

This is a free asset from <https://craftpix.net/freebies/free-jungle-cartoon-2d-game-ui/> (GUI)



Figure 11

5.5 Others assets

Some of the assets I just created from the construct platform with paint

6. Sound and music

Music is obviously one of the most important aspect of the game, which motivates the user to continue playing the game without being bore. In this game, the developer included sound created by BFXR and the rest download from a well know site openGameArt.org, which provide asset and music free.

6.1 Sound

Laugh Evil, ouch1, PowerUp, Stab Knife were downloaded from openGameArt.org whereas jump, laser1, coin, explosions were created using the software BFXR.

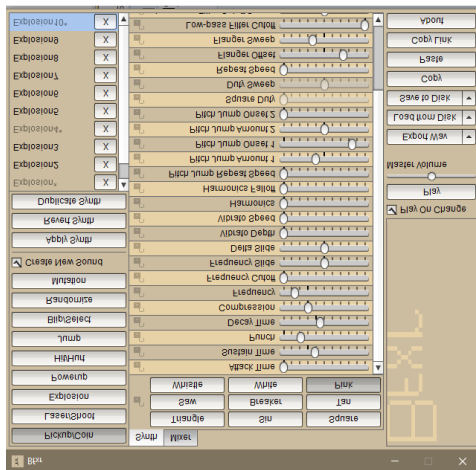


Figure 12

6.2 Music

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