

SOULAGE Tom



GDD

Comput Game Development
Project

Castle Prison Escape

2021

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1.Project description

The game was developed for the project of the course “Computer Games Development” at Algebra University in Zagreb.

It is a 2D game developed with Unity, which is called “**Castle Prison Escape**”.

It's a Mario Bros like, with fight.

2.Story :

A prisoner tries to escape from a prison. He managed to get out of his cell thanks to a hole in the ground.

Unfortunately, this prison is guarded by very dangerous monsters. With a sword, he will try to pass the different rooms of the prison, and reach the exit door.

The player will play as this prisoner and will have to avoid traps, kill monsters and use the various objects present in the prison, without dying.

Theme: Fancy

3.Characters

a) Main character :



The main character is a warrior, knight style, who owns a sword. He can **run**, **jump** and **attack** with his sword to damage monsters.

b) Enemies :

In the game, there are 9 types of monsters, with unique mechanics and characteristics.
In each level there are 3 different types of enemies.

- ***Level 1***

- ***Mushroom :***



This first monster is very easy to kill, it allows the player to discover the fight mechanics.

- ***Mechanic :*** Motionless / still, he doesn't attack
- ***PV :*** 1
- ***Damage :*** 0

- *Gobelins* :



- *Mechanic* : Motionless and slashes at regular intervals that inflict damage
- *PV* : 3
- *Damage* : 1

- *Dragon* :



- *Mechanic* : Motionless and throws fireballs at regular intervals
 - *PV* : 2
 - *Damage* : 1 (Fireball inflict damage)
-

- *Level 2*

- *Fly monster*:



- *Mechanic* : Flies and moves between two points very quickly between two points, it damages when it hits the main player.
- *PV* : 1
- *Damage* : 1

- *Infected Mushroom* :



- *Mechanic* : Moves by walking slowly between two points, he inflicts damage on the opponent when he hits him with the front face of his body.
- *PV* : 1
- *Damage* : 1

- *Infected Gobelin* :



- *Mechanic* : Run between two points, very quickly, and strike at regular intervals.
 - *PV* : 1
 - *Damage* : 4
-

- **Level 3**

- *Infected Fly monster :*



- *Mechanic :* Fly and move between two points, shooting infected lava that inflicts damage on the opponent.
 - *PV :* 5
 - *Damage :* 1 (Infected fireball inflict damage)

- *Hord of baby skeleton :*



- *Mechanic :* This is a "horde" of baby skeletons (very small skeletons) moving between two points. They move by walking and strike their sword at the same time at regular intervals.
 - *PV :* 5 (1 per skeleton)
 - *Damage :* 1 per skeleton (but attack in the same time)

- *Boss : The Giant Skeleton :* The player will have to take advantage of his slowness in order to kill him.



- *Mechanic :* This is the boss, he is very tall and has a lot of life. He moves between two points and strikes the sword at regular intervals.
 - *PV :* 10
 - *Damage :* 2

Animation :

Each enemy has unique animations when attacking (except mushroom which does not attack), when they take damage, die or idle.

4. Gameplay :

a) *Goal :*

The goal of this game is to survive through the different monsters, traps and levels, in order to escape from the prison.

The main character must reach the doors of each level in order to reach the exit door of the castle.

b) Objects and elements:

Through the levels, players will encounter different types of objects:

There is care for you to survive !!

- Life point :



This item can be picked up by the player only when they have less than 3 hearts (which is the maximum life a player can have).

Each heart picked up gives one life point.

There is a life point at each level, in order to help the player to survive through the different levels.

Be careful where you walk !!

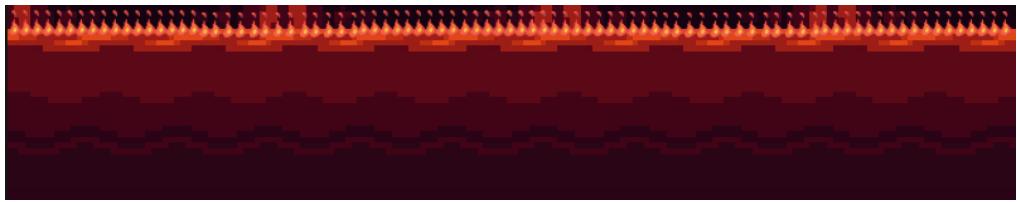
- Trap :



Traps damage one point of damage to the player when stepping on them. Be careful with these objects, which can be placed anywhere throughout the levels.

There is a trap door in each level.

- Lava area :



These areas are present in level 1 and 2. If the main player falls in, he dies instantly.

Follow the light to find your way !!

- Torch :



The torches are used to guide the player to the door of the level. They are placed on the walls of the different levels.

- Elevator :



When you walk on this platform it carries you upwards. (only in the third level)

- Door :



The door allows you to access the other level. At the end of each level, there is a door, except for the last level, where there is an open door to finish the game.

c) Display during game:



: number of monsters killed.



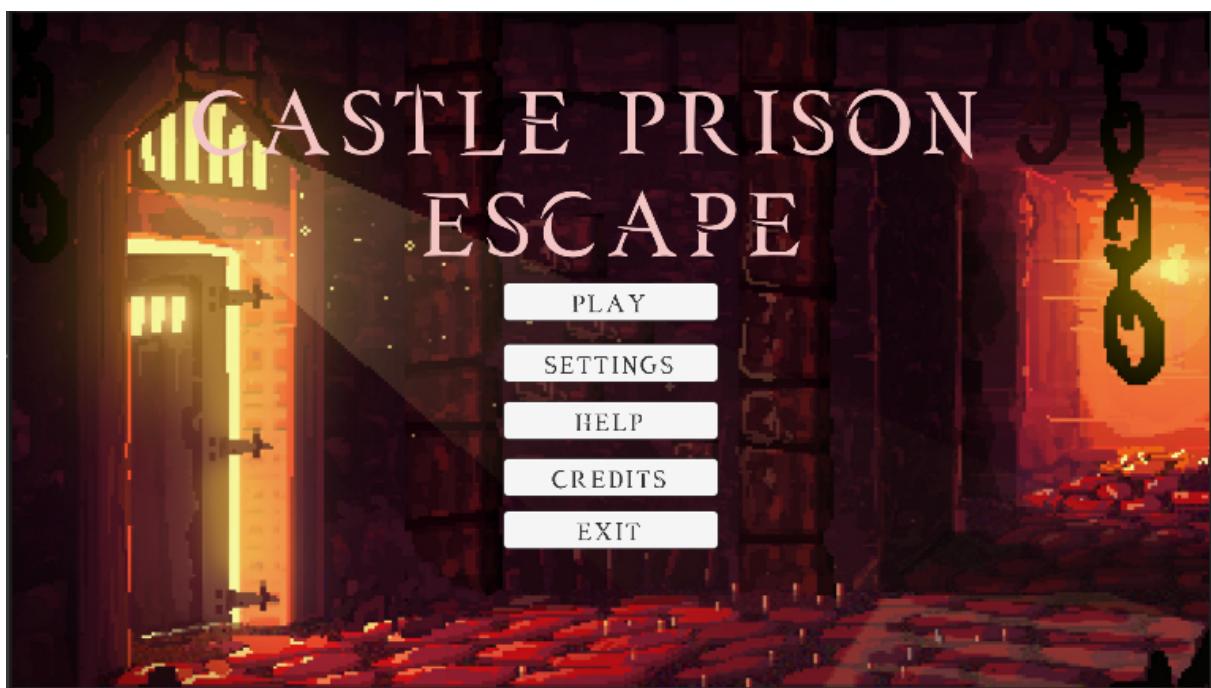
: elapsed time.



: number of lives (maximum = 3).

d) Game progress:

A. Main MENU

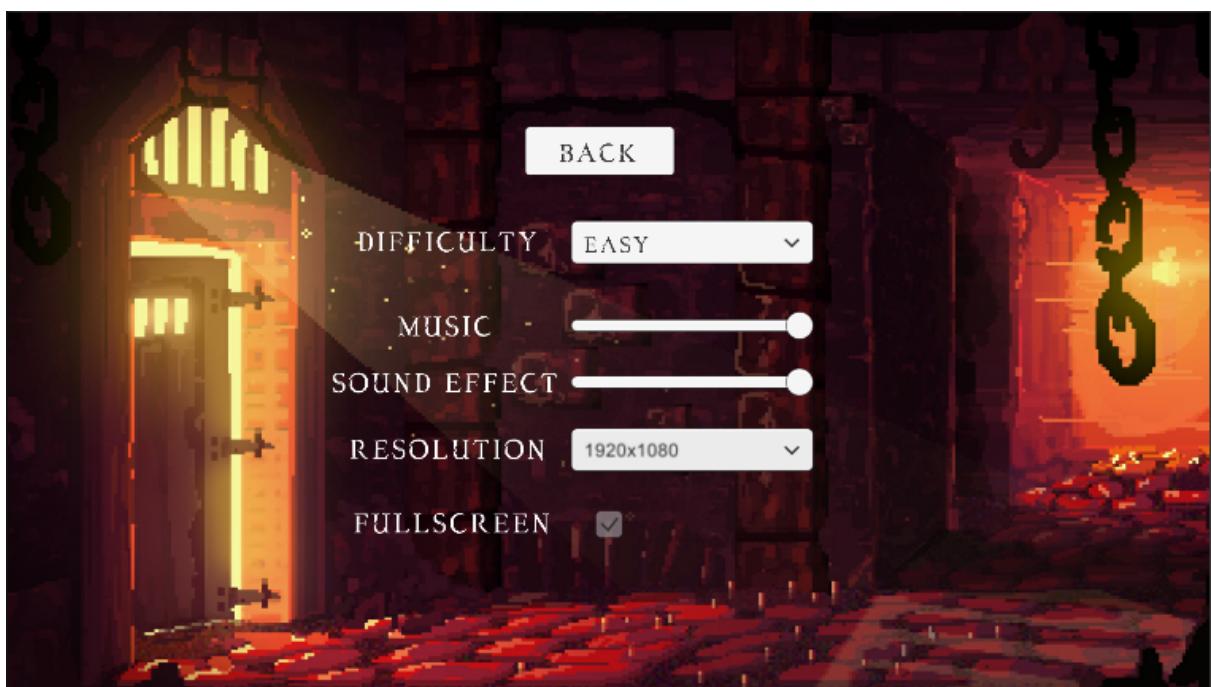


The main menu is made up of 5 buttons:

a. *Play game*

This allows you to start a game

b. *Settings*



On this screen, you can adjust several parameters:

01. Difficulties

There are three difficulties:

- Easy (3 lifes) → difficulty by default
- Medium (2 lifes)
- Hard (1 life)

Difficulty only varies the player's initial life.

I have chosen not to vary anything other than the player's initial life, because I think that it is the life system that complicates (or not) the game.

02. Sound effect volume

You can adjust the volume of the sound effects of the game by using a “slider”

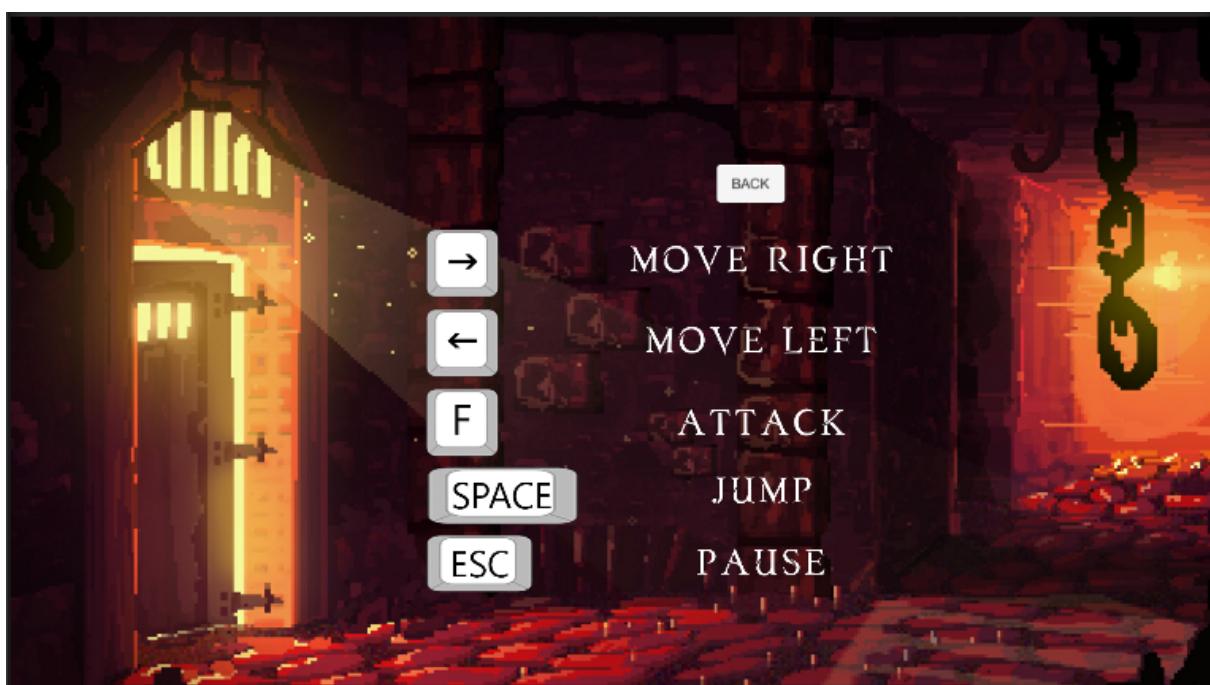
03. Music

You can adjust the volume of the music of the game by using a “slider”

04. Resolution

You can choose the resolution of the game screen by using a “slider”

2. Help



This screen helps you to play, by giving you all the keys to use to play.

3. Credit



Present the different resources used (music, audio etc ...)

4. Exit

Allows you to quit the game

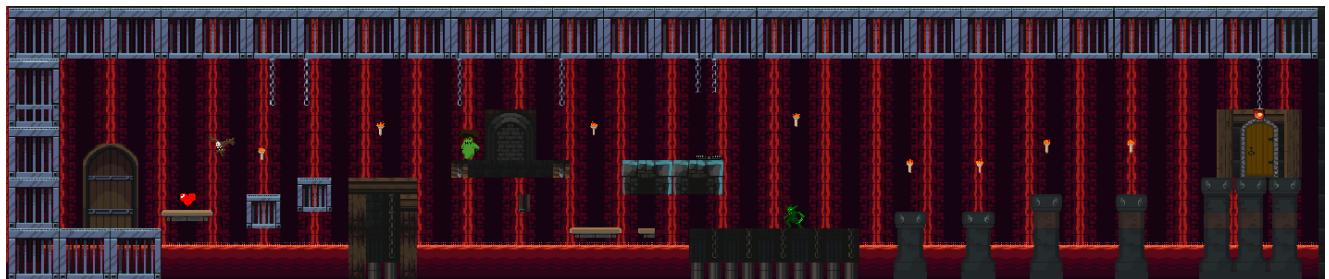
B. During the game

a. Level 1



When you launch the game, you spawn in a cell. This contains a hole in the ground, so you have to go through it to try to reach the door at the top right.

b. Level 2



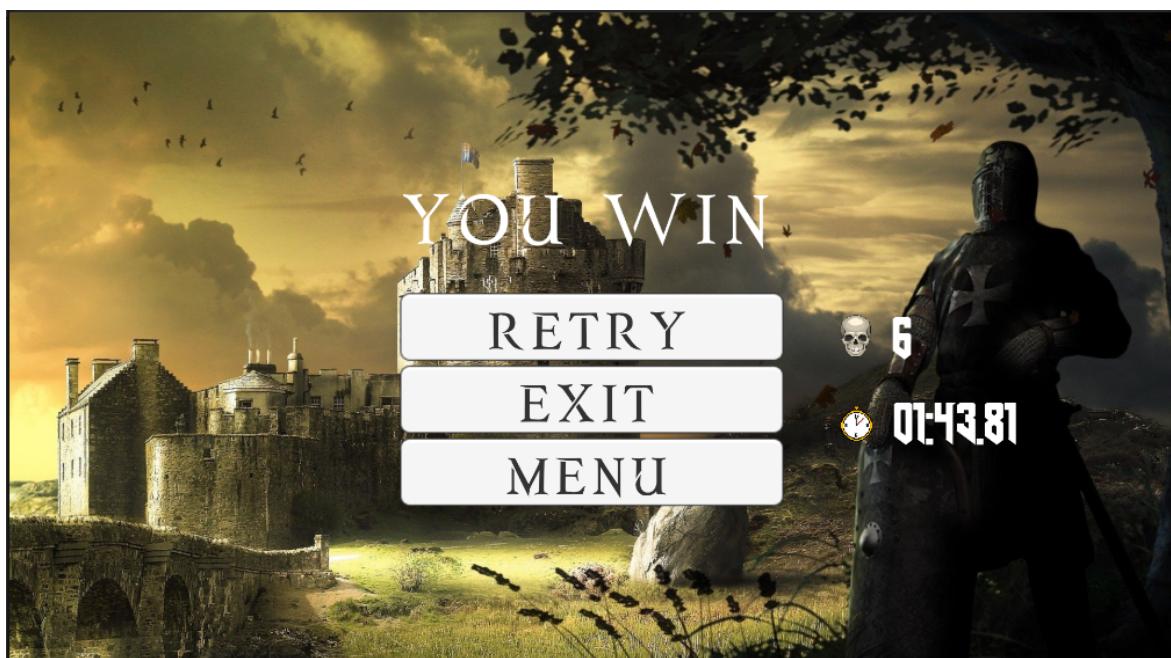
In this level, all the ground is lava, be careful where you walk.

c. Level 3



In the last level, you have to beat the boss in order to reach the prison exit door, which will allow you to win.

d. Win



When you win, you have this display. There are the time it took you to finish the game and the number of enemies you killed.

You have the choice between replaying, quitting the game, or going to the main menu.

e. Game Over



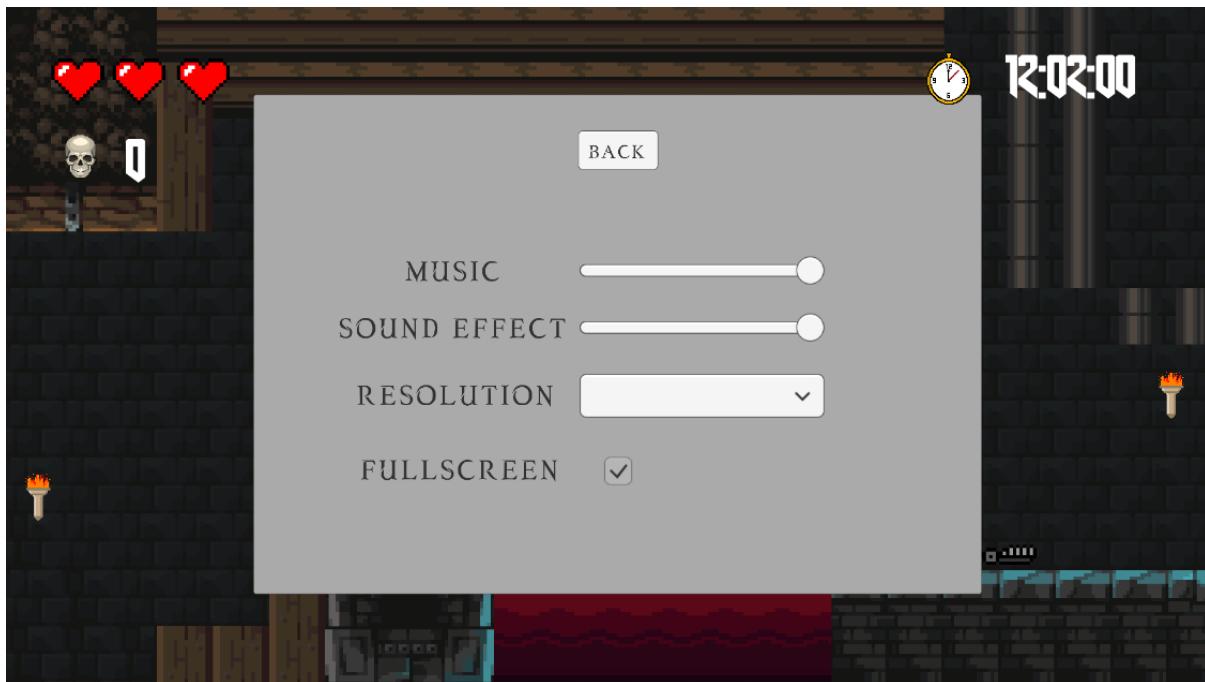
When you die, you have this display.

You have the choice between replaying, quitting the game, or going to the main menu.

f. Game paused



When you press the escape key, while playing, you can change the settings, go to the main menu or resume the game.



In the settings you can modify the volume of the game music, the volume of the sound effects, the screen resolution, and to be in full screen or not.

5. Graphics and animations

The type of graphics used in the game is 2D and Pixel art style. The game looks like a retro arcade game due to its graphics.

I have taken characters from asset stores, and free open source websites.

There are different animations for characters and objects :

Main player :

- Idle animation
- Attack animation
- Death animation
- Take hit animation

Enemies :

- Idle animation
- Attack animation
- Death animation
- Take hit animation

- Fireball throwing animation
- Fly animation

Object and decor :

- Elevator : animation of position : the platform go up
- Torch : flame animation
- Lava : flame animation
- Alarm animation with the door
- Lifes : heart is destroying or creating
- Fireball : fire animation

Menu :

- Background animation
- Text animation

6.Audio and Sound effect

Audio :

There are different musics during levels and menus:

- Main menu and Level 1 : *Intro Prison break*
- Level 2 : *Prison break strings of prisoners extended*
- Level 3 : *Ghost rider prison theme*
- Win display : *Medieval music cobblestone village*

Sound effect :

Main Player :

1. Jump
2. Attack
3. Hurt

Environment :

1. Ennemis Death
2. Trap closing
3. Door opening (between each level)
4. Take life point