# Puzzle Walker

Android game where you move by dragging a character through a top down puzzle map filled with traps, tricks and snares.

# People

Freeman: Audio

Hired artist: Graphics

Me: Programming and game design

# Levels overview:

Splash

Pause

\_Level 03

End Screen

\_Level 02

\_Level 01

Options

Start Menu

# TO DO LIST

Splash screen:

* Music Player
* Level Loader

Start Menu:

* Start button
* Option button
* Quit button

Options menu:

* Music sound level
* Back button

Pause menu

* Music sound level
* Resume button - DONE
* Pause artwork
* Needs to be able to resume wherever player left off. - DONE
* Need to have quit button to save and quit

# Intro Cutscene

Intro cutscene – four people gathered around a camp fire and following text:

“Alright, alright listen up. \*\*Continue edits here

Need:

Next text button on the bottom left. – needs to depress when you click it and start the next text.

Need skip button on the right. If you press if, it starts to show a pie chart filling up at the center of the screen after 3 seconds, when it fills, it skips the cutscene entirely.

Music

Campfire ambiance

Bird and owl sounds

Pulsing light fixture of the camp

Green color asset for the floor

Mimic the set up of the first level when it comes to camera angle

# Level 1:

## Notes

World units = 10 x axis so pixel per world unity = 192

**Background MUST BE 1920x1080**

Aspect ratio = 1.7 roughly

Ask Mike if this will work for multiple device resolutions

## To Do

Need to set up a grid system

Need to set up a fixed camera that aims at the scene from a top right angle.

Need to animate character walking down the steps and into the first puzzle room with his ghost wife

Need to animate the main character standing hand in hand with the ghost of his wife: (Blinking eyes and awaiting input)

When you press your thumb on the characters, they separate and the ghost wife becomes drag-able across the grid. > Light blue trace color shows the path that she hovered.

Need to animate the ghost of his wife hovering when thumb is on her

Need to animate the husband waiting for her alone.

Need to give walking animation of the husband walking the puzzle and making it to the other side.

When you reach release the wife, the path does one of two things:

* Either it fails: Turns red, and there is a death animation for the man at the start. Then a flash of light and he is resurrected hand in hand with his wife.
* It succeeds and the husband walks the path to the opposing door and gets out

**When walk succeeds:**

Camera swipes right to next level in the dungeon where the husband and wife appear on the left again.

**UI Goals:**

Need to suggest that player should press thumb on characters and drag *without* drawing arrows or explaining the mechanic

Need to make a straight line to exit so player gets what he’s doing.

Need to have death animation in case player releases wife figure before hitting the exit.

# Level 2

Need to show what happens if the wife’s ghost coils on its own tracer, which is that it gets blocked and can’t go further.