Games

University of Suffolk

Group 13 Design Document

**Design Pillars:**

* Get the player to feel tense
* Easy traversal around the level
* Stealth without combat
* If seen by enemy, you restart

**Theme:**

* Our game is set in a military base where a robot must get past its military capturers and robotic brothers to escape the facility and live a life on its own, free from the combat and risk of military life.

**Level/Environment Design: - Loucas**

**-Levels should be designed so that the player is intuitively and nonverbally taught how to progress. The player should be able to enter an area and be able to piece together a solution to get through the room without being outright told what to do. Environments should make the player feel isolated, even when there are enemies, and provide atmosphere for the levels.**

**What is the goal of our game? - Tate**

**How do you lose in our game? - Tate**

**Gameplay Mechanics:**

* Grappling Hook
* Crouching
* Stealth (With visible view for enemies)

**How does our design meet the brief? - Tate**

**Emotions we want from our players: - Loucas**

**-The primary emotions we want from our players is a cycle of tension and fiero; tension due to the presence of enemies (as well as the stealth elements of the gameplay) and fiero when they manage to overcome enemies by sneaking around them or completing difficult platforming challenges.**

**How we can get those emotions from players: - Loucas**

**-We can get tension by providing areas with enemies that has little cover or areas of risk where the player must be within the view of enemies to progress. Fiero can be provided by giving the player a clear exit to one of these enemy filled rooms, but one that cannot be reached without the aforementioned tension.**

**Assets that need creating:**

* Background asset for the level
* Sprites for ground
* Sprites for platforms
* Sprites for main character
* Sprites for enemy characters
* Sprites for grappling gun

**Game Controls:**

A & D – Left and right character movement

Left Mouse Button/E –Use Grappling Gun

**User Skills (What skills would the player need to play our game?): - Loucas**