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**

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

* **The goal of the game to get through the various areas using the grapple hook to help and to also avoid detection from enemies**

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

* **You lose the game by falling into the detection radius of an enemy and get spotted**
* **You can also lose the game by falling into a pitfall after messing up a jump**

**Gameplay Mechanics:**

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

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

* **Are design meets the brief as it takes a genre (platforming) and removes a core mechanic (jumping) and changes it with a grappling hook and adds additional ideas to it such as crouching and stealth mechanics.**

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

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

**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**