Design Document

**Player objective:** Clear the level to unlock the next level - kill all of the enemies on the map to progress to the next map.

minimum viable product – a level indicator to show how far the player is in the game, to motivate them to the end level (boss level) to complete the game.   
 

**What we have so far:** Twitch and Skill game with an automatic shooter mechanic

Aiming, movement, Character shooting, different weapon types & weapon switching started

**To do for minimum viable product:**

***Programming:***   
AI shooting (enemies), Camera movement, HUDs (UI) (level indicator, health of character, shot timer) and game menu buttons working

***Designers:***   
This week: UI (design the weapon wheel)   
level maps to add into Unity

Next week: character and level assets complete  
designing game menus and menu buttons,

**In consideration:** pickups, shield

**What are we testing the player on?**

The ability to adapt in each level to use the weapons and player reflexes. Testing their twitch and tactics

* Shot timer helps them to position themselves
* Spatial skills to line up shots
* Player reflexes and avoiding enemies
* Learning how the enemies move for each level

How we increase difficulty?

Example: Can be modified

* Difficulty is increased every level.

Slice the learning – Tutorial phase, introduce one gun at a time and introduce weapon switching and help to teach the player about the level, how each gun work.

* 1st tutorial level – the player is given 1 gun to start with to introduce the auto shoot. They will face 10 enemies and then be given a 2nd gun with 15 enemies so they can learn weapon switching in order to position themselves to attack enemies and then they’ll be given a 3rd gun to understand auto shoot and weapon switching as a whole.
* They will have a easy wave of enemies (10-20 enemies) and at the end of the level they will receive a new gun for the next level
* 2nd level = increase in weapon by 1 and bigger wave of enemies 20-30
* 3rd level = increase in weapon by 1, start collecting pickups, enemies 30-40
* 4th level = increase in weapon by 1 w/pickups enemies 40-45
* 5th level = increase in weapon by 1 w/pickups enemies 45- 50
* Boss fight = using knowledge of new weapons and the use of powerups that are picked up throughout gameplay

**How are we making them feel clever?**

* In completing the levels to the boss level – Essentially, the character completing the game
* Risk/reward – the shield forces the players to be in ambush so they can shoot
* (puzzle thing from Rob’s reading)