

# Video Game Design - CS 6457

Titan  
The Garden, Planet 0259-S

## Amethyst

### Story

In the Andromeda Galaxy, you are flying back home to Titan. The planet is overrun with some virus from an unknown alien planet. Your spaceship is carrying five gems that have powers that will save Titan from this virus. While you are navigating through an asteroid field surrounding Planet 0259-S, your shipcraft is hit. The spaceship starts hurdling its way down to Planet 0259-S. You crash land in a place called 'The Garden'. Knowing the importance of the gems, you had to throw gems from the ship to avoid the destruction of them. They are scattered around your crash site. Your goal is simple: collect the gems to save your home planet, but beware what lies on the surface.

### Gameplay Mechanics

There will be 4 levels and a 'home' map interconnecting all of them with portals for a total of 5 scenes. The player must solve puzzles and avoid enemies in order to beat each level, after which the portal will close for each level. Upon successful completion of all levels the game will end in a win.

There will be 3 lives for each level, after which losing all lives the level will restart. Players can die from either enemies or environmental factors.

### Formal Elements

1. **Enemies:** Some of the example prefabs are mystic creatures that attack the player and objects that decrease the player's health. E.g. weeping angels that follow when the player is not looking, cyclops that will kill the player on sight, lizardmen that patrol areas and attack the player within a distance.

2. **Interactive Environment Features:** There will be interactive prefabs that do certain movements and actions when the player is near. E.g. jump pads that launch the player, fans that blow out wind to push the player, lava that will kill the player, and viruses that will poison the player.
3. **Player Movement:** The player will have a traditional movement scheme (forward, left, back, right, and jump) using the mouse to direct the camera directing the player. Potentially can add a glide movement when falling.
4. **Collectable Resources:** The collectables will be prefabs which will animate when the player is near. E.g. goal pieces contributing to completion, power ups that will increase agility, health pickups that will increase health etc.
5. **Vehicle Movement:** Interactable gameobject that will let the player 'ride' a vehicle in order to increase movement speed. E.g. minecart that traverses tracks, rover that helps explore.

## Work Plan

The plan is to have five separate "realms" in the planet where the environment is going to look different. Once the player collects all the gems in one realm, the player would be transported to another level where the terrain might look different and so would the challenges that come with it. This would allow each one of the team members to work independently in 5 different scenes while sharing the resources. The steps to start work are:

1. **Create/Import assets and resources**  
All the team members will add and import new assets to the project from unity store or custom that can be useful for any of the scenes. So, the first phase is to create resources that might be useful for our scenes.
2. **Add Interactions**  
Second phase is to add the interactions for the new assets in our scenes.
3. **Implement game play for each level (by each member)**  
Third phase is to add the game play experience and integrate the game logic with all the characters and objects in the game.