# Design document for individual homework

Title: NotFallGuys9000

Genre: Platformer

## **Description**:

3D game with a third-person perspective. The player jumps on different platforms from start to finish. With every completed level number of platforms and their difficulty increases.

# Gameplay:

#### • Goal:

The main goal of the player to reach the finish line. But the game is endless, so the real goal is to pass as many levels as possible.

### • Game mechanics:

- o The player can jump on platforms
- o Objects on platforms can kill player
- o Platforms can try to make the player fall out and lose

### • Additional features:

Game is endless with procedure level generation.

**References:** Fall Guys

# End game:

Whenever player want to end the game, because it has infinity count of levels.

**Technologies:** The game is developed on the Unreal Engine 4.27.1 for Windows.

#### **Feature matrix:**

	Player	Red objects	Finish	Conveyer	White-blue platforms/cubes
Player		kill the player, if	Player ca n reach the end and teleport to the next level	Tries to throw off the platform(itself)	Player can stay on them without any danger
Red objects					
Finish					
Conveye r					
White- blue platform					

## **Generation of levels:**

There are some rules of level generation

- Firstly, number of platforms equals to number of the current level.
- Secondly, with each level up to 6<sup>th</sup> difficulty of platforms is increasing. At level 1 only flat floors, 2 walls, 3-4 platforms with red zones, 5 moving platforms, 6 conveyer.
- Thirdly, gap between platforms is increasing by 100 from 200 to maximum 800 with each level.
- And rotation of conveyer is random, so, sometimes it helps to complete the level, sometimes opposite.

#### **Description of moving obstacles:**

- Moving platform moves from side to side (700 pixels) for 120 seconds
- Conveyer moves player with speed 250 pixels per second

#### Taken mechanics:

There are no original mechanics that taken from some specific game. All mechanics are common for all platformers.

# Very useful guides on YouTube:

https://www.youtube.com/watch?v=6lR353CiiAM https://www.youtube.com/watch?v=yq7Obrk-tbA https://www.youtube.com/watch?v=D1pQrctHqEM https://www.youtube.com/watch?v=XjPdyoy7ySo https://www.youtube.com/watch?v=LseY59ffKK8 https://www.youtube.com/watch?v=l-RseXi4LyM https://www.youtube.com/watch?v=N\_q8jTs8gU0 https://www.youtube.com/watch?v=UCd8pjxbYT4 https://www.youtube.com/watch?v=VmRggTwhiew