# Design Document for Catapult Fragment 1

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## Intro

Defeat the enemy king by skillfully launching your puck across the battlefield!

## Gameplay description

This game has digital “Crossbows and Catapults” gameplay with first person aiming.

## Artistic style outline

Initial development will be with primitive meshes. If there is time the primitives may be replaced with free meshes and textured with free textures.

## Components

Gameplay Screen

## Asset & Object breakdown

| Name | Type | Description/Picture |
| --- | --- | --- |
| Puck | GameObject/Cylinder Mesh | Player controlled puck |
| Brick | GameObject/Cube Mesh | Bricks making up wall protecting enemy king |
| Pedestal | GameObject/Cube Mesh | Object elevating enemy king, kinematic so it can’t be moved or knocked over |
| King | GameObject/Capsule Mesh | Player’s objective is to use the puck to knock the king off the pedestal, physics object with box collider so it can stand upright |
| Wall |  | Collection of bricks stacked in front of the king’s pedestal |
| Battlefield | GameObject/Cube Mesh | Plane on which action takes place, pucks falling off plane are reset, bricks falling off plane are destroyed, expected to be a 2 shot minimum between starter area and enemy castle |
| Top Aim Camera | GameObject/Camera | Orthographic camera aiming top down on puck |
| Side Aim Camera | GameObject/Camera | Orthographic camera aiming toward puck perpendicular to battlefield |
| Aim Arrow | GameObject/Arrow Mesh | Shows where player is aiming on side and top cameras, invisible on main camera |
| Timer | GUI Text | Displays running game time for scoring |
| Show Counter | GUI Text | Displays number of shows for scoring |
| Power display | GUI Box | Displays shot “power”, holding down mouse increases power |
| Crosshair | GUI graphic | Displayed in first person aiming view |
| Enemy King Indicator | GUI graphic | Graphical indication of where enemy king is located |
| Enemy King Range | GUI Text | Distance between puck and enemy king |
| Settings Icon | GUI graphic | Clicking brings up settings window |
| Settings Window | GUI control | Pauses game and gives player option to quit |
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## Suggested Game Flow Diagram

Game Screen (title page display, start button)🡪(start button pressed) Game Play 🡪 (enemy king knocked down or quit button pressed) Game Over Display

## Suggested Project Timeline

| Milestone | Date | Description | Done |
| --- | --- | --- | --- |
| Initial Design Document | 9/03/13 |  |  |
| repository | 9/03/13 |  |  |
| Create Unity Project | 9/03/13 |  |  |
| title GUI |  |  |  |
| title to game transition |  |  |  |
| Game settings icon |  |  |  |
| Game settings window |  |  |  |
| Game over button |  | Child of settings window |  |
| Game over gui |  |  |  |
| Gameplay to gameover transition |  |  |  |
| Gameover to title transition |  |  |  |
| Create game objects |  |  |  |
| King and pedestal |  |  |  |
| Place puck |  |  |  |
| build game camera controller |  |  |  |
| Make clicking on puck enter “aim mode” |  | camera moves to first person from puck and aim crosshair appears on screen, mouse movement controls first person crosshair, power meter and aim cameras appear |  |
| Implement power meter |  |  |  |
| Implement shooting puck at appropriate power and direction |  | Camera follows shot puck |  |
| Implement puck reset button and auto-reset if puck falls off of battlefield |  |  |  |
| Implement puck reset in enemy “end zone” |  |  |  |
| Implement gameover when puck knocks over enemy king |  |  |  |
| Implement aim windows |  | Alternate views to help aiming |  |
| Implement aim arrow |  | Aim arrow only appears in aim windows |  |
| Build brick wall in front of enemy king |  |  |  |
| Playtest and adjust physics so bricks behave as expected |  |  |  |
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## Additional Ideas and Possibilities

* Enemy ships
* Asteroids split
* Flaming asteroids
* Power ups
* Boss fight