

GAME DESIGN DOCUMENT

HUNGER ESCAPE

KOLTON EICHERS

TASHA FIRTH

YINGGE KONG

JAMES PIERSE

OLIVER SCHOLLE

TE ZHANG

OVERVIEW

INTRODUCTION

This 2D side scrolling game chronicles the escape of the dragon-like creature ("Test Subject") from an experimental lab.

We are introduced to our main character when chaos erupts in the lab where he is being held captive, and must help him achieve freedom by solving puzzles and defeating enemies along the way.

DESIGNER'S STATEMENT

Hunger Escape utilizes elements from many successful games in the platformer genre to create a fun puzzle game with high replay value. The character is cute and unassuming, which makes their destructive tendencies all the more amusing and forgiving throughout game play. He has a gargantuan appetite that is absolutely insatiable, causing him to eat EVERYTHING he can get his (surprisingly large) mouth around. Organic materials are easily digested, while inanimate objects can be repurposed to achieve specific tasks. The ultimate goal is to escape from a "lab prison" to the outside world so that the character can attempt to satisfy their appetite, which

creates something of a moral dilemma when the player realizes the “outside world” is home...and people are organic material...

ABOUT

GENRE

Puzzle platformer – In this game, you navigate levels using a side-scrolling view. The entire level is built with each object in place, but players only see a portion of the level. This is done by having the camera view follow the character’s movements. Players will not be able to move the camera on their own.

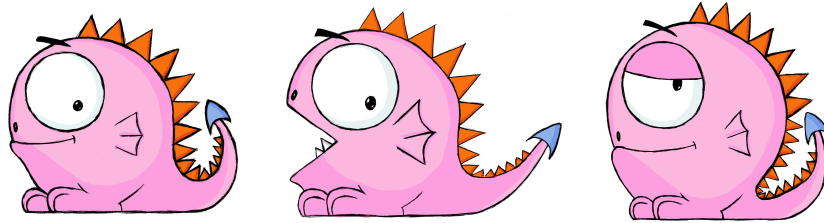
TARGET AUDIENCE

This game is for everybody. It will appeal to both seasoned gamers and those new to the hobby. The target age is 10+, and is not specific to any gender.

ART DIRECTION

Hunger Escape will contain a classic art style with cute characters and simple environments. The main goal of this game is to make it playable and appealing to all manner of people, so our focus will be on the *sprites* (characters) and actual *level*

layout (vs. artistic merit). Our main character doesn't have much in the way of a name, so we must rely on visuals to make the player care about their fate.



The main character is shown in his "normal" state, eating, and with an enemy in his stomach.

SIMILAR GAMES

Hunger Escape is similar to Kirby in that the main character eats his enemies and gains their abilities. It is also similar to Yoshi games in art style (cute dragon that eats things) and puzzle style. It is also a platformer, which is the same genre of these titles.

GAME ELEMENTS

STORY

The story opens in an underground experimental lab. Chaos erupts in the area in which our main protagonist, Test Subject (referred to moving forward as "TS-1"), is held. Unsure of what is happening, TS-1 begins to explore his surroundings. When it becomes evident that his captors are away, he decides to escape.

Upon escaping, TS-1 is faced with a sprawling, densely populated city. He now has access to eat EVERYTHING. Our “hero” could end up being the ultimate villain. The end...?

CHARACTERS

Our main protagonist is TS-1. He is a small dragon-like creature referred to as an “Eater.” Eaters have an insatiable appetite that is their main drive. Nothing but eating matters, and everything organic is worth eating. This makes him dangerous to living foes, but relatively powerless against inanimate objects that try to get in his way. He must use his wiles and eating abilities to navigate his underground prison and escape to the outside world and all of the sustenance it has to offer.

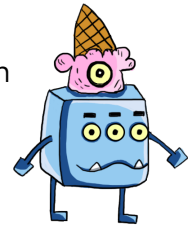
There are several enemies that will try to thwart TS-1’s escape, and they must each be dealt with differently.

Organic Enemies: This lab does not exclusively hold Eaters. There are many other creatures that have their own agendas, and may be used to solve specific puzzles.

- *Fire* – fire enemies burn everything they touch. When you eat them, you acquire the ability to breathe fire for a short time.



- *Ice* – ice enemies freeze everything to touch. Much like with the fire ability, when you’ve eaten an ice monster you have “cold breath” that can freeze anything it touches.



- *Lightning* – lightning enemies give TS-1 great speed when consumed. When digested, they also create EMP bombs that can disable electronics.



- *Acid* – acid creatures are the last type of creature TS-1 encounters in the sewers. They are more unpredictable than the others, because they have not been domesticated in a lab.



Inorganic Enemies: When “the accident” happens, security measures that have been set in place spring into action.

- *Laser doorways*

INANIMATE OBJECTS

In addition to Artificial Intelligence (AI)-controlled creatures and objects, there are also inanimate objects in the environment with which to interact. These objects will appear in the levels unobtrusively and in some circumstances may help you with your escape.

These objects include:

- Keys 

- *Wooden boxes*



GAME STRUCTURE

CONTROL

TS-1 only moves left, right, or up by jumping off the ground. Players input the left and right arrow or the 'A' and 'D' key to move left or right, respectively. Jumping is done by pressing the up arrow or the 'W' key. Pressing the 'space bar' or 'left click' triggers the character to eat a monster. Pressing the 'space bar' or 'left click' again spits the monster out while it is swallowed. While a monster is swallowed, players can use the monster's abilities by pressing 'shift' or 'right click' for as long as it remains inside TS-1. Alternatively, players may push the down arrow or 'S' key to turn the swallowed monster into a bomb based on the monster's attribute. Doing so will consume the monster and cause TS-1 to lose any abilities inherited from the monster.

MECHANICS

TS-1 may only hold one monster in his mouth at a time. Consumed monsters turn into stationary bombs that explode on the spot after a time. The explosion also does

damage to TS-1. Players may also eat the bomb after they create it and spit it out at a set distance. The bomb can also explode while in TS-1's mouth.

HEALTH/RESPAWNS

Your health is monitored by “full plates” for health and “empty plates” to indicate damage. You start with three plates and this will remain your health throughout the game. As such, three hits = death.

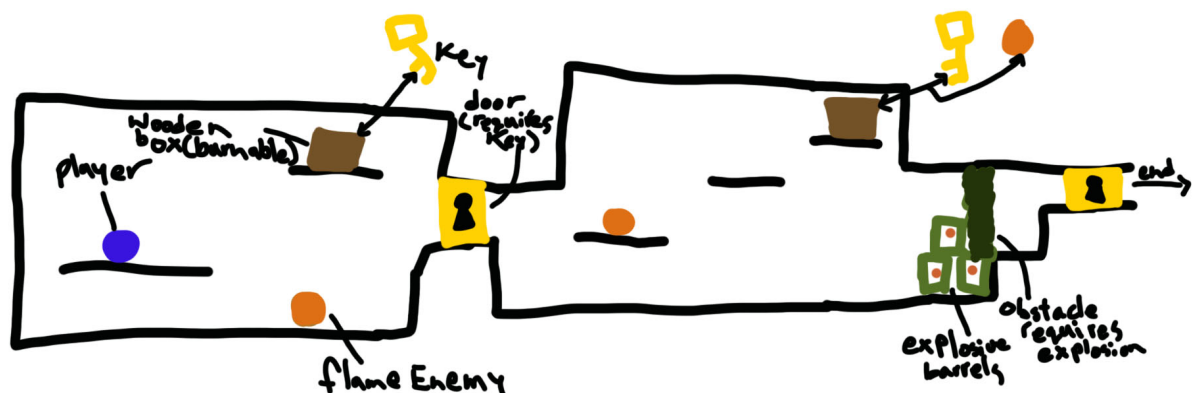
When you die, you respawn at the beginning of the level that you are attempting. There is no limit to the number of respawns your character has, so you have the opportunity to try multiple ways to defeat a level.

LEVELS

The game takes place in an underground lab that has various levels. Players progress through the levels by solving puzzles to unlock doors using specific monster abilities and bombs. Some doors require specific ordering of how abilities/bombs are used on them. As you navigate the levels, you eventually make your way to the sewage system. From here, you are able to escape to the outside world and freedom.

LEVEL 1 – CONTAINMENT AREA/FIRE ZONE

For the “tutorial level,” it is important to showcase the puzzle aspect of the game more than fighting enemies. One of the ways we will do this is to utilize the fact that you can’t see the whole level when you are dropped into it; it becomes important to explore and take note of the elements in the level that may be of use to you. We will make it possible to fail on your first try, so that you know to be more wary in subsequent play-throughs. It will play as follows:



The **player** first eats the **fire enemy** and uses the **fire ability** on the burnable **wooden box** to get the **key** to leave the first room.

In the next room the **player** must eat the **fire enemy** and again use the **ability** on the **wooden box** revealing the **key** to the last door and another **fire enemy**.

This **fire enemy** is used on the **explosive barrels** to clear the **explodable obstruction** so that they can leave by using the **key** on the last **door**.

If the player uses the fire enemy on the barrels and not the box, they will not have the key for the door and will not be able to destroy the box to obtain it. They are stuck and will need to restart the level.

LEVEL 2 – ICE ZONE

When you enter the “ice zone,” the first thing you see is a **key** above your head and an **ice enemy** freezing a **fire enemy**. Since you currently have no ability, you **eat the ice guy** (knowing that he will allow you to freeze enemies). When you run into the fire enemy frozen into an **ice block**, the ice block moves. You now have a moveable platform with which to obtain the key at the beginning of the level. There is a catch: the **ice block will melt in ten seconds**. If it melts before you use it, you simply reuse the

ice ability to get the **key**. The next area reveals a **key** frozen into an **ice block**, so you return to the previous room to eat the (now thawed) **fire enemy**. You melt the ice block, obtain the key, and clear the **explodable obstruction** to gain access to the end of the level. An **ice enemy** is locked in a **cage**, and you can use the **key** to release him. This will allow you to eat him, use his ability to freeze water coming out of a pipe, and create platforms to gain access to the **air vent** that is askew at the top of the screen.

LEVEL 3 – ELECTRICITY/CONTROL ROOM

When you drop into the final lab area, you find yourself face-to-face with a **lightning enemy** and a **laser doorway**. When you eat the lightning enemy, you find that you have **super speed**. Running into the lasers hurts TS-1, so in order to move on you must use the **lightning bomb ability** to disrupt the laser doorway. The next area has a large **red button** on a table, that when pushed opens an **indestructible door** on the other end of the area. There are obstacles in your way, so you must eat the **fire enemy** to **destroy the boxes** that are in your way, and by the time you get to the door you find that it has shut on you. There is another **lightning enemy** hanging out by the door, so you must eat him to gain super **speed** and push the button again, this time with a clear line to the door. Once on the other side, the door shuts on you again. There is a **fire enemy** and an **ice block** directly on the other side of the door, and under the floor you can see a **control panel holding a hatch shut**. Upon further exploration, you find more **lightning enemies** hanging out at the end of the room, with no escape. You must use the **fire ability** to melt the **ice block**, creating a **puddle of water** that reaches to the control panel. Eating the lightning enemy allows you to **shock the puddle of water with a bomb**, which opens the maintenance hatch in the floor. This takes you to a maintenance room and a **fire enemy**. You currently have no ability, so eating the fire enemy gives you the fire ability. There is a **wooden box** that you can use as a platform to get through a small vent and into another closet. You cannot go back, so you must **use the bomb** to burst through the **wall with cracks in it**, which reveals a bathroom. A scientist is startled out of the room, and locks the door behind him. The only escape is the **toilet with an automatic flusher**. This will take you to the sewer and final level.

LEVEL 4 – SEWERS

The sewers will be a little more random in layout, as the monsters in this environment have no domesticated qualities. Similarly, the environment will be much more organic and prone to randomized twists and turns as it is a sewage system. The creatures in this

area will have acid abilities, which will ultimately be used to allow you to escape to the outside world through a manhole cover. This releases TS-1 into the world, which could spell disaster for all organic beings...

ENDING

The ending will show TS-1 entering a densely populated city, with menacing music instead of the typical happy "you win!" music that accompanies most video games.