**Grave Robber**

Game Development Document

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## Platform

PC

## Genre

Arcade maze, Adventure.

## Rating:

The ESRB rating that Grave Robber will be aiming for is E.

## Target Audience

The target audience of Grave Robber will be similar to other arcade games such as Pac-Man.

## Overview/High Concept Statement (CoreX Statement)

Grave Robber is an arcade style adventure game. The player takes control of a grave robber (hence the name), who is trying to find the ancient treasure of a long dead king. In order to get it, you have to traverse a maze-like tomb that is initially pitch black. The only to see with is coming from your character.

## Core Mechanics

The core mechanics of Grave Robber revolves around light. The world is pitch black, and when you start you can see very little. You can find unlit torches throughout the maze that you can light to find your way. You are not alone in the world, as the tomb is crawling with mummies. Initially they will walk around aimlessly, however they will walk towards sources of light. They can kill the player in one hit, and they themselves can only be killed with fire. This means that you can kill them with your torch,; but this puts it out. Your torch can be relit at another light source.

## FeedBack

The main feedback in Grave Robber will be with points the player earns from:

* Getting the treasure
* Lighting torches
* Killing mummies
* Time it takes to complete maze

## Control scheme

Left Analog/D-Pad/Arrow Keys/WASD -movement

A/Enter – swing torch

## Level Design

The game play will take place in an Egyptian themed maze. The maze will be completely dark, and the player will only be able to see with the light coming from their characters torch. The player can find unlit torches and light them to give them more light to work with.

## Competitive Analysis

Games similar to Grave Robber are Pac-Mania(Pac-Man spin off) and Slender. From Pac-Mania, Grave Robber will have a similar map layout, although passageways will be wider to accommodate at least 2 characters (Player and Mummy). They will also have the same isometric camera angle, were the camera follows the player. The enemies also move toward player like Blinky(the red ghost). Like Slender, Grave Robber takes place mostly in the dark, where the player is unable to see enemies until the last second; and have to traverse away from safe locations in order to complete the game.

## Technology

The technology intended to be used in the development of the game would most likely be C++ and Ogre.

# Team

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