**Design Document for:**

# Boat Power

***O-oooooooooo AAAAE-A-A-I-A-U- JO-oooooooooooo AAE-O-A-A-U-U-A- E-eee-ee-eee AAAAE-A-E-I-E-A- JO-ooo-oo-oo-oo EEEEO-A-AAA-AAAA***

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Version # 1.00

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# Design History

We are trying to make a game where players have fun.

## Version 1.10

Version 1.10 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

1. I rewrote the section about what systems the game runs on.
2. I incorporated feedback from the team into all parts of the design however no major changes were made.
3. Just keep listing your changes like this.

# Game Overview

## Philosophy

### Philosophical point #1

This game is trying to be an awesome boat game. The world will be amazed at how simple games can be so fun!

## Common Questions

### What is the game?

You are in control of a ship, and you must collect treasure and dodge Krakens to live.

### Why create this game?

To pass Web Game Programming and because we have to.

### Where does the game take place?

Lake Ontario, Ontario, Canada.

### What do I control?

A boat. BoatyMcBoatFace / S.S. PassMePlz

### How many characters do I control?

You only control 1 Character, BoatyMcBoatFace / S.S. PassMePlz.

### What is the main focus?

Collect the coins in the water and not die!

# Feature Set

## General Features

Small World

Cool Sound Effects

Real Life Graphics

Real Krakens

Fake Ships

## Gameplay

* Control a cool ship
* Use the arrow keys to dodge
* Collect treasure that floats towards you
* Avoid Krakens from destroying your ship
* Make it through 3 levels
* Survive!

The Game World

## Overview

The waters of Lake Ontario

## Water

Water is cool and realistic

## Ship

Your ship is awesome and has a cool name

## The Physical World

### Overview

You are in Lake Ontario, there are krakens in the lake trying to kill you. You are trying to reach the end of the lake.

### Key Locations

There is the beginning location, the end location, and the lake.

### Travel

The player moves around by boat.

### Scale

N/A.

### Objects

Ship – This is the player

Kraken – This is the enemy, green squid dude

Treasure – This is a collectable that gives you points

See the “Objects Appendix” for a list of all the objects found in the world.

## Rendering System

### Overview

### 2D/3D Rendering

We will be using HTML5 and CreateJS

## Camera

### Overview

It will be a top-down view of the game area.

### Camera Detail #1

The camera will feature the background scrolling from top to bottom

## Game Engine

### 

### Overview

HTML5/CreateJS

### Water

There will be water in the world that looks awesome and our game engine will handle it beautifully.

### Collision Detection

Our game engine handles collision detection really well.

# The World Layout

## Overview

There will be a beginning point, an end point, and water.

# Game Characters

## Overview

BoatyMcBoatface / S.S. PassMePlz – THIS IS YOU THE PLAYER. YOU ARE TRYING TO LIVE AND GET TREASURE.

Kraken – These are the enemies, they are trying to kill you and take your treasure and life!

## Creating a Character

N/A

## Enemies and Monsters

Kraken – you are trying to avoid getting hit by these. They are trying to kill you and take your treasure.

# User Interface

## Overview

There will be a health section, a score, and a timer.

Weapons

## Overview

There are no weapons for you, you must dodge to survive.

# Musical Scores and Sound Effects

## Overview

There will be menu music, background music, and sounds effects.

## Sound Design

We are going to try and have sound effects for taking damage, dying, collecting treasure, and winning.

Single-Player Game

## Overview

You control a boat at the bottom of the screen which goes left, right, up, down. You have to avoid getting hit by the Krakens and reach the end of the level. Along the way there will also be treasure you can collect to boost your score!

## Story

You are driving a boat in Lake Ontario searching for treasure, but Krakens are attacking you trying to take the treasure and kill you! You must avoid the Krakens and survive until the end!

## Hours of Gameplay

Maybe about 10 minutes?

## Victory Conditions

Make it to the end of the 3 levels!

Character Rendering

## Overview

Rendered characters/sprites in CreateJS/HTML5