SNOW BATTLE

DESIGN DOCUMENT

OVERVIEW:

Snow battle is a single player tactic game for iPad.

The player is a snow-clearing tank whose aim is to clear the snow to make its way for next level. Also, player has to be careful from the snow enemies.

The game will be made using Cocos 2D in Objective C.

GAMEPLAY:

Story:

To be filled by Amar Pal

Goal:

The goal of the game is to clear enemy’s territory to make way to move on to the next level. In each level there is a different city and a different layout which is all covered with snow. The snow tank moves around to clear all the snow.

Art:

* The game will have a typical city map with different buildings and streets covered with snow.

Game Details:

* User can move the player tank with finger swipe.
* As the player tank moves around the snow gets cleared off.
* There are enemies in the city which get activated after a random time.
* The player can see the timer after which enemies get activated and plan to move away from the enemy tanks.
* Once the enemies get activated they will start to move in a random path on either snow or grassy area.
* If player collides with enemy tank then:
  + Player tank’s image gets blurred. (for a certain time)
  + Speed decreases. (for a certain time)
  + After 3 collisions, the player dies and game is over.

Timer:

* Each level will have a particular time limit to complete it.
* If game completed earlier then player will earn bonus points for left over time.

Special Features:

* Types of powers available to user:
  1. Increase Freeze time for enemy tank to get activated :
     + Time is increased by a constant number every time this power is used for all the enemy tanks.
     + In the first level, the number of this power available will be 1.
  2. Kill enemy on collision with player tank:
     + Only one enemy can be killed with one power.
     + Killed enemy won’t appear back after power is lost.
     + The power disappears after a particular time limit.
     + In the first level, the number of this power available will be 1.
  3. Immunization of the player
     + This power will be available for a limited time.
     + It will be available to user only after purchasing from shop i.e. after first level.
* In next stages (after level 1) the player can purchase power ups from a shop for a particular number of points.
* If power is not used in any level then it will be carried forward to the next level.
* All the above powers will be available in a separate tab on side of the game.
* Player can click any time while playing to use any available power.
* Shopping cannot be done while playing a level. It can be done once a level is complete.
* Powers will also appear in the game on roads randomly and for a very short time period.

Levels:

* Next level can be reached if player earns some bonus points.
* Those bonus points can be earned by finishing previous level before time.
* As the level increases:
* Enemy increase.
* Map change.
* Time for enemy tank activation decreases.

Score:

* Points to clear snow in each level will be fixed.
* Player will earn bonus points if an enemy is destroyed (by using second power).
* Player’s score decreases as many times it collides with enemy tanks.
* Player earns bonus points if it completes the level before time limit.