Game Design Document

COMP3064 – Game Development

Team DNS

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# Name and Description

**Game Name:**

Contract Negotiator 2: Back To Work

**Game Description:**

The player will control a teacher character who is running through the city to get back to work. The character will automatically run forward throughout the game and objects like cars and busses will try and stop the character from getting to work. The player must avoid these obstacles by jumping over them. In the second level the weather will change from a sunny day to a rainy day. Then there will be a raincloud above the player and they must move between three separate ‘columns’ to avoid the rain drops hitting them on top of avoiding all other obstacles.

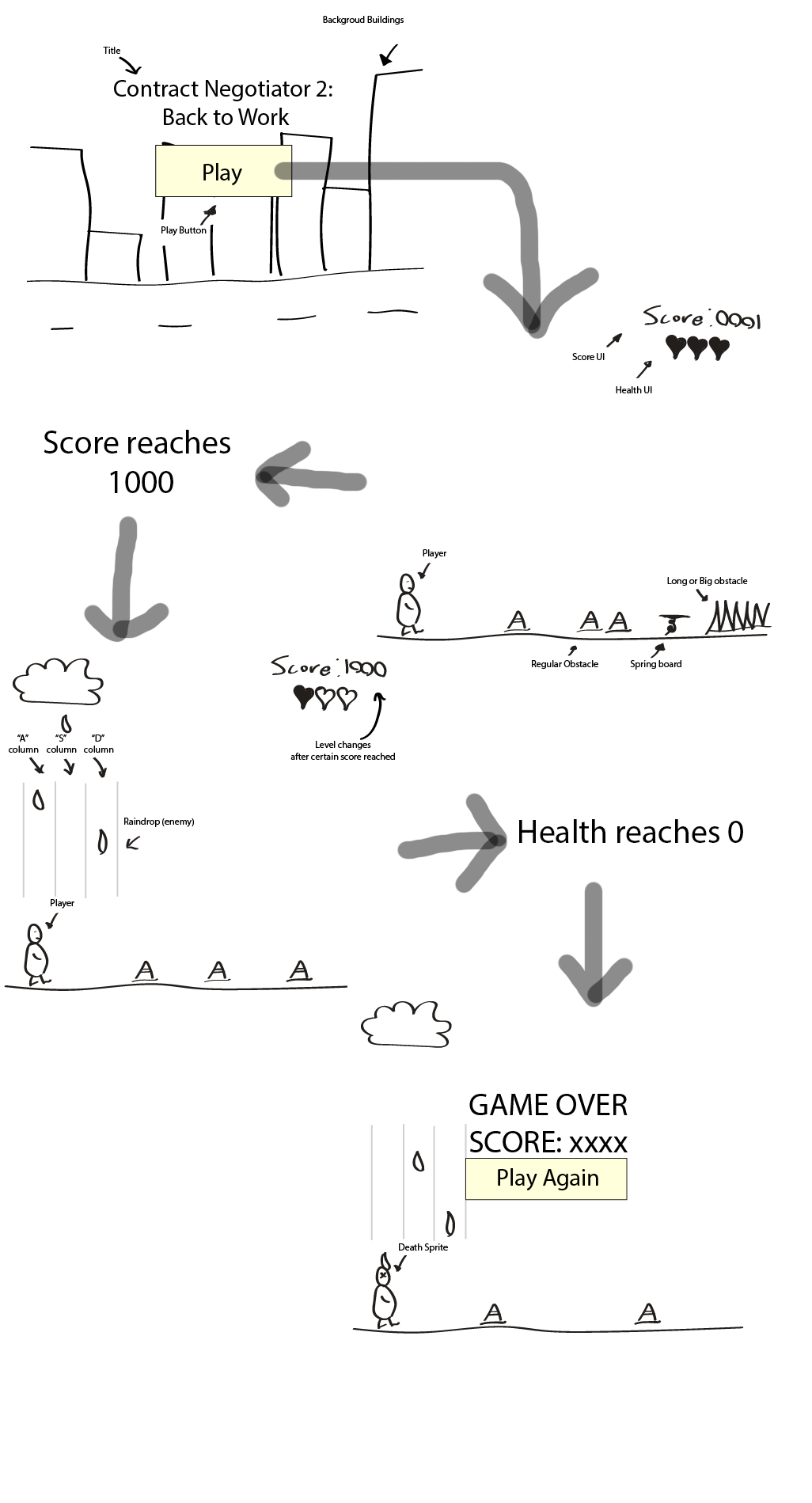
# Backstory

The teachers are being forced back to work by legislation. Now they need to get there on time to start their first day back. The player must run forward and jump while avoiding all obstacles in their way to make it back in time. Busses, cars, and miserable weather will all try and prevent the player from getting to their class in time.

# Screen Layout

|  |  |
| --- | --- |
| Image Thumbnail | Description |
|  | Menu Screen (Entry Point) |
|  | First Sequence |
|  | Second Sequence |
|  | Game Over |

# UI Flow Diagram



# Assets

|  |  |
| --- | --- |
| Image Thumbnail | Description |
|  | The background for level 1.  A sunny city backdrop. |
|  | The background for level 2.  A dark, rainy city backdrop. |
|  | The atlas for the Teacher representing the Player. |
|  | An enemy/ obstacle for the Player to avoid.  A blue car. |
|  | An enemy/ obstacle for the Player to avoid.  A city bus. |
|  | An obstacle for the Player to avoid. Falls from the sky in level 2.  Water droplet animation. |

# Game Mechanics

* Up Arrow press: the Player jumps.
* Space Button press: the Player jumps
* Left Arrow (A Key) Press on Level 2: the Player dodges raindrop by moving to the first segment of screen
* Down Arrow (S Key) Press on Level 2: the Player dodges raindrop by moving to the second segment of screen
* Right Arrow (D Key) Press on Level 2: the Player dodges raindrop by moving to the third segment of screen