

DINO CHASE GAME (WIP)
Design Document
Version 0.1

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Version History

Game Overview

Dino Chase is a 2d platformer game where you are running from humans chasing the player. Escape from the humans before they can catch you.

Game Ideas

Two options on how the enemy will work:

- The human is always chasing the player
- No human on screen, but a timer. When the timer runs out humans enemy will spawn en masse and will kill the player.

Level Design:

World

Two Different Biomes / Levels:

Plains Biome:

Ice Biome:

Key Mechanics

Power Ups:

- Riding Dinos - Speed boost forward
- "Manga Meat" - Delays enemy
- Pair of Jordans - Jump Boost

Locations / Hazards:

- Plains

- Tar pit, death pit / Cave to escape, //falling volcanic rocks as player nears the volcano
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- Tundra

- Icicle fall from the sky, freezing water hole

- Volcanic Area

- Lava, volcano pit that shoots out rocks

Health

- Only one health (one shot).**

Status Effects?

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Randomizing Terrain

- After going a certain distance in the biome, the terrain will randomly shift to a preset of various terrain, thus leading to randomized terrain each playthrough.
- Terrain Details (Per level):
 - 3 to 5 completely different designs
 - 1 variant of each design
- Terrain Rules:
 - 90 tiles long
 - Buffer of 10 blocks at end
 - Starts and ends on Y0 (or the middle)
 - Max of 20 tiles upwards & downwards

Level Design

Plains:

- Various obstacles in each random terrain
 - Tar pits to slow you down
 - Mountains to climb over
 - Fall pits where you have to navigate to get back up if you have fallen in it. (WIP)

Tundra:

- Various obstacles in each random terrain
- First scene enters tundra, then leads into an ice cave

Cave:

- Area if players drop in fall pits.
- Slower to navigate out of as a penalty

Gameplay Loop

Character Overview

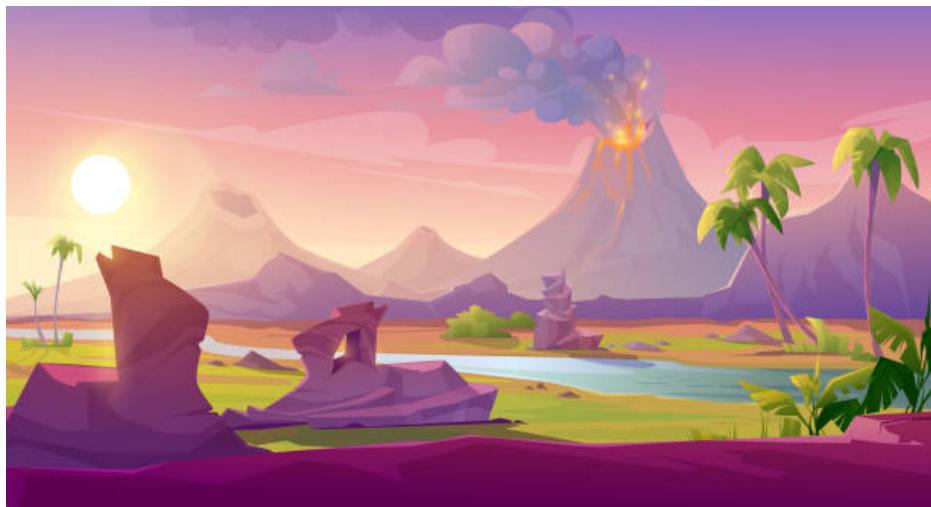
- Player (T-Rex)
 - 1 health
- Enemy
 - Humans/Cavemen
 - Chasing the player
 - HP: ∞
 - Atk: Insta kill
 -

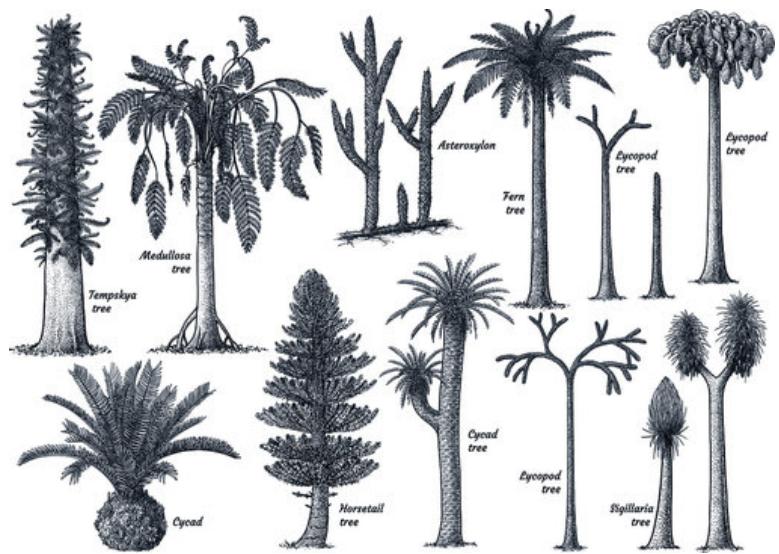
Props:

- Trees: Dustin
- Rocks: Ryan
- Bush /

- Ferns/pteridophytes: Dustin
- Flowers
- Background Art

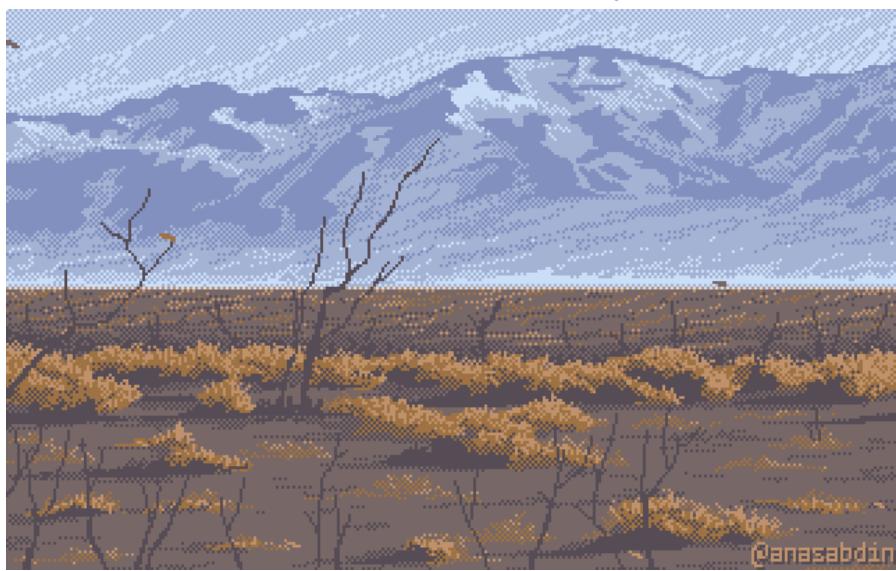
Art Overview/Concept/Reference







<https://www.reddit.com/r/PixelArt/comments/9mjawd/tundra/>







33 - PLANTS

THE FOUR MAJOR TYPES

BRYOPHYTES - SMALL NON-VASCULAR

MOSSES LIVERWORTS HORNWORTS

PTERIDOPHYTES - SPORE PRODUCING VASCULAR

LYCOPODIUM MARSILEA EQUISETUM

GYMNOSPERMS - EXPOSED SEED PRODUCING

YEW TREE BLUE SPRUCE GINKGO

ANGIOSPERMS - FLOWERING

SUNFLOWER CHERRY BLOSSOM CACTUS

BY SLYNYRD

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NOTES:

Dinosaur being chased by cave people after rescuing egg from humans(still has satchel)

Health: One shot

AREAs: Plains and Tundra

//escape plains through a cave and exit to volcano area, steals pterodactyl egg because we don't learn from our mistake

Dinosaur: **T-rex**, wave of Raptors, pteranodon

Hazards:

// Volcano: Lava, volcano pit that shoots out rocks

Plains: Tar pit, death pit, //falling volcanic rocks as player nears the volcano

Tundra: Icicle fall from the sky, freezing water hole

Power up: "something" to freeze the enemy in place, "manga meat" or a pair of jordans(jump boost)

Win by returning to pack and killing human with them

Animation: satchel to hold the stolen eggs.

Camera scrolls independently of player to give a sense of urgency

Start in human cave dwelling, escape into plains

Either enemy is chasing the whole time, or there is timer counting down to spawn the enemy en masse to kill the player

END SEQUENCE:

Reach a dead end in the ice cave, camera locks in place, enemy keeps approaching, once it reaches a certain spot a giant icicle falls on it and kills it