

ROCKET MAN

Dev's Arena Game Jam

Project Description

This document describes a platformer game where the player has to go from point A to point B. Made for a Game Jam called “Dev’s Arena” with a provided theme and a timeframe of 72 hours.

Version History

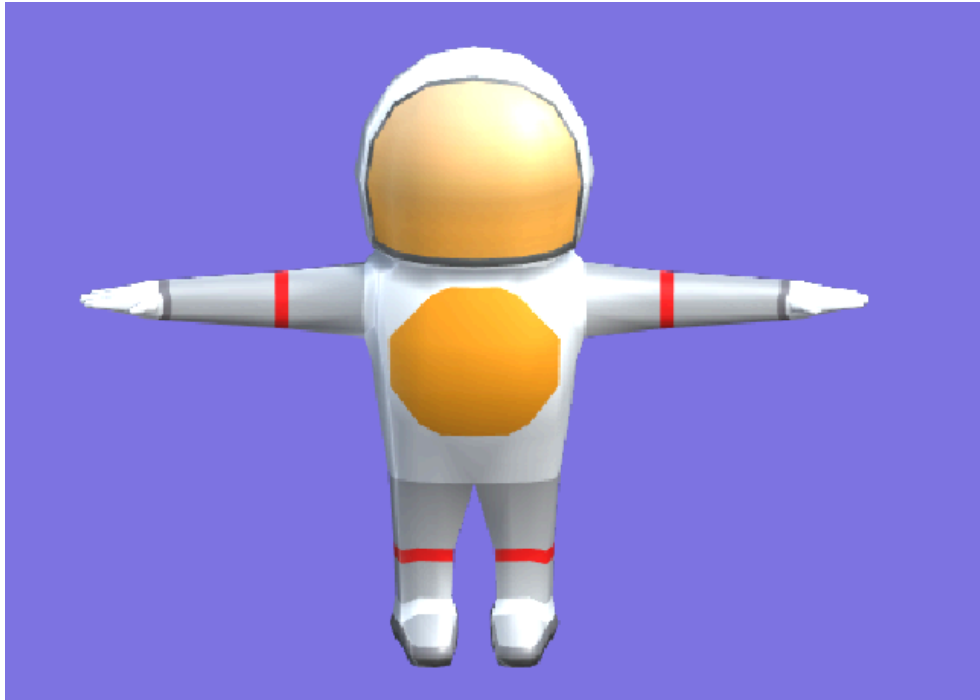
Version #	Author	Description
1.0	Faizal khan	Initial version

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1. Characters

- a. **Rocket Man:** The protagonist of the game is Rocket man. He is an astronaut who is exploring outer space with a spacesuit equipped with a jetpack.



2. Theme & Genre

Theme(s): Survival | Landing on Things

Genre: Platformer

3. Short Story

Rocket man is an astronaut who likes to explore outer space. One day while exploring, he went too far from his rocket and now he wants to return to his rocket. While coming back, he encounters some obstacles and enemies in his way. Players must assume the role of the Rocket

Man and help him get back to his rocket by avoiding obstacles, traps and solving puzzles.

4. Gameplay

a. Goal:

- Get to the exit gate while avoiding obstacles and solving puzzles.

b. Mechanics

- Player Agency:

- Can move on horizontal axis with A & D keys or Left/Right Arrows respectively.
- The player can fly while holding the Space Bar.
- Can shoot rocks to kill enemies.
- Can pick up small items like rocks or props and throw them(can be used on enemies).

- Flying Mechanic Explained:

- The player can fly but **NOT infinitely**, his jetpack has a **meter** that indicates that how much gas is **left** in the **tank**, the player cannot fly anymore once the gas tank is **empty**. To fly again, he has to **refill** the gas tank by reaching the **nearest gas point**(a platform where gas is refilled **automatically** by just **standing** on it for a couple of seconds).

- Exit Gate:

- Every level has an exit gate which is the end point that the player has to reach.
- As soon as the player gets to this gate, he gets teleported to the next level.
- **Key:**
 - This is the key to the above mentioned exit gate. The player has to acquire this key to open the gate.

- **Obstacles:**

There are many types of obstacles in the game.

- **Spikes:**

This obstacle has three types but all the types work exactly the same. They all kill the player and the game restarts if the player touches these.

- **Floating Spikes:** These spikes will be floating at a specific point in the game.
- **Fixed Spikes:** These Spikes will be attached to walls or floor.
- **Moving Spikes:** These will be Patrolling on a defined path.
- **Bombs:**
 - Bombs explode when the player gets too close to these bombs.
 - Once the player gets too close, a bomb will start to tick, and after 3 seconds of ticking, it explodes which kills the player if it is near a bomb.

- **Enemy:**

The enemies can be of many types but due to shortage of time, we will be implementing only one type of enemy, which is described below.

- **Behavior of Enemy:**

- The enemy is lurking around the scene and it has a vision, if the player comes under it's vision, it will follow the player and kill him if it catches him.

- **States:**

- There are 3 states of this enemy:
 - **Unaware:** Unaware of the player and keeps lurking around the scene.
 - **Aware:** Chases the player.
 - **Attack:** Attacks and kills the player.

When the enemy is shot by the player, it gets a knockback and it dies after 3 shots.

c. Progression & Challenge

New mechanics are introduced slowly one after another. The Sequence is as follows:

Level #	Description
1	Movement and Flying
2	Attached & floating Spikes introduced
3	Key into and moving spike type into

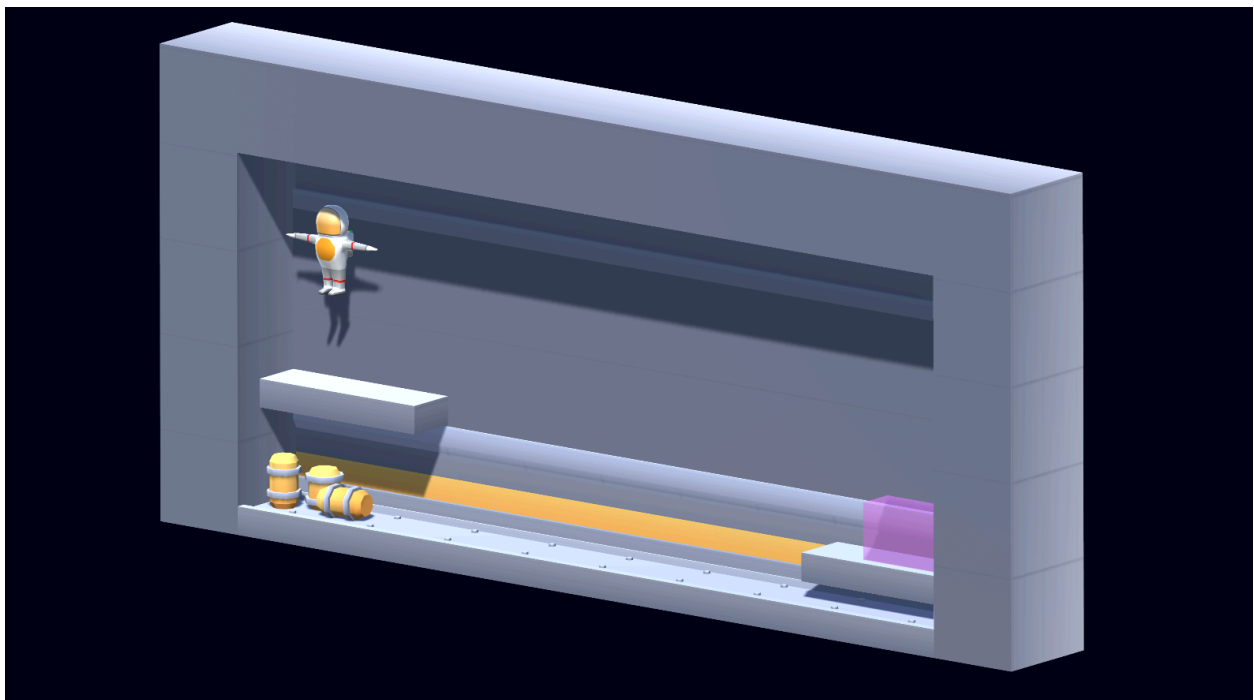
4	Bombs into
5	Enemy into
6	Final level with everything.

d. Win and Lose Conditions

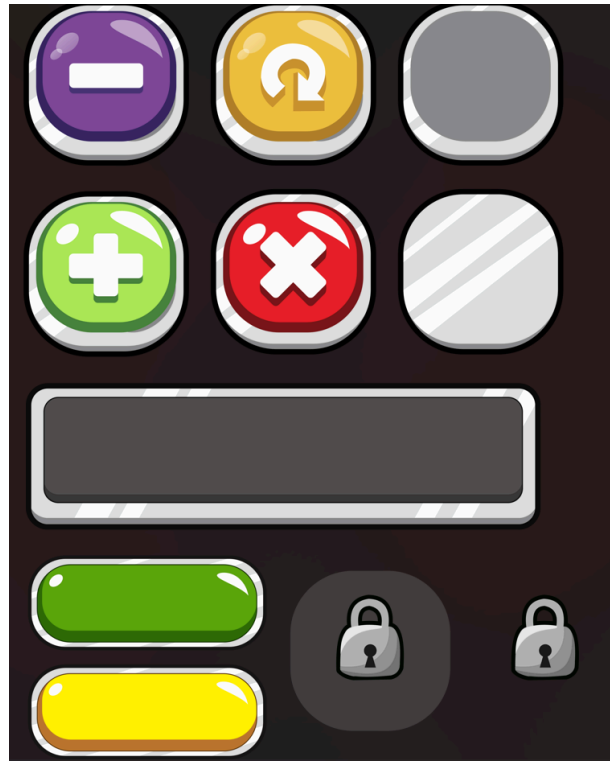
Win Condition	Lose Condition(s)
Successfully reach the exit gate.	<ol style="list-style-type: none"> 1. Killed by the enemy, spikes or bombs. 2. Dropped on the floor(floor is lava).

6. Art Style

Art style will be low poly stylized with bright colors and a look of outer space.



User Interface Icons:



7. Music and Sounds

Music will be dreamy and should give the outer space vibe.

Sample:

<https://freesound.org/people/Vrymaa/sounds/735354/>

8. Technical Description

The game will be released as a standalone PC version for the following platforms:

- Windows
- Mac
- Linux

As this game's whole purpose is to serve as an entry for a game jam. There will be no ads in the game or any kind of monetization.

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