ROLLING EVE

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I. GENERAL INFORMATION

This is a platform game about Eve that has to participate in an obstacle course to escape from the land of the cyclopes

II. DETAILED GAME DESCRIPTION

I. Basic Concept
Eve has to run obstacle courses and collect valuable items to clear the each level.

II. Background Story
Eve was abducted by a huge cyclops at a young age. Now she is old enough to escape. Eve will have to go through various obstacles to escape the land of the cyclops and in the way will encounter the kyklopes which are the minions of the cyclops. She will have to defeat her foes if she wants to get back home.

III. Objective
Survive the obstacle on each stage and reach the big collectible tire to finish each stage.

IV. Gameplay
The player will be allowed to walk, run, and roll onto platforms in each level. However certain platforms are only accessible by going at very high speeds. Each level will have tire tokens placed in the map. Eve will have to collect these tokens and get to the final destination in each stage. To clear large gaps eve can go in AFT mode. AFT mode is not limited to just clearing large gaps however...it can also be used as an attack. She can attack the enemies by ramming into them. In order to clear each level Eve has to reach the last floating platform and collect the last large tire token.

V. AI component
Enemy AI will be rudimentary. They will move around in a random fashion in a specified area of the map. When the player is at a certain distance from the enemies, the enemies will charge at the player and start attacking the player.

VI. What is the planned interface?
Keyboard will be used for basic user movements such as moving forward, jumping, and changing between the different character modes. Additionally the user will be able to toggle between different camera modes using the keyboard.

VII. What is the planned perspective (1st person vs. 3rd person)?
The planned perspective is 3rd person. The default camera placement will be behind and slightly above the character. The player will have the option to toggle between different camera modes such as top view and side view.

VIII. What are the Software and the Hardware platforms?
Software - Panda3D game engine with Python programming
Hardware – PC

IX. What is the basic interactive structure? (e.g. Chapters vs. Great Middle Section, Levels, etc.).
Levels with level transition effects

X. What is the "heart" of the gameplay? (e.g. speed, actions, style, continuous, turnbased, etc.?
Platform game with the various obstacles, collectable items, and enemies.

XI. Does multi-player work?
Only single-player.

XII. How difficult is the game? How long will it take the average player to complete?
Easy for novice game player. The game doesn't have the functionality of letting users select the difficulty levels. The game consists of 2 levels. All levels are easy. The second level is slightly more challenging than the first level.

III. OTHER ASPECTS OF THE PRODUCT DESIGN

XIII. Characters --
Eve - This is the player character

- Default Properties: Eve starts in an idle position in the furthest corner of the stage.
- Winning: Eve wins by reaching the last platform signaled by the spotlight
- Loosing: Player loses if health goes down to 0 or if player falls off the map
- Player starts out with 100 health points
- The player has FTM(Full Throttle Mode) which can be used to go fast and ram into enemies.
- The player can jump,run,and roll
- Player will pick up tire tokens which will increase time to clear the stage

 Kyklops– This is the enemy type 1.
- Normal State: Enemy will be scouting a part of the map
- Detection State: Enemy will detect player at a specified distance
- Reaction State: Enemy will charge at player and attack player if the player is detected.
- End State: If the player destroys the enemy, enemy will disappear otherwise it will go back to scouting an area.

XIV.   Controls --
Control table

Action	Control	Context
Jump	Space	All levels
Forward	W	All levels
Right	D	All levels
Left	A	All levels
Help Menu	H	Menu

XV. World --
Each stage is an obstacle course which will contain fixed and moving platforms, ramps and enemies that will make the task of getting through the obstacle course complex.

XVI.   The onscreen interface contains a health gauge, a timer and score which keeps track of items collected. The health gauge decreases when an enemy attacks the player. The score of tires collected increases every time a tire is collected.

XVII.   Describe all menus in detail, and chart out the "shell" structure.
Main menu consists of Start, Level Select, and Quit.

XVIII.   The only on screen messages are for the completion of each stage and when the player loses. If the player wins, then there will be a message shown saying the stage has been completed and it will display number of token collected. If the user loses then it will show that the game is over.

XIX.   Graphics -- Describe the general style of the graphics.
Low poly models.
All models provided by the instructor or from the Internet.
Environment models (obstacle courses) will be procedurally constructed in Panda3D by using simple building blocks such as cubes and spheres/disks.

XX.   Sounds and Music -- Describe at least the general manner in which sound effects will be used in the game.
Eve has sound effects for running,rolling,jumping, and landing.
Additionally each stage will contain a unique soundtrack. Sounds and music were downloaded from the following sites:
http://www.freesound.org
http://incompetech.com
http://soundbible.com

XXI.   License Exploitation --
None, original universe. Music will be credit to their respect artists.