

The Adventures of Glorp!

Game Design Document

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Revision 1.0

This game gets its inspiration from Super Mario Brothers by Nintendo. It is a platformer where the player must avoid falling through chasms in the ground and getting hit by evil cheeses. They must reach their spaceship at the end of the level and their score depends on the amount of spaceship parts they collect. The user has 3 hit points, and can collect hearts in the game to restore health. They can also double jump to get to higher areas easier. Their total parts collected and hit points are dynamically displayed at the top corners of the screen. There is background music and various sound effects.

User Interface

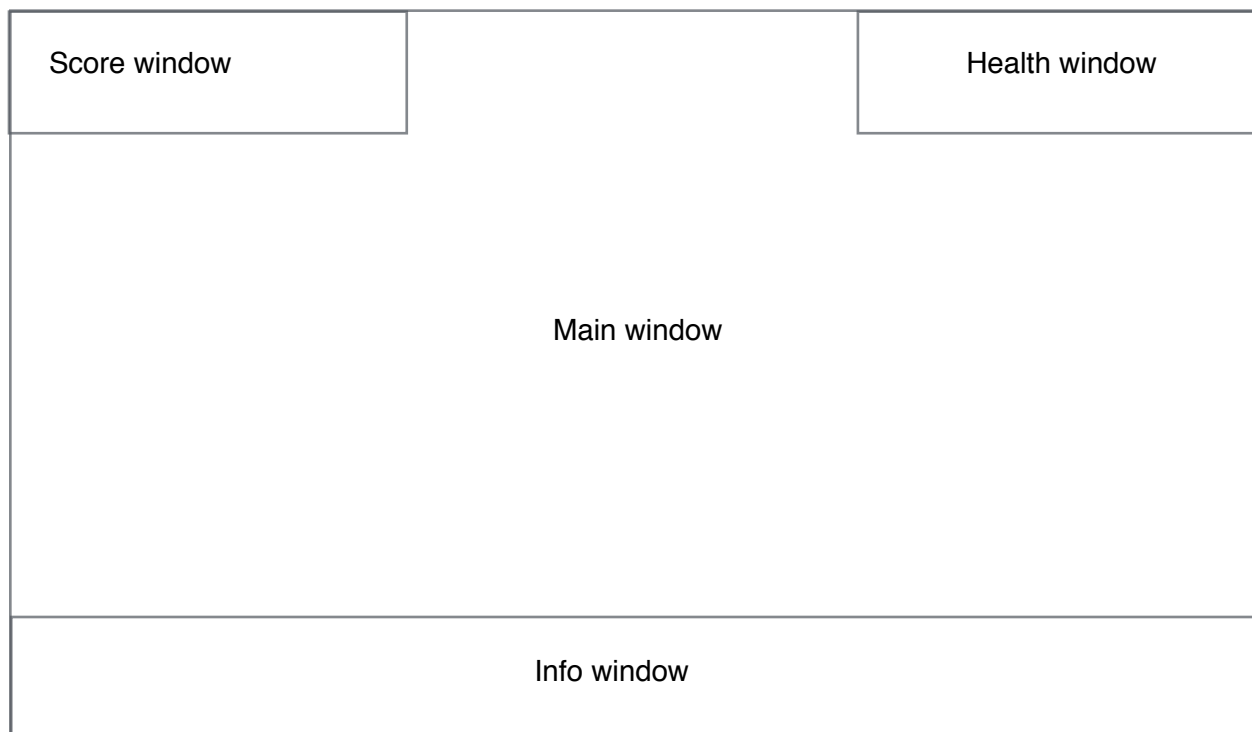
The user interface of The Adventures of Glory is as follows:

Main window - Horizontally across the middle of the screen, is the main window where the game takes place. It is where the user moves around, avoids the evil cheeses, collects spaceship parts and hearts, and avoids chasms.

Score window - In the top left of the screen, will display the user's score which is the number of spaceship parts collected. This will be threaded with the health function to increase efficiency.

Health window - In the top right of the screen, will display the user's current hit points as hearts. This will be threaded with the score window to increase efficiency.

Info window - Horizontally across the bottom of the screen, displays help information when user pressed Ctrl+h.



Main window

The main window will be where the users sprite, evil cheeses, and collectables will be displayed and moving. The user will move left and right on the screen, and have the ability to double jump.

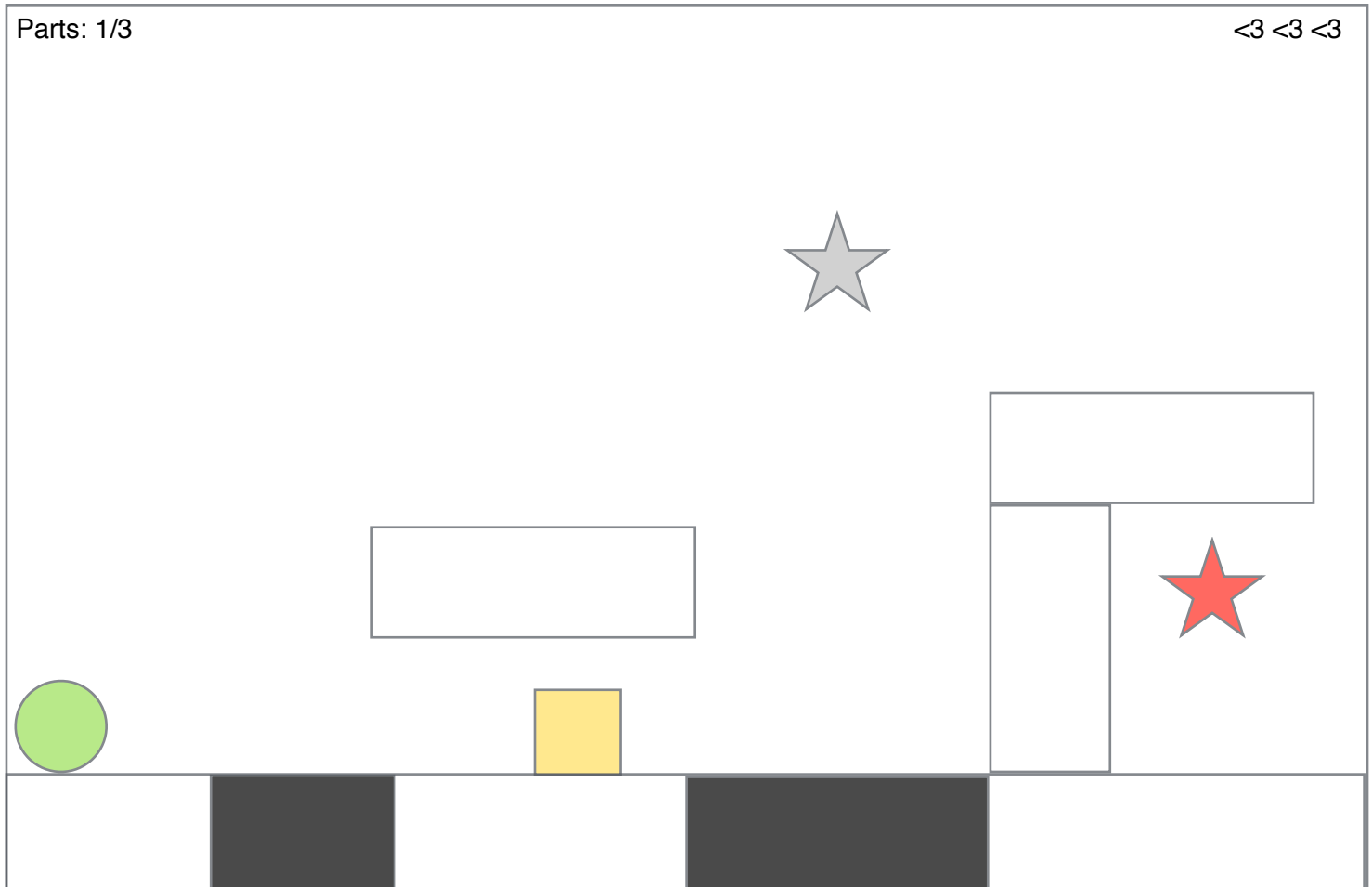
At the end of the game, the main window will display the users total spaceship parts that have been collected.

The Welcome Screen

The user will be greeted with a welcome screen telling them the name of the game, copyright information, and how to play. They can press any key to continue to the game when they are ready to play.

Main Game

When the game starts, the user will be able to start moving through the level. Their main goal is to collect as many spaceship parts as possible, the more parts the higher the score. They must avoid being hit by the evil cheeses, as this will make them lose a hit point and knock them back away from the evil cheese that has bitten them. Some evil cheeses have AI that will cause them to move faster when the player gets too close to them. This is dangerous because there are chasms in the game that they can fall through. If the player falls through a chasm, the game is immediately over. The player can collect hearts to restore their health throughout the level. The player has the ability to double jump to get through parts of the level in more than one way. Once the user reaches the spaceship at the end of the game, the game is over.



Green: Player's sprite. Yellow: Evil cheeses. Grey: Parts. Red: Hearts.

Final Score/Death Screen

The user will be presented with their final score and the game will exit when they press any key.

Scores

The score is the amount of spaceship parts the player has collected.

FAQ

Q: What input is used for this game?

A: Keyboard

Q: Is sound required for this game?

A: No, but it is recommended.

Q: What if the game cannot find files, such as audio, font, or graphics?

A: Make sure that the .dat file is located in the same directory as the program itself.

Q: How come double jump isn't working?

A: Make sure you are releasing spacebar before pressing it again. You only have two jumps available until you reach the ground again.