Game Design Document

[Jelblob The Horrific Adventure]

Created by Team ASK

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## 1.High Concept

1.1. Core Concept**:** “Jelblob The Horrific Adventure” is an unforgiving 2D side scrolling Platformer with a unique shooting feature that punishes the player for using it.

Jelblob is the main character of the game and is a simple generic slime creature only made special by the current predicament that he finds himself in. like all slime he can move to his left, to his right and he can jump, he can also should he chose take parts of himself and fling them at his enemies but this will have a price attached. The Horrific Adventure tells the story of the time Jelblob was accidently abducted and taken aboard the evil exotic animal dealer Dr. Magmim’s Bio ship. Upon realizing he had picked up the slime the Dr. begins his ruthless purge system that will lead to the death of Jelblob even at the cost of many of the doctor’s robotic minions and his exotic collection of animals. What follows in an epically difficult race for survival as Jelblob flees the purge system through many different Bio Domes in order to reach the ships core and escape back home.

Based off similar 2D platformers The Horrific Adventure will take the player through 7 unique levels based on different world environments each level will have its own thematic version of the purge system taking the shape of a disaster found naturally in each bio dome. as well as the purge system the player will encounter a multitude of different enemies and natural environmental hazards.

The Horrific Adventure being a 2D platformer it would worth mentioning that the game has 4 different platform types some of which will affect the players movement in major ways.

This game will be made in Unity using a C# programming language and is intended for play on PC only. The game is intended to have a high difficulty level with no checkpoints or rewards for the player until the final level is completed.

## 2.Gameplay Overview

2.1. Level structure: Each level in the horrific adventure is a challenging linear experience. The player is given no information in terms of what challenges or dangers they will face. All the player is made aware of at the start of any level is that they must reach the end before they are consumed by a thematically appropriate purge system (wall of death).  
There is only one way to complete any given level in the horrific adventure and that is to reach the end, there are no saves and no checkpoints if a player dies on level 6 they must start again from level 1 this is not a forgiving game.

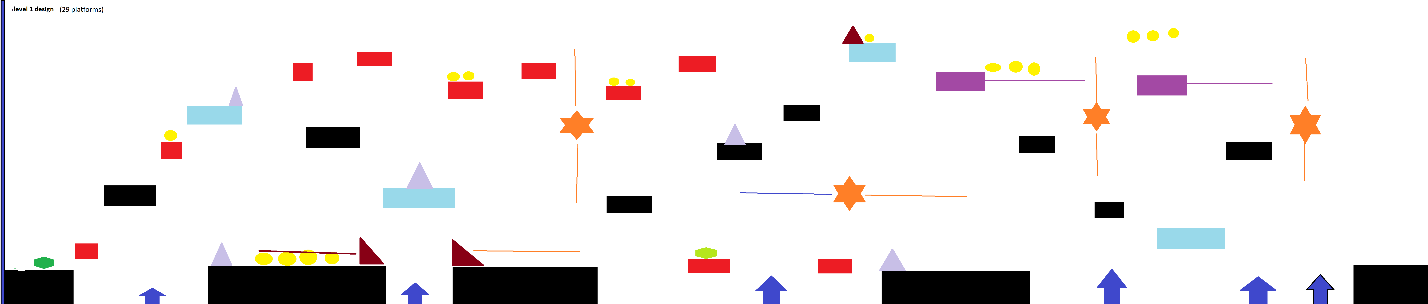
Each level is basically the same in the sense of they have the same mechanics and goals however the levels are thematically different not just in visuals but in the way the levels are crafted an example of this would be the frozen level (level 2) has a larger number of slippery platforms than any other level providing it with its own level of difficulty depending on how well a player deals with slippery platforms and the dangers they pose.

Another prime example of this would be the jungle level (level 3) which has a lot less in terms of platforms in general and the platforms it does have are spaced much further apart than the player is able to jump, what this level does have a lot of however are the bounce enemies forcing the player to use them to traverse and complete the level.

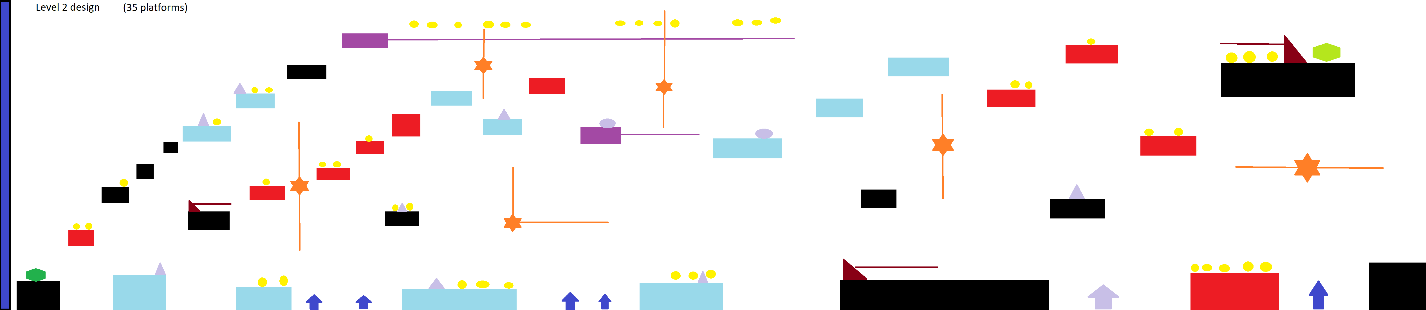
All levels in the horrific adventure contain 2 pickup types these pickups have no direct impact on the players ability to complete the level.

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**Level 1 (volcanic)**

****

**Level 2 (Frozen)**

****

**Level 3 (jungle)**

**Not created for prototype**

**Level 4**

**Not created for prototype**

**Level 5**

**Not created for prototype**

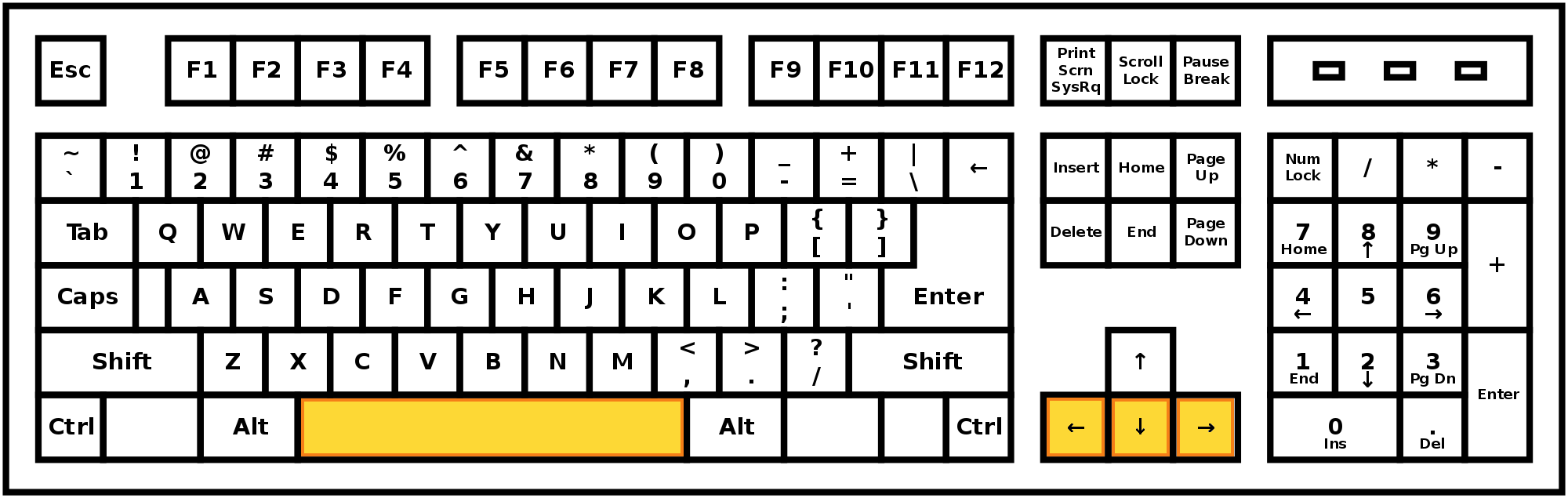
**Level 6**

**Not created for prototype**

**Level 7**

**Not created for prototype**

## 2.2. Player controls:



**Shoot**

**Move Right**

**Move Left**

**Jump**

* Space Bar Key: Makes the Player Jump
* Left Arrow Key: Move the player Left
* Down Arrow Key: Makes the player shoot a projectile.
* Right Arrow Key: Move the player Right

## 2.3. Player interactions with platform types:

The Horrific Adventure contains 4 platform types each of which have different effects on the player and purposes in the game:

Solid platforms: Solid platforms are the typical type of platform you will find in all platformers and is normally the core platform type in any given level. As with other platformers the horrific adventures solid platforms have no effect on the players movement they will sometimes be populated with enemies’ coin or slime pickups.

Crumbling platforms: Crumbling platforms simply put are platform types that upon the player having contact with the top of the platform, will begin to descend from the current position and eventually disappear off the level taking anything on them down with them. The purpose of this platform type is to force the player into quick thinking in terms of where they next move should be made and to speed up the player over all.

Slippery platforms: slippery platforms in the horrific adventure especially in some levels (frozen) are quite common. Upon landing on a slippery platform, the player character without any input from the player will slide along the length of the platform until colliding with another object or falling off the edge. There is no way to for the player to stop this effect they can merely slow it down by attempting to move in the opposite direction.

Moving platforms: Moving platforms in the horrific adventure work basically in the exact same way as they do in other more well-known platformers, their purpose is simply to force the player to slow down and carry them over distances that can’t be reached from other platforms. During stages with moving platforms the player can expect a high volume of flying enemies.

## 2.4. Shooting, Mass mechanic and player health:

The mass mechanic in the horrific adventure is by far the most unique feature in the game. The players mass is only affected by the player shooting and is in no way a representation of the players health.

Simply put there is no health system in the horrific adventure the player has 1 life with no way of getting another, anything that hits the player be it an enemy, enemy attack, purge system or environmental attack it will kill the player causing a game over.

The mass system is in place as an extra level of difficulty, every 2 shots the player takes will decrease the players mass, once at minimum mass the player will no longer be able to shoot. Player mass will however recover every 30 seconds the player will gain 1 level off mass until they are back at max mass there is also one slime pickup per level that will put the player to max mass when collected.

When the player loses mass this is represented visually in the color of the player character, Lime Green means maximum mass, dark green means medium and brown means minimum mass. In addition to the players color and inability to shoot changing at different masses the players jump height is also drastically affected by this change. This forces to player to think about the worthiness of shooting an enemy rather than just avoiding them as shooting that enemy could decrease player mass making the player unable to reach the required height for the next platform.

This mass system mixed with the horrific adventures purge system makes for a very challenging experience that will punish players for not properly thinking about their actions.

## 2.5. Purge system and environment attacks:

The purge system in the horrific adventure is basically a thematically appropriate wall of death that chases the player through every level of the game. From level to level the only thing that changes about the purge system is its appearance, the purge system will look thematically appropriate for each level i.e. a wall of lava in the volcanic level or a sandstorm in the desert level.

The only way to survive the purge system is to run away from it there is no way to slow it and no way to survive collision with it. The primary purpose of the purge system is to give the player a sense of urgency and to force them to speed up decision making, waiting too long to decide which route to take will cause the player immediate pain and death.

In addition to the purge system the Environment itself is out to kill the player with environment attacks. As with the purge system these environment attacks are visually thematically appropriate for example in the frozen level these will take the form of shards of ice. Environment attacks are exactly how they sound they are attacks from the environment and are found in every level at random points they will shoot at the player from above or below, the only way to combat this is to avoid them.

## 2.6. Coin and slime pickups:

The Horrific Adventure has 2 pick up types in game the 1st and more numerous of these is a simple coin pickup. This pickup purely exists as a form of achievement for players, at the end of every level the player will be presented with a score screen detailing how many of the coins they have collected in that level. In future updates of the game this may be converted to an unlock feature where the player must collect a certain number of coins to progress to the next level, at this current stage of the game however the coins are purely for individual player achievement.

The 2nd and more important of these pickups is the slime pickup. As mentioned previously in this document every level contains one slime pickup. The purpose of this pickup is to provide the player a quick way to regain max mass if they can reach the pickup. This pickup will normally be located near the end of a level in a relatively difficult place to reach.

## 2.7. Story overview:

Deep within the depths of space, within a bizarre cloud of matter where many dimensions meet, an uncharted planet covered in lush jungles and open field’s, rests a creature known as ‘Jelblob’, a slime-jelly like monster which spends its days jumping around and spreading its miasma.

One day it was resting like usual amongst a herd of animals when suddenly a giant spaceship appeared out of nowhere in the sky; it fired a large beam of light which pulled in all the animals, and Jelblob too! There was a bright flash, and then suddenly Jelblob found himself within a new unfamiliar environment as if he was on a new planet; however, this planet was within a giant glass dome surrounded by machinery. Little did he know that he had been accidentally abducted by Dr Magmin, an infamous scientific genius who made his living by creating and distributing strange potions.

While it might’ve not been bad for Jelblob which considered itself a lazy creature, Dr Magmin however viewed the creature as an unsafe, disgusting virus which risks contaminating his bio-dome and his collection of creatures. So, the Dr took the only choice he thought he had to and activated his ships purge system, he would route out and destroy the slime creature no matter the cost.

Jelblob is now in a race for survival and must make his way through Dr Magmin’s many Bio-domes and force the ship to crash on a nearby planet if he wants to have any hope of survival and fulfilling his dream of spreading his miasma to everyone.

## 3.Enemy Overview

## 3.1. Enemy Bios:

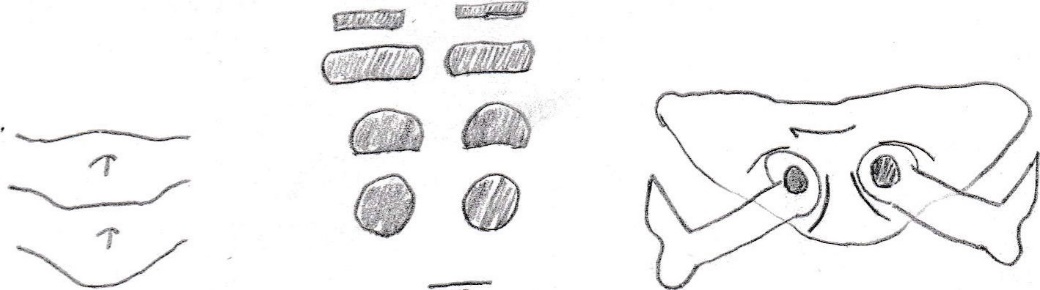
* **Navigator (stationary enemy)**: These simple creations lead the charge against the player with dangerously pointy spikes on their side!... However due to Dr Magmin using cheap materials for their development, their top heads are rather fragile to anything and with their gyroscopes out of whack, they are completely unable to move despite their appearance.
* **Navigator with Bounce Helm (Stationary bounce enemy)**: Due to the amount of complaints from the Navigators department about the failure rate of Navigator missions, a new solution to the problem was to give every Navigator a bounce helm to stop their fragile heads from being cracked open, no changes have made to the gyroscopes though meaning they are still unable to move (Of course, it doesn’t solve the problem of them being so useless.)
* **Enforcer(Moving enemy):** Every leader needs his soldiers, and the Enforcer fits this bill nicely enough. A slow moving robotic tank that hovers, they lock-on to their target and mercilessly hunt it down to crush it. This puts a lot of strain on the Enforcers body, causing them to explode to the slightest force that may collide with their body… hey, at least they are smart enough to turn away from ledges.
* **Patroller (Flying enemy):** They are the eyes in the skies and enough fuel to make it past the moon, the patroller joins the chase! Built with latest (but cheapest) materials, they glide through the air, hoping to by chance to bump into their targets with their rockets; letting them feel the burn of their air superiority!

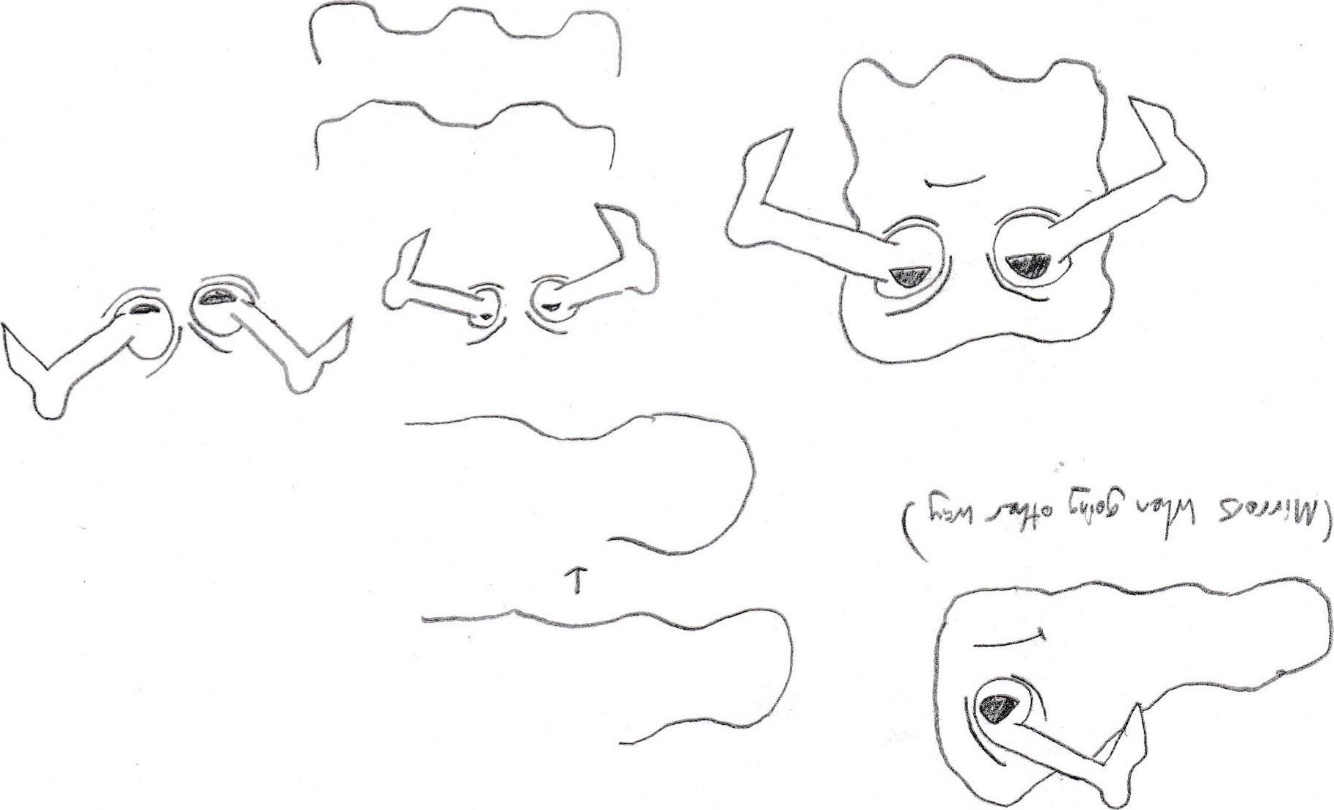
## 3.2. Enemy Functions:

* Stationary enemy: Stationary enemies in the horrific adventure are very simplistic in their functions, they do not move nor, do they shoot or attack, they are merely there to be a hurdle for the player to jump over. Should the player collide with the stationary enemies the player will die, unlike in other 2d platformers landing on the stationary enemies’ head will only kill the player and have no effect on the enemy. These enemy types will be commonly found at the end of slippery platforms or in the middle of solid platforms with an abundance of pickups.
* Stationary bounce enemy: very similar to the stationary enemies in terms of what they do with one important key difference. The player can “safely” collide with the top of these enemies causing the player to bounce higher than they would normally be able to jump. These enemies are commonly found on levels where some/most of the platforms are out of reach of the players jump making it ill advised to kill these enemies. Should the player collide with the sides of these enemies they will still die.
* Moving enemy: Unlike the above enemies, as the name suggests this enemy type is capable of movement, this movement is left and right along the bounds of platforms, these enemy types do not shoot or attack the player in anyway they are just a harder hurdle for the player to jump over. As with the stationary enemy collision with any side of this enemy type will result in player death. These enemies will be found on every level and could be on any platform type other than the moving platform.
* Flying enemy: The only aggressive enemy type in the game (currently) flying enemies can move left, right up and down without the need for platforms. As with other enemy types collision with this enemy is ill advised due to player death. Flying enemies however will also fire player killing projectiles like the enemy itself these projectiles are not to be collided with again due to player death. Flying enemies are commonly found in areas of a level containing moving platforms or are very numerous on levels with very few platforms.

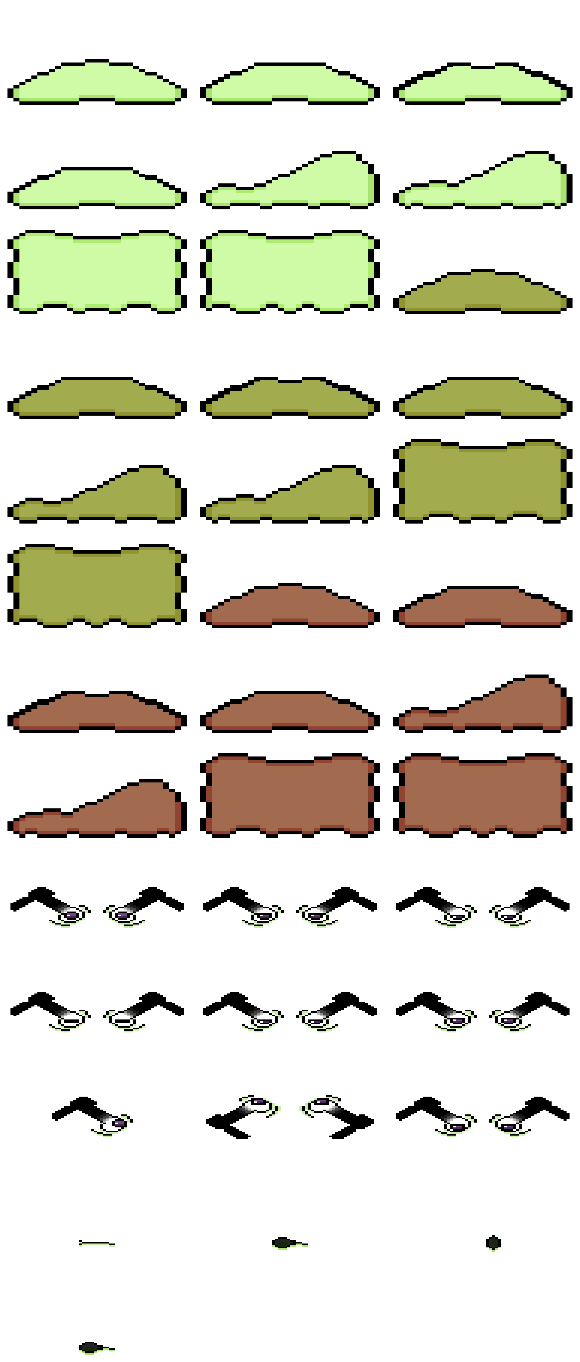
## 4.The Visuals of the Horrific Adventure

## 4.1. Slimeblob visual:

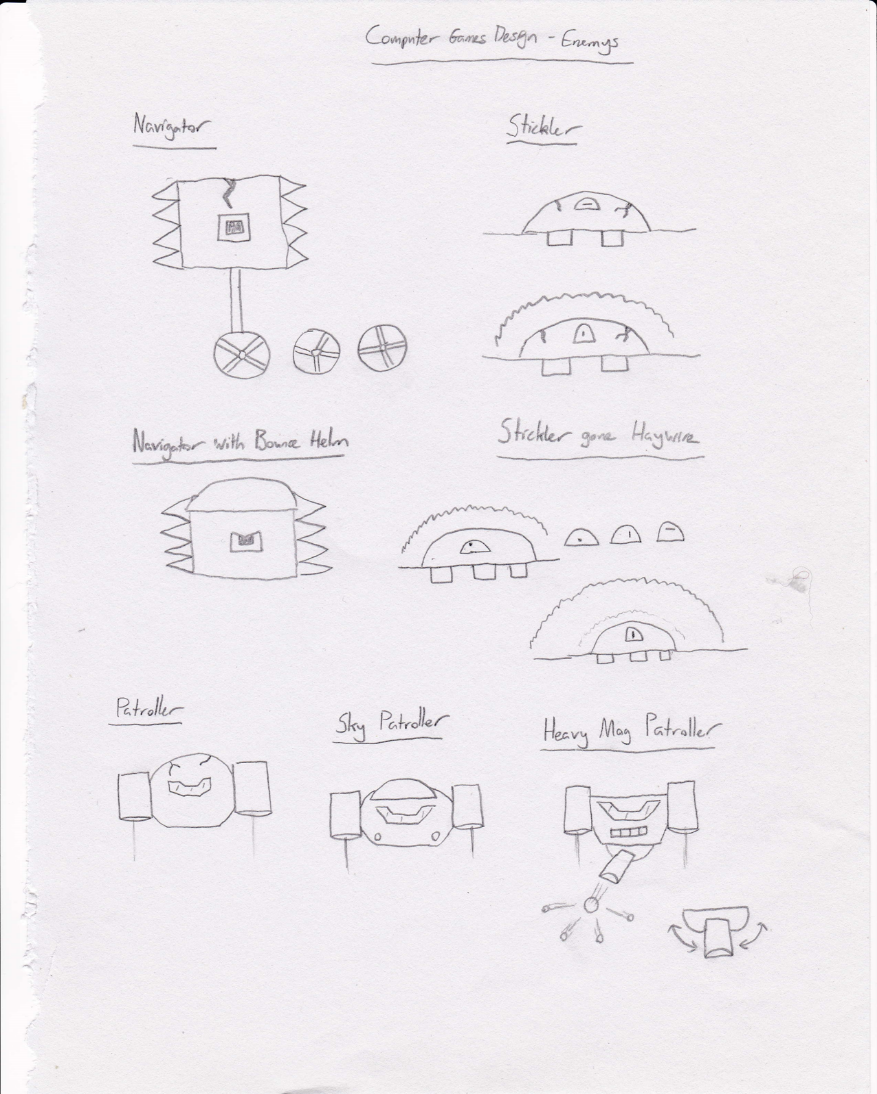
original concept for jelblob:

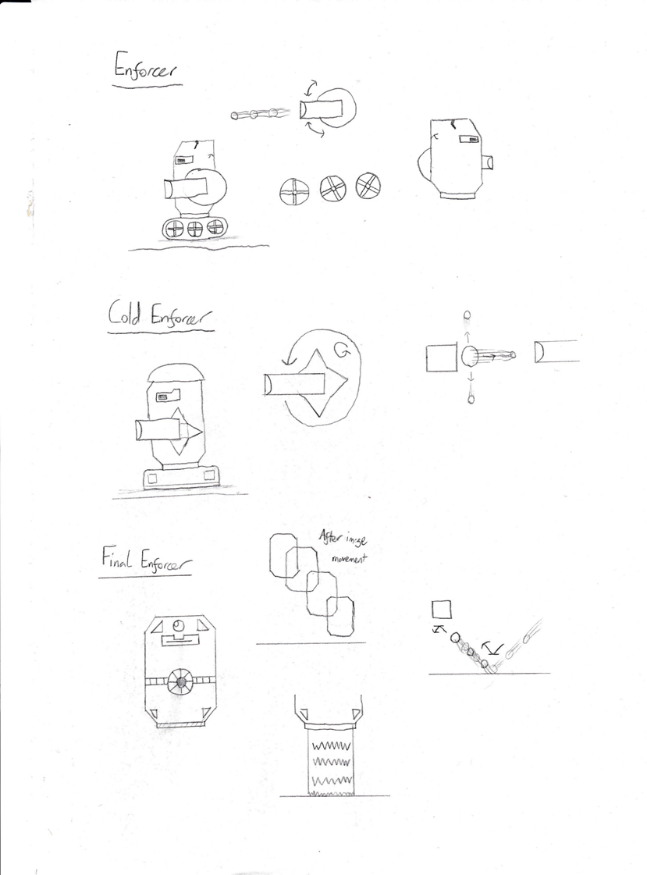


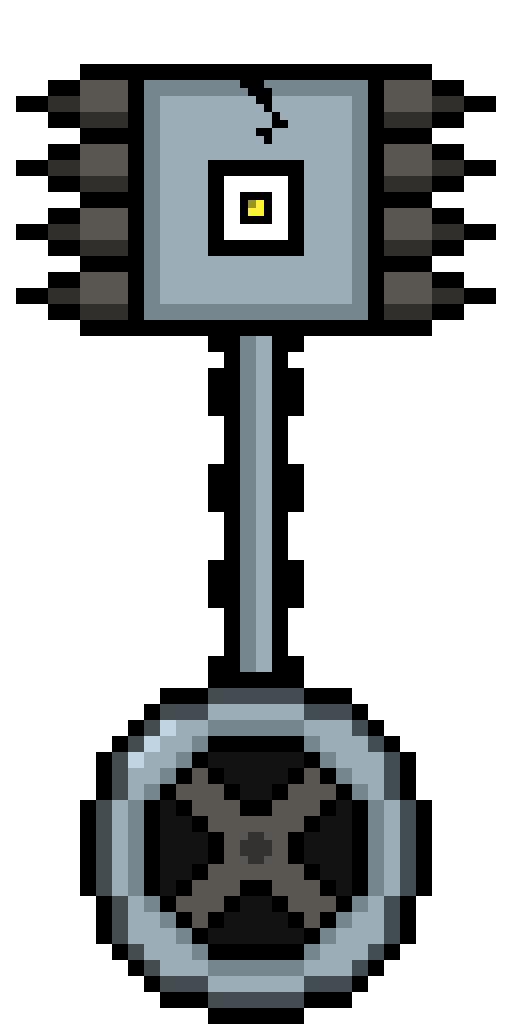
Jelblob in game graphic

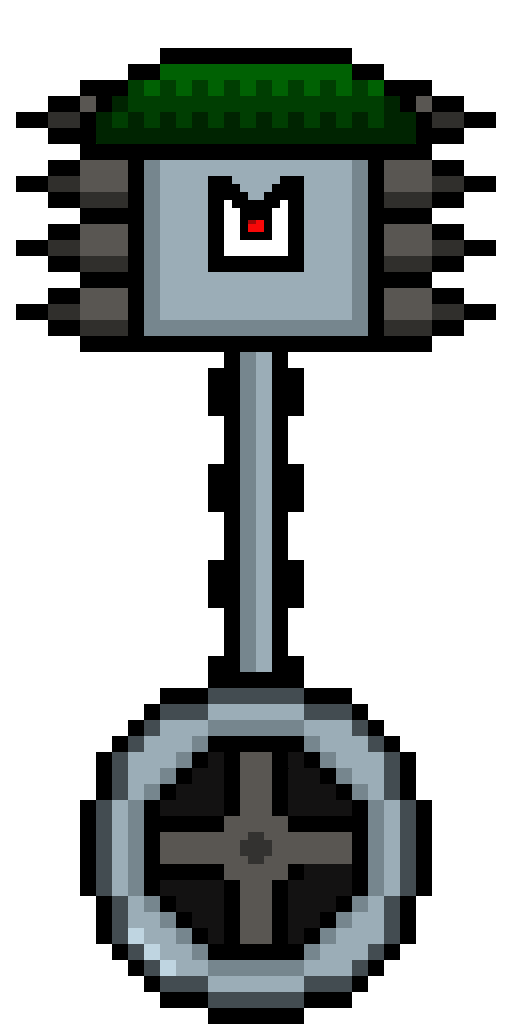
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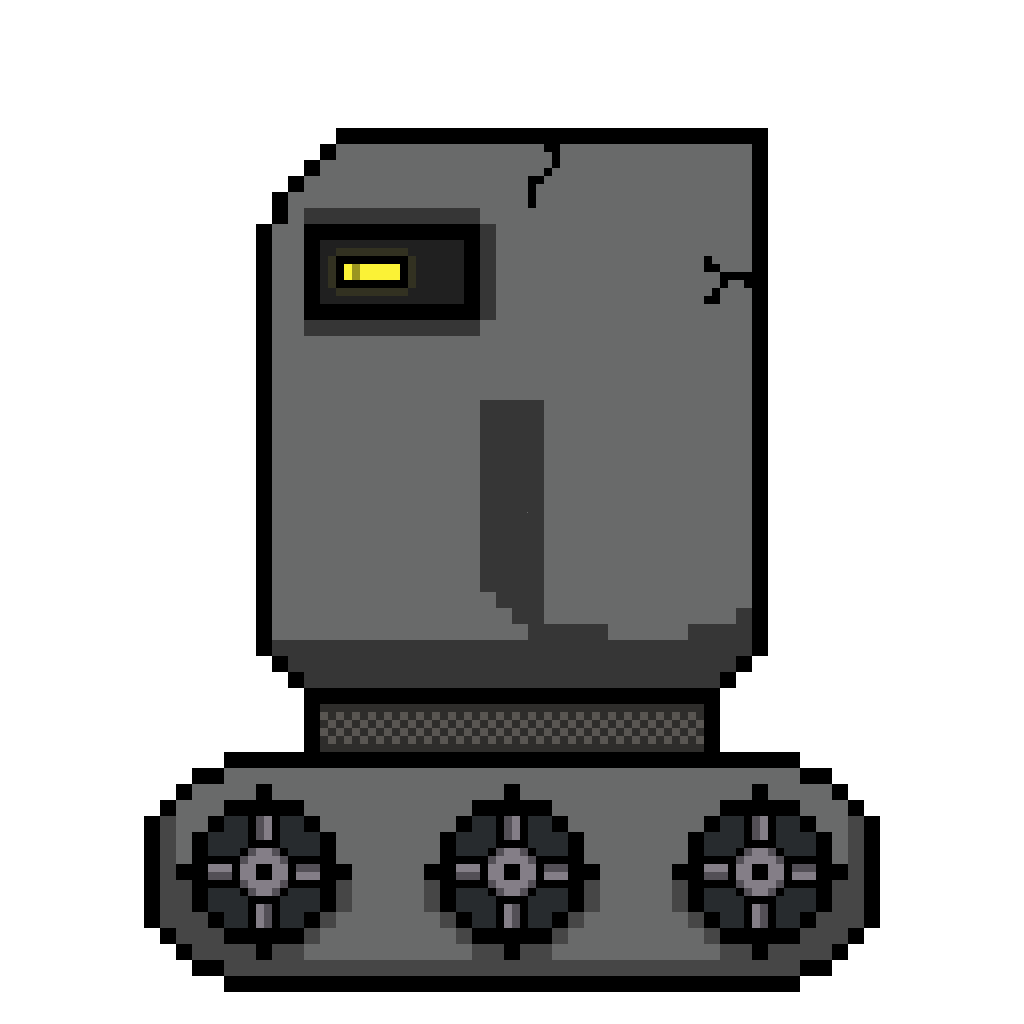
## 4.2. Enemy Visuals:

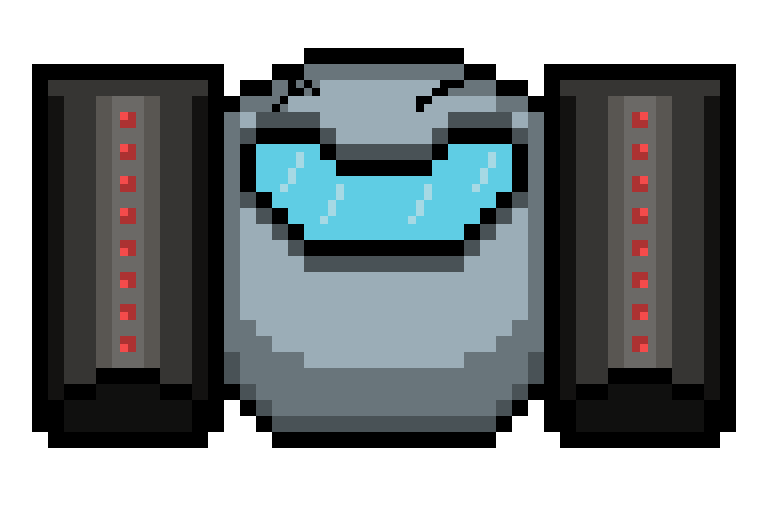
Original concept art for enemies:



 Stationary Enemy Visuals:

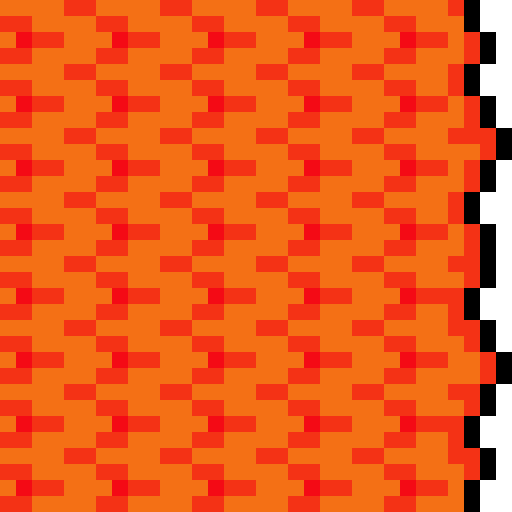
 Stationary bounce enemy visuals:

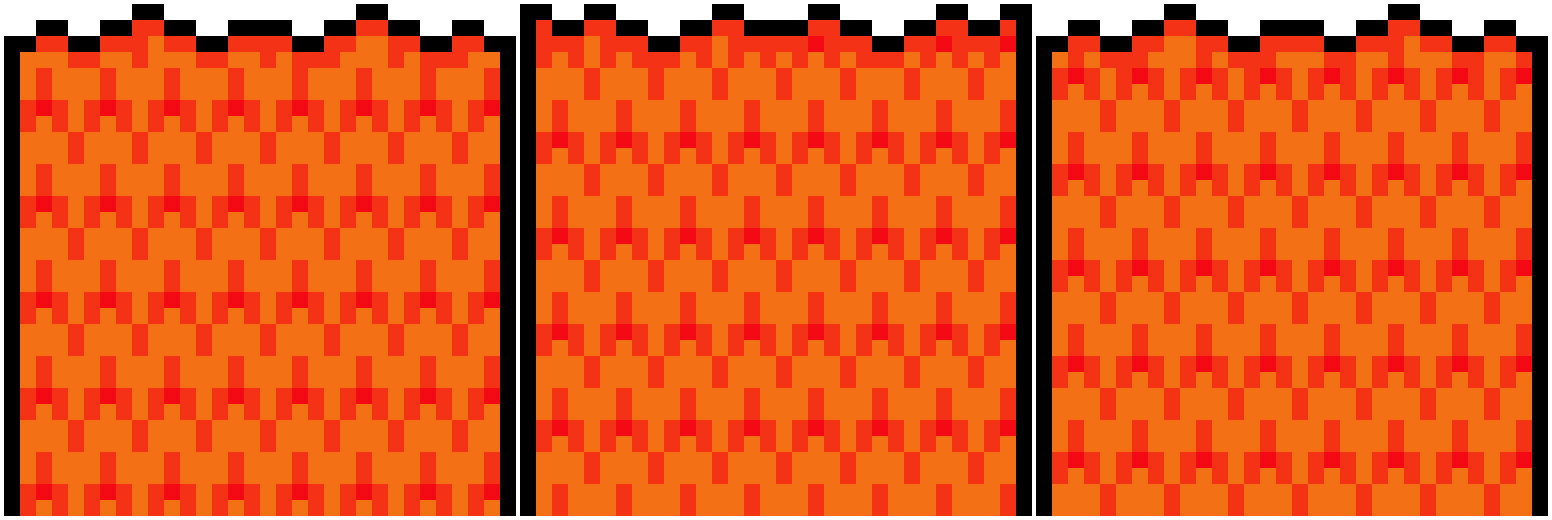
 Moving Enemy:

 Flying Enemy:

## 4.3. System purge and Environmental Visuals:

Lava level Purge system:



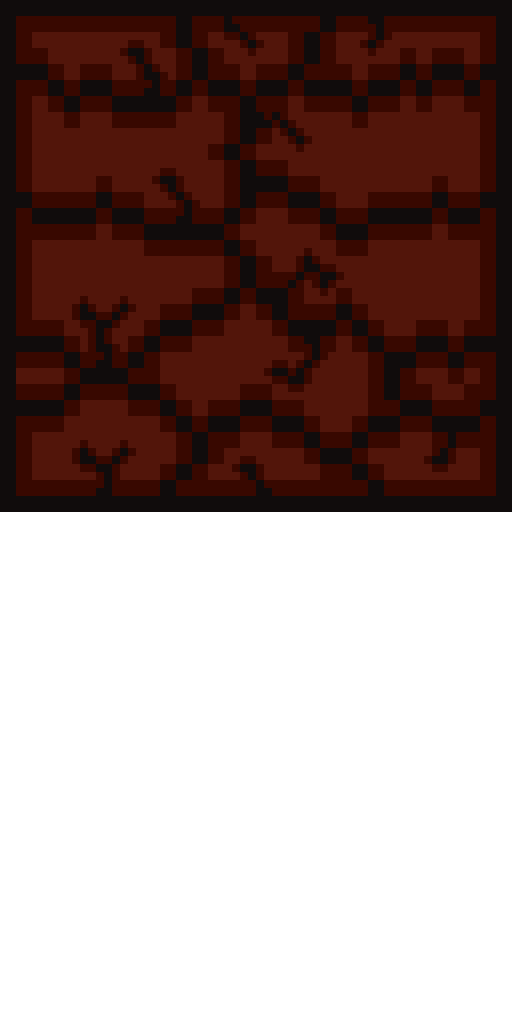
 Lava level environment attacks:

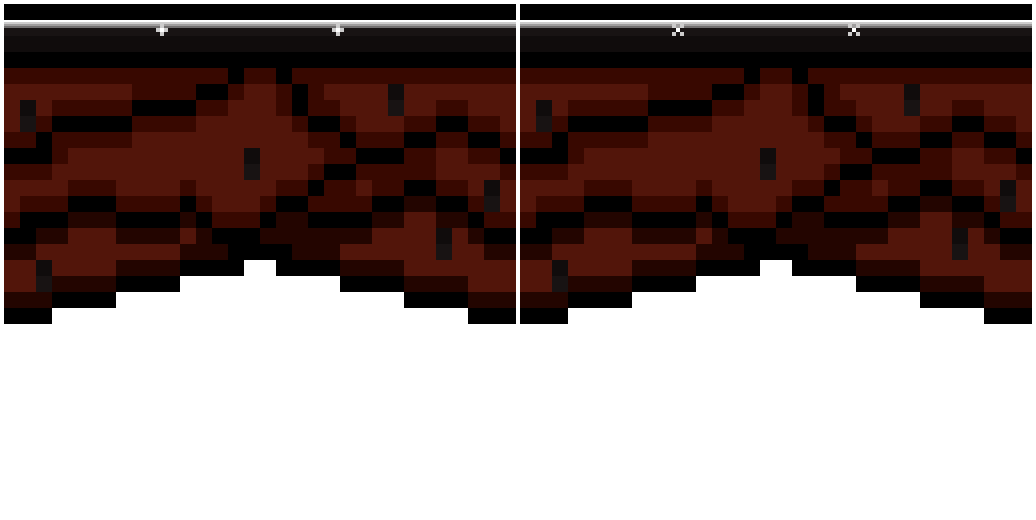
**Other level graphics have not yet been made for the prototype version of the game therefore cannot be shown in this document at this time.**

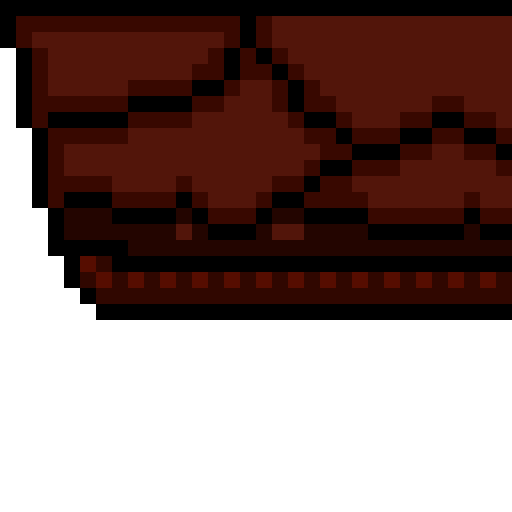
## 4.4. Platform Visuals:

Lava level platforms:

 Laval level solid platform:

 Laval level crumbling platform:

 Laval level Slippery platform:

 Lava level moving platform:

**Other level graphics have not yet been made for the prototype version of the game therefore cannot be shown in this document at this time**

## 4.5 Media Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| Name | use | Type | Created/Sourced |
| Player Graphics | | | |
| Player Graphic | To represent the player | **Player\_Jelblolb\_DefaultSizeBody\_1.png**  **Player\_Jelblolb\_DefaultSizeBody\_2.png**  **Player\_Jelblolb\_DefaultSizeBody\_3.png**  **Player\_Jelblolb\_DefaultSizeBody\_4.png**  **Player\_Jelblolb\_DefaultSizeBody\_5.png**  **Player\_Jelblolb\_DefaultSizeBody\_6.png**  **Player\_Jelblolb\_DefaultSizeBody\_7.png**  **Player\_Jelblolb\_DefaultSizeBody\_8.png**  **Player\_Jelblolb\_MediumSizeBody\_9.png**  **Player\_Jelblolb\_MediumSizeBody\_10.png**  **Player\_Jelblolb\_MediumSizeBody\_11.png**  **Player\_Jelblolb\_MediumSizeBody\_12.png**  **Player\_Jelblolb\_MediumSizeBody\_13.png**  **Player\_Jelblolb\_MediumSizeBody\_14.png**  **Player\_Jelblolb\_MediumSizeBody\_15.png**  **Player\_Jelblolb\_MediumSizeBody\_16.png**  **Player\_Jelblolb\_SmallSizeBody\_17.png**  **Player\_Jelblolb\_SmallSizeBody\_18.png**  **Player\_Jelblolb\_SmallSizeBody\_19.png**  **Player\_Jelblolb\_SmallSizeBody\_20.png**  **Player\_Jelblolb\_SmallSizeBody\_21.png**  **Player\_Jelblolb\_SmallSizeBody\_22.png**  **Player\_Jelblolb\_SmallSizeBody\_23.png**  **Player\_Jelblolb\_SmallSizeBody\_24.png**  **Player\_Jelblolb\_IdleEyes\_25.png**  **Player\_Jelblolb\_IdleEyes\_26.png**  **Player\_Jelblolb\_IdleEyes\_27.png**  **Player\_Jelblolb\_IdleEyes\_28.png**  **Player\_Jelblolb\_IdleEyes\_29.png**  **Player\_Jelblolb\_IdleEyes\_30.png**  **Player\_Jelblolb\_MovingEyes\_31.png**  **Player\_Jelblolb\_LookingUpEyes\_32.png**  **Player\_Jelblolb\_LookingDownEyes\_33.png**  **Player\_Jelblolb\_Mouth\_34.png**  **Player\_Jelblolb\_Mouth\_35.png**  **Player\_Jelblolb\_Mouth\_36.png**  **Player\_Jelblolb\_Mouth\_37.png**  **Player\_Jelblolb-sheet.png** | Created by Alistair Walker  (Aseprite) |
| Player projectile | To represent the slime the player throws at enemies |  |  |
| Player Death Graphic | Graphic for players death |  |  |
| Enemy Graphics | | | |
| Stationary enemy Graphic | To represent stationary bot enemies | **Enemy\_Navigator1.png**  **Enemy\_Navigator2.png**  **Enemy\_Navigator3.png**  **Enemy\_Navigator4.png**  **Enemy\_Navigator5.png**  **Enemy\_Navigator6.png**  **Enemy\_Navigator7.png**  **Enemy\_Navigator8.png**  **Enemy\_Navigator9.png**  **Enemy\_Navigator10.png**  **Enemy\_Navigator11.png**  **Enemy\_Navigator12.png**  **Enemy\_Navigator13.png**  **Enemy\_Navigator14.png**  **Enemy\_Navigator15.png**  **Enemy\_Navigator16.png**  **Enemy\_Navigator-sheet.png** | Created by Alistair Walker (Aseprite) |
| Stationary bounce enemy graphic | To represent stationary bounce enemies | **Enemy\_NavigatorWithBounceHelm1.png**  **Enemy\_NavigatorWithBounceHelm2.png**  **Enemy\_NavigatorWithBounceHelm3.png**  **Enemy\_NavigatorWithBounceHelm4.png**  **Enemy\_NavigatorWithBounceHelm5.png**  **Enemy\_NavigatorWithBounceHelm6.png**  **Enemy\_NavigatorWithBounceHelm7.png**  **Enemy\_NavigatorWithBounceHelm8.png**  **Enemy\_NavigatorWithBounceHelm9.png**  **Enemy\_NavigatorWithBounceHelm10.png**  **Enemy\_NavigatorWithBounceHelm11.png**  **Enemy\_NavigatorWithBounceHelm12.png**  **Enemy\_NavigatorWithBounceHelm13.png**  **Enemy\_NavigatorWithBounceHelm14.png**  **Enemy\_NavigatorWithBounceHelm15.png**  **Enemy\_NavigatorWithBounceHelm16.png**  **Enemy\_NavigatorWithBounceHelm-sheet.png** | Created by Alistair Walker (Aseprite) |
| Moving enemy graphic | To represent moving enemies | **Enemy\_Enforcer\_WithGun1.png**  **Enemy\_Enforcer\_WithGun2.png**  **Enemy\_Enforcer\_WithGun3.png**  **Enemy\_Enforcer\_WithGun4.png**  **Enemy\_Enforcer\_WithGun5.png**  **Enemy\_Enforcer\_WithGun6.png**  **Enemy\_Enforcer\_WithGun7.png**  **Enemy\_Enforcer\_WithGun8.png**  **Enemy\_Enforcer\_WithGun9.png**  **Enemy\_Enforcer\_WithGun10.png**  **Enemy\_Enforcer\_NoGun1.png**  **Enemy\_Enforcer\_NoGun2.png**  **Enemy\_Enforcer\_NoGun3.png**  **Enemy\_Enforcer\_NoGun4.png**  **Enemy\_Enforcer\_NoGun5.png**  **Enemy\_Enforcer\_NoGun6.png**  **Enemy\_Enforcer\_NoGun7.png**  **Enemy\_Enforcer\_NoGun8.png**  **Enemy\_Enforcer\_NoGun9.png**  **Enemy\_Enforcer\_NoGun10.png**  **Enemy\_Enforcer\_Turret1.png**  **Enemy\_Enforcer\_Turret2.png**  **Enemy\_Enforcer\_Turret3.png**  **Enemy\_Enforcer\_Turret4.png**  **Enemy\_Enforcer\_Turret5.png**  **Enemy\_Enforcer\_Turret6.png**  **Enemy\_Enforcer\_Turret7.png**  **Enemy\_Enforcer\_Turret8.png**  **Enemy\_Enforcer\_Turret9.png**  **Enemy\_Enforcer\_Turret10.png**  **Enemy\_Enforcer\_Turret11.png**  **Enemy\_Enforcer\_Turret12.png**  **Enemy\_Enforcer\_Turret13.png**  **Enemy\_Enforcer-sheet.png** | Created by Alistair Walker (Aseprite) |
| Flying enemy Graphic | To represent Flying bot enemies | **Enemy\_Patroller1.png**  **Enemy\_Patroller2.png**  **Enemy\_Patroller3.png**  **Enemy\_Patroller4.png**  **Enemy\_Patroller-sheet.png** | Created by Alistair Walker (Aseprite) |
| Flying enemy Projectile | To represent flying enemy’s projectile |  |  |
| Platform Graphics | | | |
| Volcanic Platform solid (Above) | To represent the basic solid platform seen on the surface | **LavaLevelGroundBlock1\_Enlarged1.png**  **LavaLevelGroundBlock1\_Enlarged2.png**  **LavaLevelGroundBlock1\_Enlarged3.png**  **LavaLevelGroundBlock1\_Enlarged4.png**  **LavaLevelGroundBlock1\_Enlarged5.png**  **LavaLevelGroundBlock1\_Enlarged6.png**  **LavaLevelGroundBlock1\_Enlarged7.png**  **LavaLevelGroundBlock1\_Enlarged8.png**  **LavaLevelGroundBlock1\_Enlarged-sheet.png**  **LavaLevelGroundBlockEnd1\_Enlarged1.png**  **LavaLevelGroundBlockEnd1\_Enlarged2.png**  **LavaLevelGroundBlockEnd1\_Enlarged3.png**  **LavaLevelGroundBlockEnd1\_Enlarged4.png**  **LavaLevelGroundBlockEnd1\_Enlarged5.png**  **LavaLevelGroundBlockEnd1\_Enlarged6.png**  **LavaLevelGroundBlockEnd1\_Enlarged7.png**  **LavaLevelGroundBlockEnd1\_Enlarged8.png**  **LavaLevelGroundBlockEnd1\_Enlarged9.png**  **LavaLevelGroundBlockEnd1\_Enlarged10.png**  **LavaLevelGroundBlockEnd1\_Enlarged11.png**  **LavaLevelGroundBlockEnd1\_Enlarged12.png**  **LavaLevelGroundBlockEnd1\_Enlarged13.png**  **LavaLevelGroundBlockEnd1\_Enlarged14.png**  **LavaLevelGroundBlockEnd1\_Enlarged15.png**  **LavaLevelGroundBlockEnd1\_Enlarged16.png**  **LavaLevelGroundBlockEnd1\_Enlarged-sheet.png** | Created by Alistair Walker (Aseprite) |
| Volcanic Platform solid (below) | To represent the basic solid platform seen below the surface | **LavaLevelGroundBlock2\_Enlarged1.png**  **LavaLevelGroundBlock2\_Enlarged2.png**  **LavaLevelGroundBlock2\_Enlarged3.png**  **LavaLevelGroundBlock2\_Enlarged4.png**  **LavaLevelGroundBlock2\_Enlarged5.png**  **LavaLevelGroundBlock2\_Enlarged6.png**  **LavaLevelGroundBlock2\_Enlarged7.png**  **LavaLevelGroundBlock2\_Enlarged8.png**  **LavaLevelGroundBlock2\_Enlarged-sheet.png**  **LavaLevelGroundBlockEnd2\_Enlarged1.png**  **LavaLevelGroundBlockEnd2\_Enlarged2.png**  **LavaLevelGroundBlockEnd2\_Enlarged3.png**  **LavaLevelGroundBlockEnd2\_Enlarged4.png**  **LavaLevelGroundBlockEnd2\_Enlarged5.png**  **LavaLevelGroundBlockEnd2\_Enlarged6.png**  **LavaLevelGroundBlockEnd2\_Enlarged7.png**  **LavaLevelGroundBlockEnd2\_Enlarged8.png**  **LavaLevelGroundBlockEnd2\_Enlarged9.png**  **LavaLevelGroundBlockEnd2\_Enlarged10.png**  **LavaLevelGroundBlockEnd2\_Enlarged11.png**  **LavaLevelGroundBlockEnd2\_Enlarged12.png**  **LavaLevelGroundBlockEnd2\_Enlarged13.png**  **LavaLevelGroundBlockEnd2\_Enlarged14.png**  **LavaLevelGroundBlockEnd2\_Enlarged15.png**  **LavaLevelGroundBlockEnd2\_Enlarged16.png**  **LavaLevelGroundBlockEnd2\_Enlarged-sheet.png** |  |
| Volcanic  Platform  floating | To represent the basic floating platform | **LavaLevelFlyingBlock1\_Enlarged1.png**  **LavaLevelFlyingBlock1\_Enlarged2.png**  **LavaLevelFlyingBlock1\_Enlarged3.png**  **LavaLevelFlyingBlock1\_Enlarged4.png**  **LavaLevelFlyingBlock1\_Enlarged5.png**  **LavaLevelFlyingBlock1\_Enlarged6.png**  **LavaLevelFlyingBlock1\_Enlarged7.png**  **LavaLevelFlyingBlock1\_Enlarged8.png**  **LavaLevelFlyingBlock1\_Enlarged-sheet.png** | Created by Alistair Walker  (Aseprite) |
| Volcanic Platform crumble | To represent a crumbling platform | **LavaLevelUnstableGroundBlock\_Enlarged1.png**  **LavaLevelUnstableGroundBlock\_Enlarged2.png**  **LavaLevelUnstableGroundBlock\_Enlarged3.png**  **LavaLevelUnstableGroundBlock\_Enlarged4.png**  **LavaLevelUnstableGroundBlock\_Enlarged5.png**  **LavaLevelUnstableGroundBlock\_Enlarged6.png**  **LavaLevelUnstableGroundBlock\_Enlarged7.png**  **LavaLevelUnstableGroundBlock\_Enlarged8.png**  **LavaLevelUnstableGroundBlock\_Enlarged9.png**  **LavaLevelUnstableGroundBlock\_Enlarged10.png**  **LavaLevelUnstableGroundBlock\_Enlarged11.png**  **LavaLevelUnstableGroundBlock\_Enlarged12.png**  **LavaLevelUnstableGroundBlock\_Enlarged13.png**  **LavaLevelUnstableGroundBlock\_Enlarged14.png**  **LavaLevelUnstableGroundBlock\_Enlarged15.png**  **LavaLevelUnstableGroundBlock\_Enlarged16.png**  **LavaLevelUnstableGroundBlock\_Enlarged17.png**  **LavaLevelUnstableGroundBlock\_Enlarged18.png**  **LavaLevelUnstableGroundBlock\_Enlarged19.png**  **LavaLevelUnstableGroundBlock\_Enlarged20.png**  **LavaLevelUnstableGroundBlock\_Enlarged21.png**  **LavaLevelUnstableGroundBlock\_Enlarged-sheet.png** | Created by Alistair Walker (Aseprite) |
| Volcanic Platform slippery | To represent a slipper platform | **LavaLevelSlippyBlockEnd\_Enlarged1.png**  **LavaLevelSlippyBlockEnd\_Enlarged2.png**  **LavaLevelSlippyBlockEnd\_Enlarged-sheet.png**  **LavaLevelSlippyBlockMid\_Enlarged1.png**  **LavaLevelSlippyBlockMid\_Enlarged2.png**  **LavaLevelSlippyBlockMid\_Enlarged-sheet.png** | Created by Alistair Walker (Aseprite) |
| Volcanic Platform moving | To represent a moving platform | **LavaLevelMovingBlockEdge\_Enlarged1.png**  **LavaLevelMovingBlockEdge\_Enlarged2.png**  **LavaLevelMovingBlockEdge\_Enlarged3.png**  **LavaLevelMovingBlockEdge\_Enlarged4.png**  **LavaLevelMovingBlockEdge\_Enlarged5.png**  **LavaLevelMovingBlockEdge\_Enlarged6.png**  **LavaLevelMovingBlockEdge\_Enlarged7.png**  **LavaLevelMovingBlockEdge\_Enlarged8.png**  **LavaLevelMovingBlockEdge\_Enlarged9.png**  **LavaLevelMovingBlockEdge\_Enlarged10.png**  **LavaLevelMovingBlockEdge\_Enlarged11.png**  **LavaLevelMovingBlockEdge\_Enlarged12.png**  **LavaLevelMovingBlockEdge\_Enlarged-sheet.png** | Created by Alistair Walker (Aseprite) |
| Desert Platform solid | To represent the basic Desert solid platform | Not Implemented in prototype | |
| Desert platform crumble | To represent a desert crumbling platform | Not Implemented in prototype | |
| Desert platform slippery | To represent a desert slippery platform | Not Implemented in prototype | |
| Desert platform moving | To represent a desert moving platform | Not Implemented in prototype | |
| Tropical platform solid | To represent the basic Tropical solid platform | Not Implemented in prototype | |
| Tropical platform crumble | To represent a tropical crumbling platform | Not Implemented in prototype | |
| Tropical Platform slippery | To represent a tropical slippery platform | Not Implemented in prototype | |
| Tropical platform moving | To represent a tropical moving platform | Not Implemented in prototype | |
| Frozen platform solid | To represent the basic Frozen solid platform | Not Implemented in prototype | |
| Frozen platform crumble | To represent a Frozen crumbling platform | Not Implemented in prototype | |
| Frozen platform slippery | To represent a frozen slippery platform | Not Implemented in prototype | |
| Frozen platform moving | To represent a frozen moving platform | Not Implemented in prototype | |
| Island platform solid | To represent the basic Island solid platform | Not Implemented in prototype | |
| Island platform crumble | To represent an island crumbling platform | Not Implemented in prototype | |
| Island platform slippery | To represent an island slippery platform | Not Implemented in prototype | |
| Island platform moving | To represent an island moving platform | Not Implemented in prototype | |
| Subterranean platform solid | To represent the basic Subterranean solid platform | Not Implemented in prototype | |
| Subterranean platform crumble | To represent a subterranean crumbling platform | Not Implemented in prototype | |
| Subterranean platform slippery | To represent a subterranean slippery platform | Not Implemented in prototype | |
| Subterranean platform moving | To represent a subterranean slippery platform | Not Implemented in prototype | |
| Final platform solid | To represent the basic Final solid platform | Not Implemented in prototype | |
| Final platform crumble | To represent a final crumbling platform | Not Implemented in prototype | |
| Final platform slippery | To represent a final slippery platform | Not Implemented in prototype | |
| Final platform moving | To represent a final moving platform | Not Implemented in prototype | |
| Background graphics | | | |
| Desert level background | Background displayed on desert level | Not Implemented in prototype | |
| Volcanic level background | Background displayed on volcanic level | LavaLevelBackgroundAssetVolcano1  LavaLevelBackgroundAssetVolcano2  LavaLevelBackgroundAssetVolcano-sheet | Created by Alistair Walker (Aseprite) |
| Tropical level background | Background displayed on Tropical level | Not Implemented in prototype | |
| Frozen Level Background | Background displayed on frozen level | Not Implemented in prototype | |
| Island level Background | Background displayed on island level | Not Implemented in prototype | |
| Subterranean Level Background | Background displayed on subterranean level | Not Implemented in prototype | |
| Final level Background | Background displayed on final level | Not Implemented in prototype | |
| Environment Graphics | | | |
| Desert level Death wall | Graphic to show desert level sandstorm | Not Implemented in prototype | |
| Volcanic level death wall | Graphic to show volcanic level lava flow | LavaLevelDeathWallMain1.png LavaLevelDeathWallMain2.png LavaLevelDeathWallMain3.png LavaLevelDeathWallMain-sheet.png  LavaLevelDeathWallBlock1.png  LavaLevelDeathWallBlock2.png  LavaLevelDeathWallBlock3.png  LavaLevelDeathWallBlock-sheet.png | Created by Alistair Walker (Aseprite) |
| Tropical level death wall | Graphic to show Tropical Level Poison gas clouds | Not Implemented in prototype | |
| Frozen level death wall | Graphic to show frozen level snowstorm | Not Implemented in prototype | |
| Island level death wall | Graphic to show island level tsunami | Not Implemented in prototype | |
| Subterranean death wall | Graphic to show subterranean level tunnel collapse | Not Implemented in prototype | |
| Final level death wall | Graphic to show Final level Laser beam | Not Implemented in prototype | |
| Desert level environment attack | Graphic to show desert level ……. Attack | Not Implemented in prototype | |
| Volcanic level environment attack | Graphic to show volcanic level Lava bubble attack | **LavaLevelLavaGyser1.png**  **LavaLevelLavaGyser2.png**  **LavaLevelLavaGyser3.png**  **LavaLevelLavaGyser-sheet.png**  **LavaLevelLavaGyserBlock1.png**  **LavaLevelLavaGyserBlock2.png**  **LavaLevelLavaGyserBlock3.png**  **LavaLevelLavaGyser-sheet.png** | Created by Alistair Walker (Aseprite) |
| Tropical level environment attack | Graphic for Tropical level animal attack | Not Implemented in prototype | |
| Frozen level environment attacks | Graphic for frozen level ice spike attack | Not Implemented in prototype | |
| Island level environment attack | Graphic for island level Fish attack | Not Implemented in prototype | |
| Subterranean environment attack | Graphic for subterranean level mole attack | Not Implemented in prototype | |
| Final level environment attack | Graphic for Final level electric attack | Not Implemented in prototype | |
| Audio Requirements | | | |
| Player Audio Requirements | | | |
| Player death sound | Sound for when player dies | Player death.wav | Created by Kenneth Melville (audacity) |
| Player Jump sound | Sound for when jumping | Player jump.wav | Created by Kenneth Melville (audacity) |
| Player shooting sound | Sound for when the player shoots | Player shoot.wav | Created by Kenneth Melville (audacity) |
| Player celebration sound | Sound for when player completes a level | Player celebration.wav | Created by Kenneth Melville (audacity) |
| Enemy Audio Requirements | | | |
| Enemy death sound | Sound for when an enemy’s Die | Enemy death .wav | Created by Kenneth Melville (audacity) |
| Enemy shooting sound | Sound for when enemies shoot |  |  |
| Platform Audio Requirements | | | |
| platform destruction sound | Sound for when a platform is destroyed |  |  |
| General Game Audio Requirements | | | |
| Level 1 music | Music played in level 1 |  |  |
| Level 2 music | Music played in level 2 |  |  |
| Level 3 Music | Music played in level 3 |  |  |
| Level 4 music | Music played in level 4 |  |  |
| Level 5 music | Music played in level 5 |  |  |
| Level 6 Music | Music played in level 6 |  |  |
| Level 7 (final level) music | Music played on the final level |  |  |
| Level complete music | Music played when level is completed |  |  |
| Start screen music | Music played on the start screen |  |  |
| Story screen monologue | Monologue played on the story screen |  |  |

## 5.Future Features:

In this section we will discuss the features and additions to the game that did not make the initial game design but may be planned for future updates.

**6 Additional enemies**: these additional enemies do not yet have their exact functions or purposes decided however their initial concept and story background have warranted possible inclusion in future updates of the game

* **Stickler:** Traps they are, as well as robots too (and nuisances), introducing the Stickler, a robot capable of sticking onto any surface and not moving for long periods of time (in fact, not moving at all forever); whenever an enemy walks into its reach, it will admit a healthy controlled shock which will subdue in no time! However due to their battery life, they are known to enter sleep mode for random periods of time, activating their shock functions upon wakening before going back into sleep mode…
* **Stickler gone Haywire:** “…okay, it has been noted recently that Sticklers tend to be in sleep mode more often than being active, so we attempted to increase their battery life and adjust some wiring so that they are able to stay awake forever. However, we can’t get close to turn off their functions and it seems at random intervals their shock function intensifies beyond the norm, so the safety distance for being near a Stickler has increased. So, all employee’s/workers are to just leave them alone and keep a safe distance always. Thank you.” – *Announcement from Dr Magmin.*
* **Sky Patroller:** Not enough data from the prototype patrollers could be extracted before they fell victim to their fragile bodies, so for the next version of Patrollers we equipped them with the very same bounce helms used for Navigators and improved their flight capabilities; so now their survivability has greatly increased in any environment! (still not suited for actual combat, but we’ll see about that in the final version of this series…)
* **Heavy Mag Patroller:** The true kings of the airfield and terror from above, the final version of the Patroller series comes equipped with the best air artillery at Dr Magmins disposal; proving to be an enemy none would want to come up against. Their AI has greatly improved so their smart enough to keep their height advantage, and their weapon has great spread across the field making this one enemy to always watch out for.
* **Cold Enforcer:** With much more time spent of their development and covering their flaws, the Cold Enforcer is the ideal soldier for Dr Magmin; Bounce Helm to protect them from projectiles above them, improved hover tech to allow them to keep their height when moving across ledges into the air, and of course their new stronger weapon at their disposal. This weapons projectiles, while losing the ability from previous models projectiles of going through walls, is a strong single projectile that if it collides with any surface, it will split into 3 smaller projectiles, which 2 of them move along the hit surface going opposite directions from each other, and the 3rd moving away from the surface in a straight line.
* **Final Enforcer:** Out of all his current creations he’s created thus far, Dr Magmin considers the Final Enforcer to be his crowning jewel; a robot that has no need for rockets or hover tech to fly, possesses a miniature energy reactor that causes no strain of the robot at all, and harnesses powerful energy into weaponized forms. The final Enforcer, due to being able to achieve a perfect balance between the intense energy with it and itself, appears to all with a zen-like appearance; being able to leave afterimages of itself as it moves from place to place, and using 2 different forms of attack. The first attack is can use is a giant laser beam, which is fires down to those below it, and the second attack fires 3 energy pellets which ricochet off any surface; it is clear to all who go up against a Final Enforcer that it will be a challenging fight.

**Subterranean Level Camera:** This idea was pitched quite late into development hence why even though this was an idea loved by the whole team it has been relegated to a possible future update. The idea itself is simple, on the subterranean level the players camera will be turned upside down adding an extra layer of difficulty as well as giving this level a more unique feel compared to other levels.

**Unlocking levels**: Like the above idea this was also pitched quite late into development therefore it has been left to the side until a future update of the game. This idea would again add a further level of difficulty to the game overall compared to just one level. With this idea the player would have to pick up a certain number of coins per level in order to advance to the next. If/when this is added in a future update the game overall would have to be balanced slightly as this feature has the potential to tip the game over the edge of being too hard.