Break the Game

1. Introduction

Document about the design of the game titled “Break the Game” for the Mini Jam 87, the theme for the jam is “Break” and the limitation is “The player is a pacifist”.

2. Specification

2.1. Concept

The aim of Break the Game is to make a game where the player needs to find unconventional ways of completing a level without killing any enemies.

2.2. Game Structure

There will be separate levels (maybe a minimum of 3 for the game jam) without any real correlation or story between them.

2.3. Action

Player will be able to move left, right and jump in the 2D scene including being able to walk through certain walls and climb walls in order to “glitch” their way to the objective.

2.4. Objective

The objective of the game is to reach the goal, marked by a flag on each of the levels.

2.5. Graphics

2D graphics. Basic shapes for the prototype but will create original pixel art if there’s time left.

3. Gameplay

3.1. World

No real world scenario. The world will be made of simple colors for the prototype but if there’s time will turn the world into a simple forest.

3.2. Enemies

Enemy is covered in spikes so that the player knows not to touch it. Enemy is usually stationary but possibly movable in extra levels if there’s time. Player dies immediately if touches the enemy. Enemy does not attack the player.

3.3. Controls

A or left arrow key to move left;

D or right arrow key to move right;

W, space or up arrow key to jump;

Jump multiple time against a wall to wall jump.

4. Audio

For this project audio will be considered secondary and only added if there’s time.

4.1. Background music

Use song without copyright.

4.2. Sounds

Jump sound, dying sound and cross goal sound.

5. UI

5.1. Menus

Main menu with game title and start game button, possibly mute music button and level selector if there’s time.

5.2. Game UI

Pause button on top left that brings a menu with the option to go back to the main menu, possibly the mute music option too.

6. Development Tools

Using unity game engine with C# programming language and Visual Studio Community 2019 IDE.

7. Time

Start Date : 20/08/2021 ✓

Finish Documentation : 20/08/2021 ✓

Player Movement : 20/08/2021 ✓

Player Gun : 20/08/2021 ✓

Enemy : 20/08/2021 ✓

Wining Condition : 20/08/2021 ✓

Losing Conditions : 20/08/2021 ✓

Implement Level 1 : 20/08/2021 ✓

Implement Level 2 : 21/08/2021 ✓

Implement Level 3 : 21/08/2021 ✓

Create Main Menu : 21/08/2021 ✓

Manage Scene Transitions : 21/08/2021 ✓

Add Sounds : 22/08/2021 ✓

Hints : 22/08/2021 ✓

End of Project : 23/08/2021