Theme: Rush

Limitation: Tell a story with no text

Work Rush

1. Introduction

Document about the design of the game titled “Work Rush” for the Mini Jam 88, the theme for the jam is “Rush” and the limitation is “Tell a story with no text”.

2. Specification

2.1. Concept

The aim of Work Rush is to make a game where the player needs to rush to work without dying.

2.2. Story

Structure:

1. Character is at home sleeping;

2. Wakes up and realizes he is late for work;

3. Starts running towards work;

4. An alien invasion starts in the background;

5. He reaches work;

6. He is still on time but the office is destroyed;

7. He starts working on his desk;

8. Everything around him is destroyed but he works like nothing happened.

Detailed:

Character wakes up at home and sees he is late for work, starts running for work avoiding the dangers on the streets of the city.

An alien invasion starts in the background and the player has now to avoid the alien enemies.

The player grabs a canon from a dead alien and can now use it as propulsion to jump over higher obstacles and avoid touching lava, canon eventually breaks.

Player finds anti-gravity boots from a dead scientist in lab coat and can now walk on the ceiling using the ability to avoid obstacles, player jumps from high place and boots break.

Player finds hoverboard and flies in the sky avoiding flying enemies and enemy weapons.

Player reaches office and sees he is still on time so walks in and goes to his desk even though the office is destroyed.

2.2. Game Structure

There will be only one level with checkpoints that the player can load to from the main menu for the game jam.

2.3. Action

Player will only be able to move right, jump and slide in the 2D scene. Items will be acquired to improve the player movement, an alien canon that allows the player to use it as propulsion, alien anti-gravity boots and a hovering skate board.

2.4. Objective

The objective of the game is to reach every consecutive checkpoint marked by a coffee machine avoiding the obstacles.

2.5. Graphics

2D graphics. A very amateur attempt at pixel art.

3. Gameplay

3.1. World

City scenario and apocalyptic city scenario

3.2. Enemies

Cars and boxes the player has to jump over, trucks to slide under.

Ground aliens that shoot at the player, player has to jump over or slide under the shots and jump over the enemy, broken cars and broken building parts to jump over or slide under.

Air enemies that shoot and the player has to avoid the shots and the enemies.

3.3. Controls

W, space or up arrow key to jump;

S, ctrl or down arrow key to slide;

Left mouse click to shoot canon to impulse into the air;

Left mouse click to switch gravity on boots.

4. Audio

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

4.1. Background music

Use uplifting song without copyright.

4.2. Sounds

Jump sound, slide sound, shoot sound, switch gravity sound, die sound.

5. UI

5.1. Menus

Main menu with game title and start game button and checkpoint selector.

5.2. Game UI

Dying brings up a menu with the option to go back to the main menu or continue.

6. Development Tools

Using unity game engine with C# programming language and Visual Studio Code.

7. Progression

Start Date - ✓

Finish Documentation - ✓

Player Movement -

First Part Obstacles -

Losing Conditions -

Winning Condition -

Create Main Menu -

Manage Scene Transitions -

Add Sounds -

Part One Art -

Gun Mechanics -

Second Part Enemies -

Checkpoint System -

Part Two Art -

Shooting Sound -

Boots Mechanics -

Third Part Enemies -

Add Checkpoint -

Part Three Art -

Switch Gravity Sound -

Hover Board Mechanics -

Fourth Part Enemies -

Add Checkpoint -

Part Four Art -

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