

Game Design Document

Level Title: Grab The Gold!

Level Game Overview:

The Hero/Player (Learning Kit Player) has to find and take 10 pieces of Gold cylinders which are scattered on an open grassland. As it is nearing nightfall, there is not enough lighting. There are two types of collectibles 'Health Pack' and 'Gold Cylinders'.

The Game Level turns challenging as you can't see what lies ahead unless you reach a considerable distance. Apart from that, you have 3 different kinds of enemies guarding the Gold and stop the hero from taking it.

Level Layout:

It's an open layout of floor with a green texture giving the feel of grass. The health packs are fluorescent yellow while the other collectible is golden color which complements the green grass floor.

Few point lights are placed randomly throughout the floor to provide some sort of lighting across the level. There are exactly 10 pieces of Gold cylinders placed across the level. Mind, the Mortar (the second enemy) can destroy the Gold and if that happens, you cannot complete the level!

Only criteria to complete the level is to collect the 10 gold cylinders without your health reaching 0. The player can move forward, backward, left and right on the floor. If he falls off the map/floor, he will be returned back to the floor after a certain distance.

There is one moving AI Enemy and two unmovable enemies. One of the unmovable enemies will continuously emit projectiles while the other one will be triggered only if we pass through a transparent door.

The count of the Gold cylinder is displayed on the screen while the health bar is attached to the player/hero's head. It's a progress bar which starts off with 100 and reduces to 0 that is when the Game Over screen is visible.

Characters:

The Hero/Player:

The player's goal is to move across the grassland to find Gold. He can move forward, backward, left and right. He can also Jump. In any case if he falls off the grassland, in a certain time you will automatically be returned to the grassland. The player's health is visible above his head all the time. If the health reaches 0, the game is over!

The Pursuer:

Pursuer is an AI Enemy who patrols a specific region in the grassland. Whenever he detects that there is a hero/player approaching him, he chases the player. He chases him until the player moves away from his sight. When the player hits the pursuer on his head, he dies! If the player hits/touches him on any other part of the head, the player's health will be reduced by a considerable amount and knocks him down for some time .

He has the same appearance as the player, don't get confused!

The Mortar:

Mortar is an unmovable enemy which randomly generates projectiles/bullets onto the grassland. If the bullet hits the player, it reduces his health and knocks him down. If these bullets hit the Gold, it will explode in fire. Since there is very little Gold that is available, the player must find them quickly otherwise there is a fair chance that it is destroyed by Mortar and the player will not be able to complete the level!

My Own Enemy: Spawning Obstacles

It is an unmovable enemy and will be activated only when you enter a transparent door. It will spawn inverted shaped red coloured cones onto the grassland and block the players way. When a player collides with the cone, the player will be knocked down and his health will be reduced.

Assets:

Unreal Learning Kit