🎮 Mini Game Design Document

Ellen: Shadows of the Ruins

(Developed by Daniyal Dianati)

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1. Game Concept & Inspiration

Ellen: Shadows of the Ruins is a **2D action-platformer** built in Unity using the **2D Game Kit** framework.
Players take control of **Ellen**, an agile explorer navigating the remnants of an ancient ruin filled with traps, enemies, and environmental hazards.

The game draws inspiration from classic platformers such as *Metroid* and *Celeste*, combining responsive movement, timing-based combat, and level design that rewards observation and skill.
The focus is on delivering a **medium-core difficulty** experience — accessible for beginners but challenging enough for experienced players seeking precision gameplay.

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2. Core Mechanics

- **Movement & Exploration:**
  Ellen can run, jump, and climb across 2D environments filled with vertical challenges and hidden areas.
  Players must use precise timing and quick reflexes to survive environmental hazards.

- **Combat System:**
  Simple melee-based attacks allow Ellen to defeat enemies in close range, requiring timing and positioning.

- **Hazards & Obstacles:**
  Spikes, bottomless and acid pits, and moving traps encourage careful movement and awareness of surroundings.

- **UI & Gameplay Systems:**
  Custom menus, pause screens, and a restart system give players control over their progress at any point.

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3. Win / Lose Conditions

- **Win Condition:**
  Reach the end of the level or the goal flag successfully without dying.

- **Lose Conditions:**

  - Ellen's **health reaches zero** after taking damage from enemies or traps.

  - Ellen **falls into a pit** (instant death).
    Losing triggers a **Game Over screen**, followed by the in-game **menu screen**, where the player can restart or quit.

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4. Creative Additions

- **Custom GameManager:**
  Handles Win/Lose transitions, pause control, and restart logic for smoother gameplay.

- **Improved UI & Menu Flow:**
  Integrated Game Over → Main Menu → Restart functionality with clean UI transitions.

- **Fall-Death Detection:**
  A new system automatically detects when Ellen falls out of bounds and triggers the Game Over state.

- **Pause and Options Menu:**
  Fully functional in-game menu allowing players to **resume**, **restart**, or **quit** during gameplay.

- **Medium-Core Difficulty Balance:**
  Adjusted level pacing and hazard placement for a rewarding but fair difficulty curve.

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5. Technical Details

Category	Description
Engine	Unity 2022+ (2D Game Kit)
Language	C#
Platform	Windows & WebGL
Version Control	Git + Git LFS (GitHub)
Tools Used	Visual Studio Code, GitHub Desktop, Unity Hub

6. Playable Build

- **Windows Build:**
  Assignment1_2d.zip (included in GitHub repo under /Builds folder via Git LFS)
- **Github Repo:** https://github.com/devvolve/2dGame
- **How to start the game:** Choose the 2DGamekit as the scene under assets.

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7. Repository & Submission Links

- **GitHub Repository:**
  https://github.com/devvolve/2dGame.git
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Prepared by:
Daniyal Dianati
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