Grado en Sistemas de Información

Videogames Technology

Videogame Proyect

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ÍNDICE

Videogame structure

There must be different levels in the videogame.

There must be a principal room (the main character's room) where the player is able to go to the other levels in the game.

There other levels must be a labyrinth, a platform map, and a transport level.

Also, the end must be the fight with the main boss, it should be locked until the player gets the different fragments spread in the levels. When this is accomplished, the fight is unlocked.

Objects

The objects present in the videogame are distributed into two types:

- Key type: there are 3 fragments that the player must take, one for each level, these fragments are meant to unlock the final stage.

- Weapon type, there are 4 kind of weapons:

- Magic: this is the predetermined weapon of the player, it can't be taken from any map, is the property of the main character. It is unlimited, but its damage is very low.

From here, the weapons must be found in the labyrinth map

- Bow: it has no usage, as the availability depends on the arrows that the character has. It as medium damage.

- Arrows: It has no damage; it only determines the amount of times you can attack with the bow. The amount of them should not be excessive.

- Sword: it is the most useful weapon in the game, as its damage is extremely high. However, its usability is very low, you can attack with it a very low number of times, as it breaks after it.

Win conditions

As there are 4 levels, each one depends on different conditions to accomplish the objective of the levels.

These 4 levels are distributed into two types:

- Main levels:
    - Labyrinth: the main purpose of the level is to solve the labyrinth, and to take the key.
    - Transport: the main purpose of the level is to get to the end of the map and find the key present there.
    - Platform: the main purpose is to avoid the obstacles present in the map and take the key present at the end of it.
- Final level:
    - This is the level where there is a real condition of victory. The condition that the player must meet to win is to down the boss hp to 0. If the player's hp is downed to 0, the player loses.

Levels functionality

These 4 levels are distributed into two types:

- Main levels:
    - Labyrinth: it is a labyrinth with a dense fog, that only permit the player to see its character and a small range around it. This fog can be taken out with an interactive object in the map. Here the player can also find the weapons for the final fight in chests. The key is present in the end of the labyrinth
    - Transport: It is a map distributed in closed rooms; these rooms have platforms that takes the main character to another one present in other room when you interact with it. They are connected, and one is connected to the end room of the map, where the key is present.
    - Platform: it is a level that has automatic right movement, and the player can only jump, this jump movement is available to avoid the obstacles present in the level, these obstacles are in the floor and in the air. If one of these obstacles is touch the level is restarted and the character goes back to the initial place.

- Final level:
    o Here the player is able to fight with the boss of the game. The player has different kind of weapons with different damages. If the players accomplish the purpose, it goes to the victory stage, otherwise the player is taken to the main map (the room). From here the player can decide to try again, or to try to find more weapons.

Narrative structure

The story of the videogame is structured into 3 parts. All the story is revealed by the NPC (main characters friend).

- The first part (introduction) is told at the very beginning of the videogame, it is started when the main character appears in its room, and tells the past of the character, how the boss took is parents away.
- The second part is revealed when the character finds the fragments spread in the different levels, this is implemented by dialogues with the character friend, that guides and motivates the main character.
- The end of the story is when the boss is defeated, where the main characters rescues her parents.

Characters present

There are three characters present in the videogame:

- Main character: it represented by a little girl. Must be like a normal human, but with magic aspect, as the character develops magic abilities.
- NPC: it should be a small boy that represents the girl's best friend.
- Final boss: it should be a bid and imponent boss, but with child stories characteristics, as the bad character in it, but more videogame style.