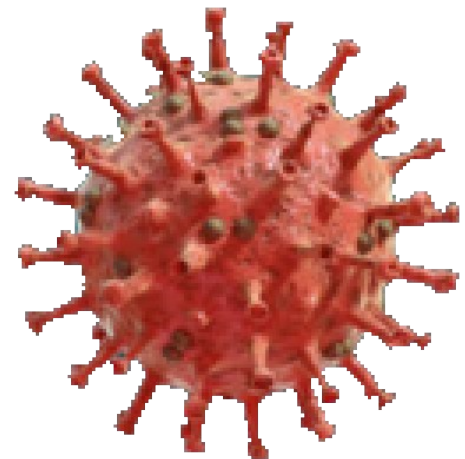




# Conceção de Jogos de Computador

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## Game Document



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## **Project Description**

This game design document describes the details for a platform game

- 1. Characters**
- 2. Story**
  - 2.1. Theme**
- 3. Story Progression**
- 4. Gameplay**
  - 4.1. Goal**
  - 4.2. Game Mechanics**
  - 4.3. Items & powerups**
  - 4.4. Progression & Challenge**
  - 4.5. Losing**
- 5. Art style**
- 6. Music & Sounds**
- 7. Technical description**

## **1. Characters**

Our hero is Djeyak, some random guy that was visiting China.

## **2. Story**

Djeyak was visiting China, when a virus pandemic started. In order to survive, he tries to leave from China and find a place that is safe from the virus.

Before starting his journey, he went to a supermarket to buy supplies, only to find empty shelves everywhere! Except the one product everybody was not buying: Corona beer! So, he buys a big supply of Corona beers and starts his journey.

During the journey, he needs to avoid other people, who are infected, cause if he gets close to them, he can get infected too. So, he uses his supply of Corona beers to knock down those infected people, by throwing the bottles to them.

### **2.1. Theme**

This is a small silly and funny game about the current situation with the covid-19 pandemic.

## **3. Story Progression**

The story begins in China, where Djeyak finds a sewer that leads to Italy, but there the people are infected too, so he continues his journey. A magical door teleports him to USA, where everyone is already dead, but the virus is waiting to kill him too, so he needs to fight it to survive.

## **4. Gameplay**

The game is a 2D platformer with simple mechanics like jump and shoot.

### **4.1. Goals**

The goal is to reach the end of the level without getting infected, by killing or avoiding the infected enemies that infect you with the virus.

### **4.3. Game Mechanics**

The character can shoot bottles of Corona beer to knock down the infected enemies. He can also jump to reach higher platforms or avoid enemies.

### **4.4. Items and power-ups**

In the levels, the character can find more bottles of Corona beer and the super powerful weapon that does more damage: toilet paper!

### **4.5. Progression and challenge**

There are 3 levels and a final level with a boss fight.

### **4.6. Losing**

The character dies when the infection level reaches 100% or if he falls out of the map.

## **5. Art style**

The game is using pixel-art graphics from free resources.

## **6. Music and Sounds**

The music and sounds of the game are free resources found on the website [www.opengameart.org](http://www.opengameart.org)

## **7. Technical description**

The game was made using the Phaser framework and JavaScript language. Additional software that were used:

- Tiled: to create the levels.
- Image editing software: to create and edit graphics.
- Spritesheet editors: to create spritesheets.