CS415 Game Development MP2 Design Document

This Document mainly explain how I used some existing assets with logics added to make my own enemies, collectables and level.

For the enemies, except for the two required enemy type: pursuer and mortar, I create two more type of enemies, one actually a combination of four rotating blades while the other is actually float stepping stones but it would disappear if you stay for longer than 1 second. They were said to be enemies because they could cause damages on players and making difficulties for players to get the final goal. For example, the rotating blades would hit the player and make player fly away (bounce back), which would easily make the play fall beneath the island and zero the score. The floating stepping stone would make the actor felling relax and curious and want to get the bonus points, but it would actually disappear and make player “fell in to hell”. The new enemy will also shot missile only in the Z axis to the sky and it could prevent the player destroy the blades and get the point coin easily.

For collectables, I made 3 kind of collectables for player to obtain score, and generally the value of collectables are depending on the difficulty of getting them. The player must obtain at least 100 points to win (complete level). HOWEVER, I did create EGGs, which is a gold coin shape collectables that can make the player score +100 (obtain the condition of winning), but it would be hidden in the back of the player start point and, only after first restart. Except for this egg, other collectables are non-respawn, which means that player will just lose their point and never get them back, but they would always win the game as long as they found the EGG at the back house after the first death. It could be so fun to find a egg! When player don’t have enough score and get to the finish line, the top left will print (no enough score), actually it was in development mode text, so for real game I would make it a text in panel and create a function when hit it with out winning condition.

The whole level is 2 parts, one is the challenging part while the other part is the EGG part, the challenging part meant to be the main level stuffs and player should get the normal 100 point from the enemies and collectables. Four islands are designed to be that map and I create a small maze to obtain a non-respawn bonus (actually has the same effects as the EGG). An other EGG part is the starting island, actually it was the asset of the learning kit but I choose to keep it as it was my test area and I can keep an EGG in the house for FUN!

Other details are shown in the uploaded video. And thanks for playing my game!