Dragon Attack

Game design document

GAM150S18

Spring 2018

Team D-Sync

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# **High Concept**

Dragon Attack is a 2D action platformer set in a medieval fantasy environment.

# **Summary**

Dragon Attack is a **2D action platformer** where the player plays as a dragon attacking castle to gain its treasures. The player fights his way through the levels to reach the King. The objective of the game is to defeat the King of the castle.

# **Story (TBD)**

In a fantasy realm, a young dragon named Bob strives to make a name for itself after being constantly belittled for his extremely underwhelming name. To do this, he sets out to conquer the castle of the most famous king of the realm, King Arthur.

# **Game Flow**

A screenshot of a cell phone

Description generated with very high confidence

Figure 1 Overall Game Loop

## Title screen

Players will start at the title screen which will allow players to familiarise themselves with the game’s art style.

## Main Menu

The main menu will include buttons to the level selection screen and have buttons to adjust overall volume and sound effects.

## Level Selection

The level selection screen will allow players to select from up to 15 levels, with 3 main levels split into 5 sub-stages each.

## Gameplay

The player has basic fighting skills. They can Slash or Tail Whip. They can Flame Breath and Fireball. The quantity of enemies will increase until a constant point and difficulty will gradually increase as well until it hits a difficulty ceiling.

## Scoring

At the end of each sub-stage, players will be able to see their total score they’ve gained from the sub-stage.

# **Game Mechanics**

## Character Movement

## Choice of Movement Modes

## Win Conditions

## Lose Conditions

## Scoring System

# **Game Characters**

## Player Character / Bob

## Merlin

## King Arthur

# **Game Resources**

## Enemies

## Power-ups

## Items

## Bosses(??)

## Platforms

## Hazards/Dangers

# **Game Environment**

Dragon Attack will feature 3 main levels with different themes.

## Courtyard / Gatehouse

## Inner Keep / Grand Library

## Dungeon / Throne Room

# **Game Controls**

## Mouse

Wherever the mouse is pointed at will be where the ranged attack targets.

## Keyboard

The WASD or arrow keys for player movement.

# **Visual Design**

## Art style

Dragon Attack aims to go for a pixel art aesthetic.

## Camera Position

Camera will have a pre-animation zoom and pan out for boss fights.

# **Audio Design**

## Audio Style

# **Behaviour Design**

## Enemy AI

### Basic Types

**Melee**

**Ranged**

### Elite Types

**Melee**

**Ranged**

### Special Types

**Mini-Bosses**

**Bosses**

# **Physics Design**

## Physics

## Collision

# **Appendices**

For any additional aspects of design that do not fit any of the above categories.