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| CS 113 |
| Working Title |
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| October 1st, 2011 |

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**Version History**

October 1st, 2011 Joshua Fulmer Version 1.0

October 17th, 2011 Joshua Fulmer Version 1.1

1. **Game Overview**

[Working Title] is a fast paced action - puzzle game in which the player(s) must guide packets of computer information around a board into one or more goals while avoiding potential viruses or malware. [Working Title] revolves around four players directing these packets into their respective goals, attempting to achieve the most points.

1. **Game Play Mechanics**

The object of the game is to guide these packets of information around the board by strategically placing arrows or 'directional indicators' on the board in order to manipulate the movement of the game pieces. All of the game 'entities' move in a predictable pattern by always turning right upon hitting a wall head on, by following corners or by redirecting themselves when a dead end is reached.

Each player may only have three direction markers on the screen at any given point. They can either be manually removed by the player, or automatically by placing a fourth arrow. In addition, there may be special entities that arrive on the screen that could either provide additional points, or by triggering specific reactions or events.

1. **Camera**

The game includes a static overhead 2D camera.

1. **Controls**

Mouse: Used to manipulate the game environment.

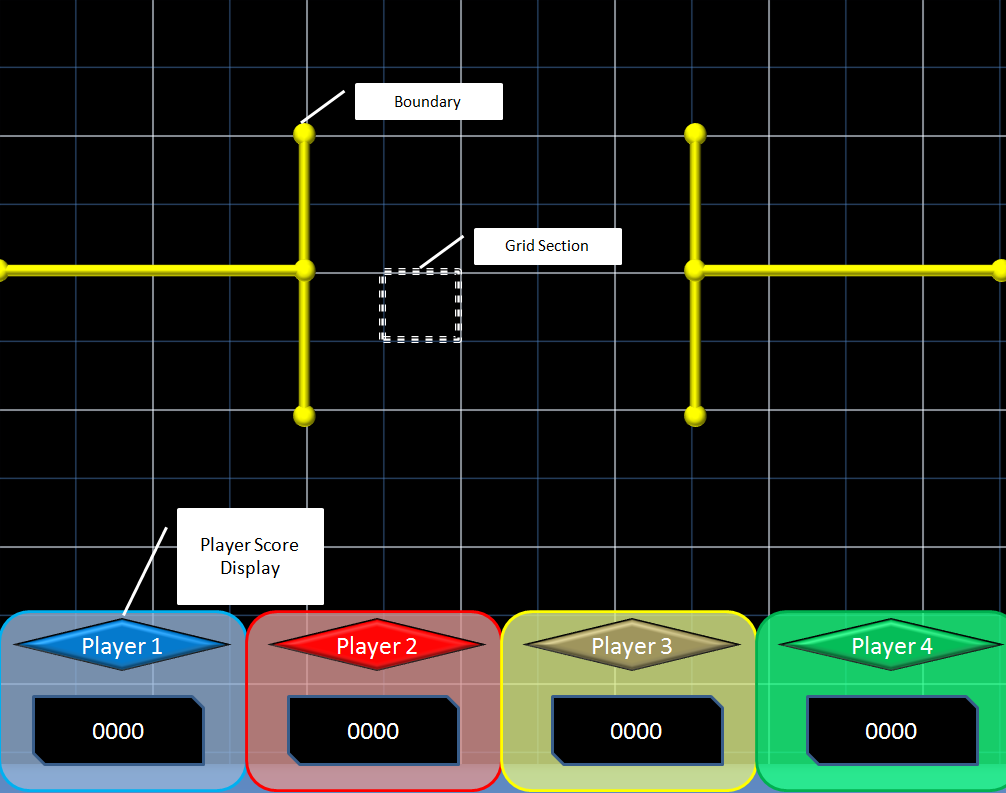
* Left: Used to place arrows on the game board.
* Right: Used to remove arrows on the game board.

W, A, S, D: Chooses the direction of the next arrow to place.

Escape: Pauses the game.

1. **Interface**

Please see the proposed mock up below:



The game will consist of a grid field in which the players will place the directional markers, either up, down, left, or right. The game environment may include boundaries that of which no game entity can cross.

Also included in the User Interface is the current player score compared to all other players. Each player will be assigned a specific color to simplify identification.

1. **Menu and Screen Descriptions**

Menu and Pause screen will consist of the following options:

**Menu:**

* Play: Enter the game
* Instructions: View the game instructions
* Credits: View the game credits
* Exit: Exit the program

**Pause:**

* Resume: Resume the current game
* Instructions: View the game instructions
* Main Menu: Return to the main menu
* Exit: Exit the program

1. **Game World**

The game world can be described as the abstract visualization of a computer network. The network is responsible for the transportation of all data and information between systems. You are a coordinator that adjusts the direction of this information.

1. **Game Modes**
   1. **Free For All**

The default game play is a 4 - player free for all game where each player has a 'base'. Each player attempts to redirect as many sprites as possible into their base while ensuring that other players do not obtain any. At the end of the game, the player with the most points wins.

This game can either end based on a timer (5 minute game time.) or after a specified number of sprites have been spawned. (100 sprites total.)

1. **Game Progression**

**\*TBD\***

1. **Enemies**

**\*TBD\***

1. **Weapons**

**\*TBD\***

1. **Scoring**

**\*TBD\***

1. **Puzzles/Mini-games**

**\*TBD\***

1. **Sound Bible**

**\*TBD\***

1. **Art Bible**

**\*TBD\***

1. **Design Notes**

**\*TBD\***