

Milestone 01: Game Design Document



Title

BeltLine Madness / Atliens on the Beltline / Attack of the Atliens

Description

It's summertime in Atlanta and the weather is perfect to go out biking on the BeltLine. But wait...you remember it's the weekend, and the Beltline is crawling with "ATLiens" who don't watch where they are going and littered with lime scooters. You just want to make it to the end of the BeltLine in one piece.

The objective of the game is to get the player from point A to point B in one piece. The player starts at the beginning of the beltline on their bike (which has 5 lives). The player moves automatically (technically, the map will be moving) and the player must dodge pedestrians and people on lime scooters. I was thinking of having various types of pedestrians moving at different speeds. Some will be running (exercising) and others walking. I was thinking of doing the same with the people on scooters. Maybe having actual aliens at some point.

I want the background of my game to be the skyline of Atlanta and have different billboards commemorating various places around Atlanta. For example, have one building have the letters PCM for Ponce City Market. As the player progresses through the map, I want the background color to be changing to give a sunset effect and then eventually turn to night. This would let the player know that they're nearing the end.

If the player collides with any of the sprites on the map, then the player loses a life. I would like to show this by changing how the bike looks. Basically, a part of the bike would come off. If the bike loses its parts, the player loses. Throughout the beltline, I'd probably scatter items that the player can strive to collect to earn lives back. Or maybe have power ups to become invincible for a few seconds.

Cheat

A cheat I was thinking is just making the player invincible thought the entire course of the beltline. This would allow the player to just enjoy the scenic Atlanta beltline and run over people.

Controls

Up	Move player up
Down	Move player down
Left	Slow down player (not sure if I want to implement)
Right	Speed up player (not sure if I want to implement)

Start	Pauses/unpauses game
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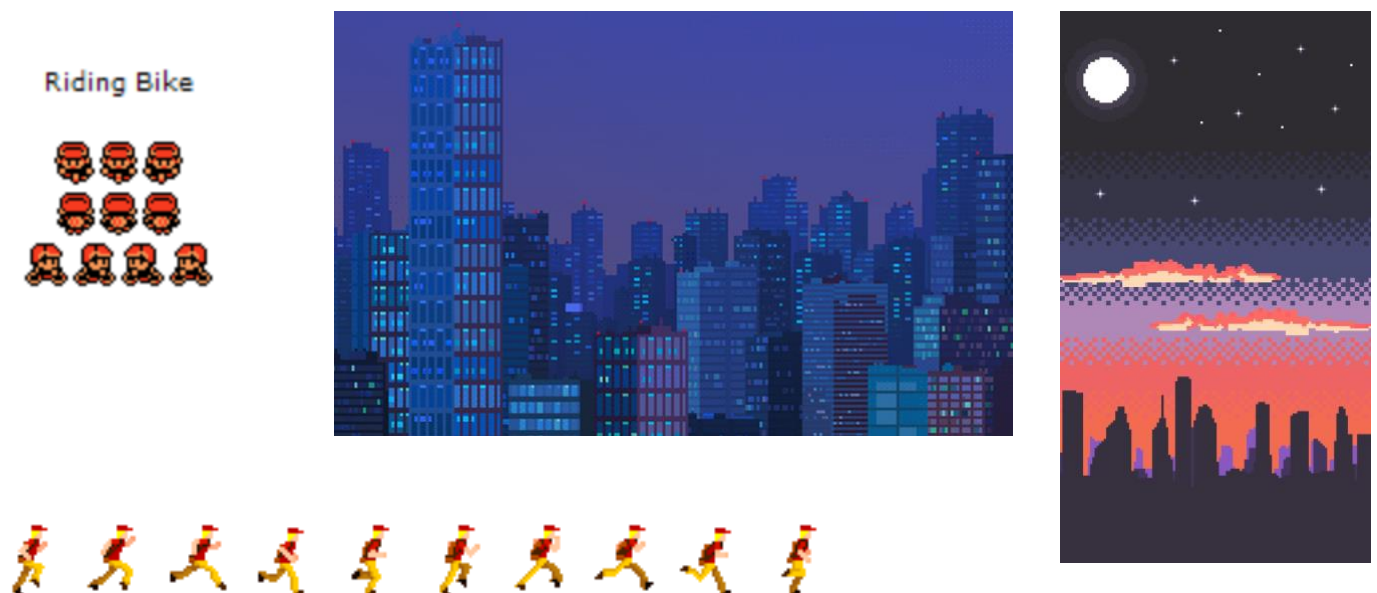
States

Game state	Player is in constant motion – depicted by the moving background
Win state	Player makes it to the end of the beltline and is brought to the win screen
Lose state	Player loses all five bike parts and is brought to the lose screen. Pressing SELECT restarts the game.
Pause state	Player is paused where they're at and the text "PAUSED" is overlaid. Unpausing moves the player again

Sound

I was thinking of using this for the sound <https://www.youtube.com/watch?v=XTs2MEnTStc> and having the player make a sound whenever it collided with objects.

Art



I would need to create my own background or extend some I find online, because I would need a path for the player to be on and also for the sprites to be running/walking on. Player will only be able to move up and down within this path. Background would change as the player progresses through the map. I would like to add in the scenery grass and benches and trees and flowers.