

2016

DESIGN DOCUMENTS

LEADER CAMPBELL FOSKIN, JACK BARKER

JUN HO JIN, JUN XU, KEVIN YU, AMMAR BAGASRAWALA, ADITYA NAIR,
NATHAN SITU

BIGBYTE STUDIOS

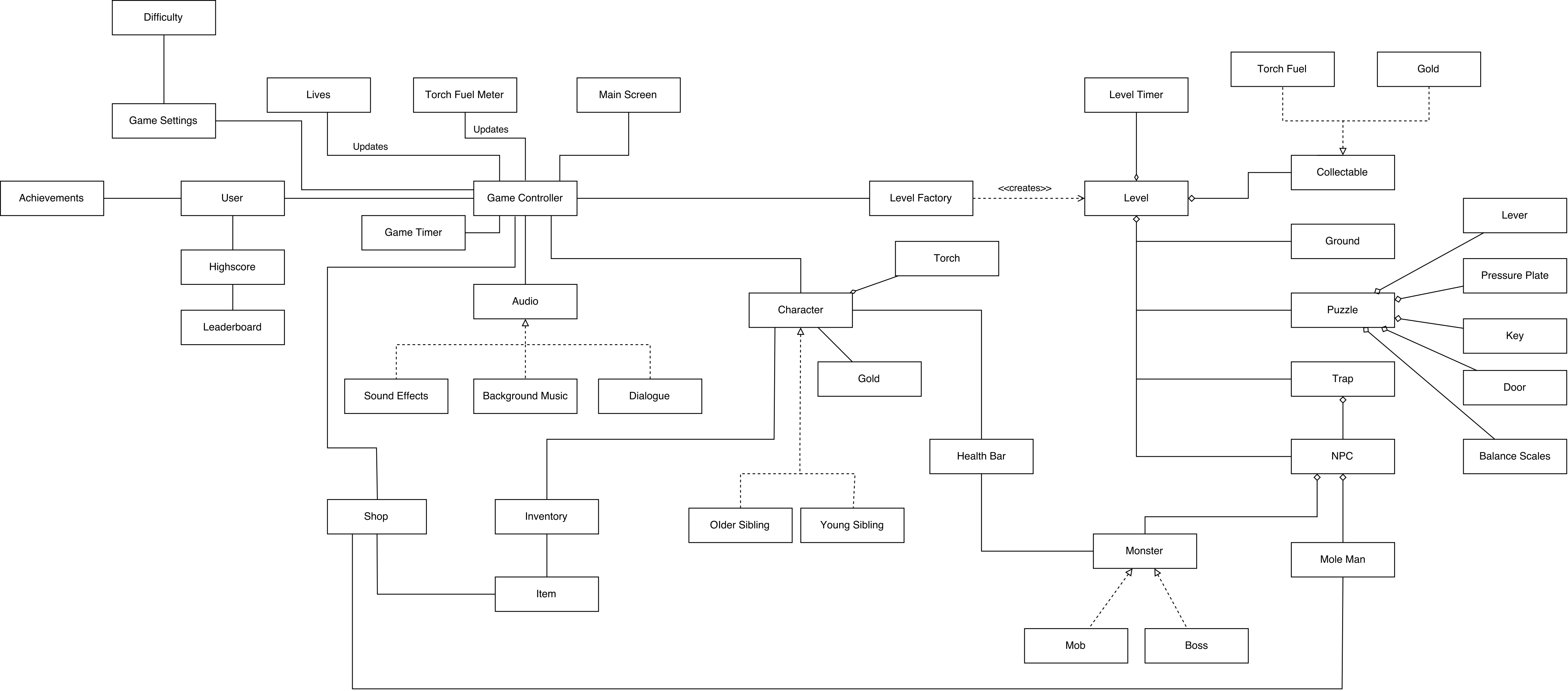
DOMAIN MODEL

The domain model consists of three major components; the game controller, level and character. Each component manages the smaller components contained within.

The Game Controller manages all the interactions between the Levels and Characters, as well as the aspects that are consistent between levels such as the player's Lives, Timer, Audio and Torch Fuel. It also handles the transitioning between the main screen and subsequent levels.

The game comprises of different levels. Each level will have its own unique attributes in the form of puzzles, objects, collectibles and monsters. The foundation and structure of each level created is adjusted to ensure diversity and variability, and also create a sense of difficulty for the players.

The characters are 2 siblings each with their respective health and gold. An inventory is shared between them as well as a single torch which can be passed between them and a fundamental element of this game.



LOW FI PROTOTYPE

Basic features:

1. Welcome screen
2. UI – Showing scoring system, and player life system
3. Various game mechanics for characters (torch)
4. Exit screen

Fading Light

Start Game →

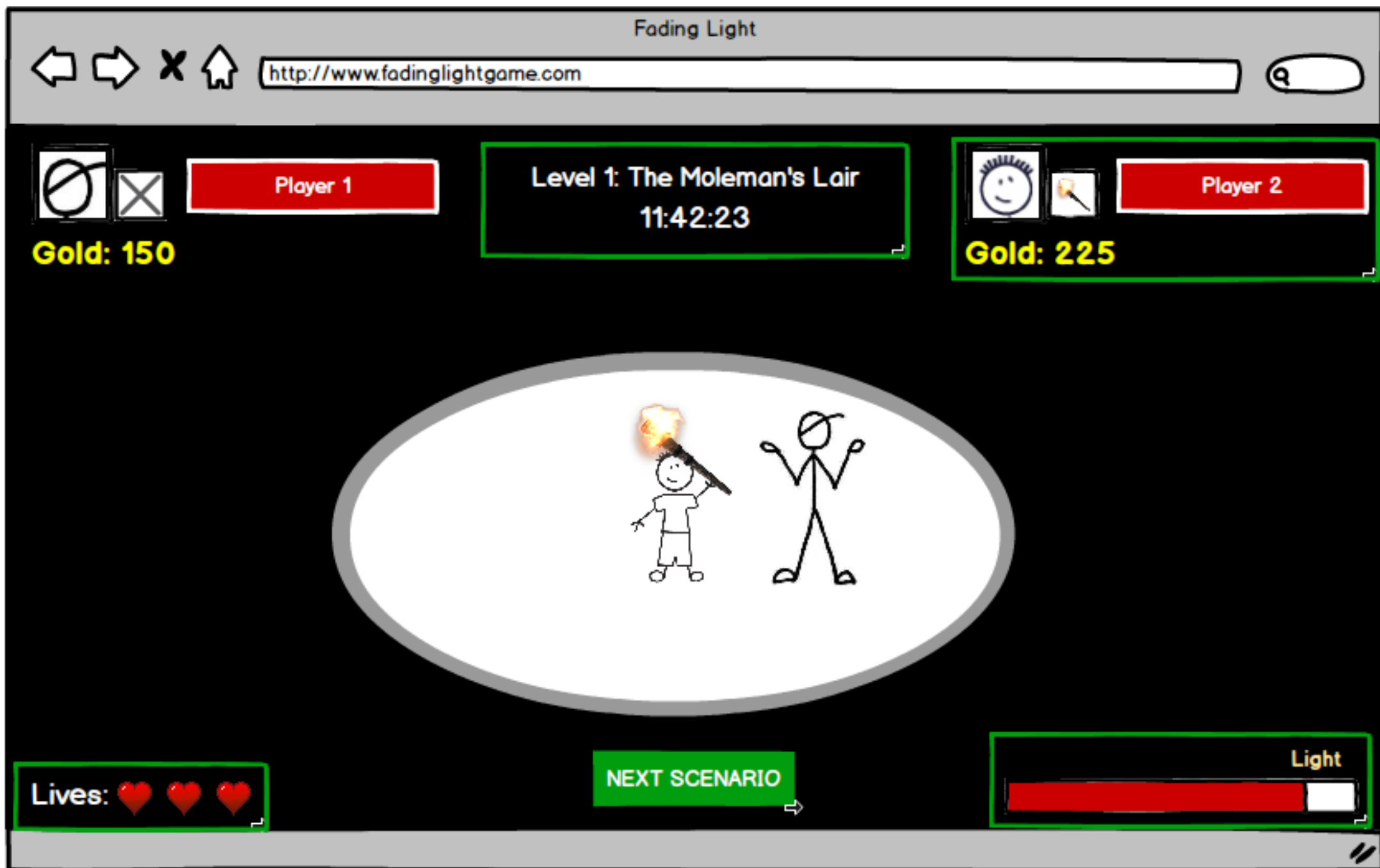
Highscore

Options

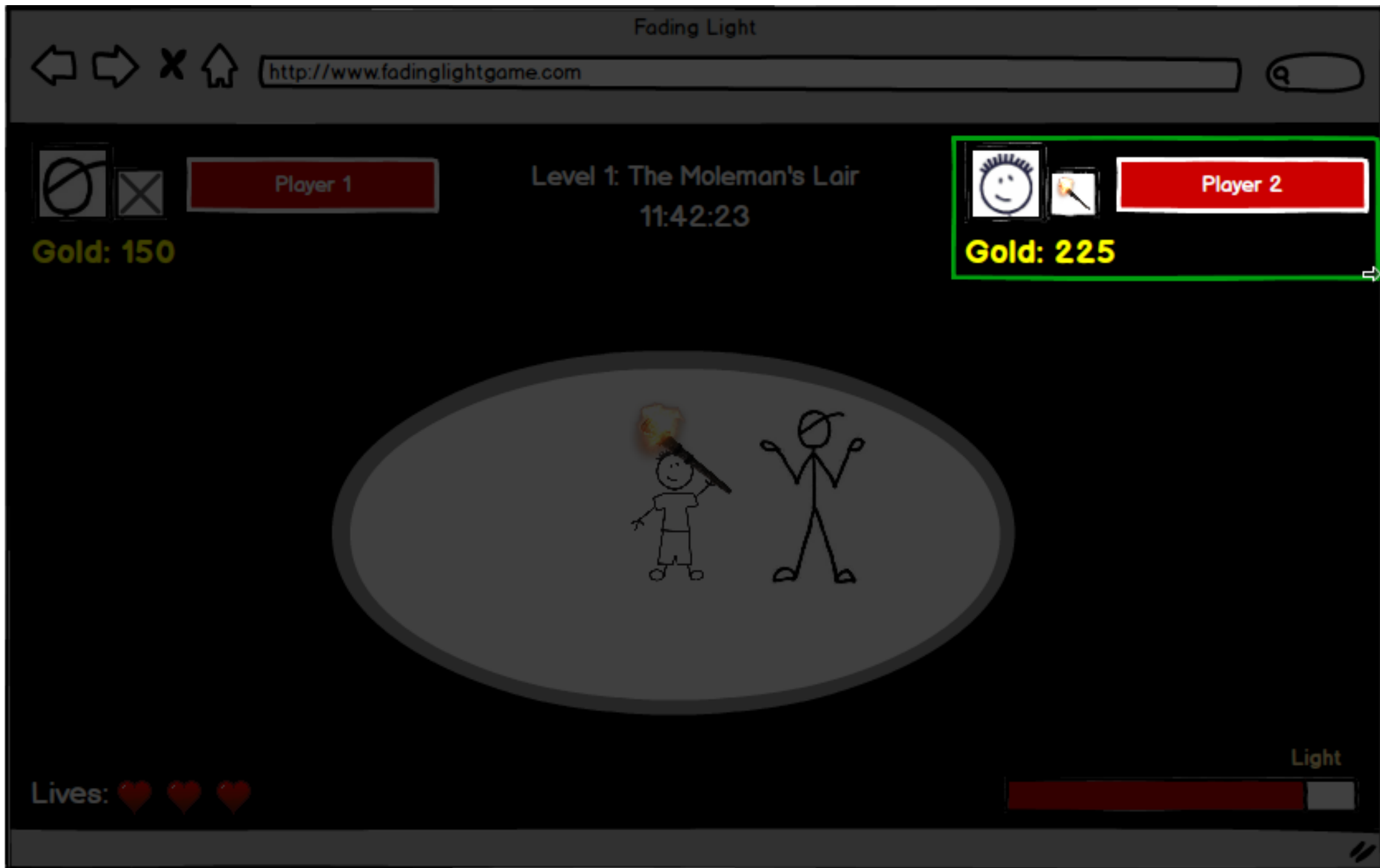
Quit



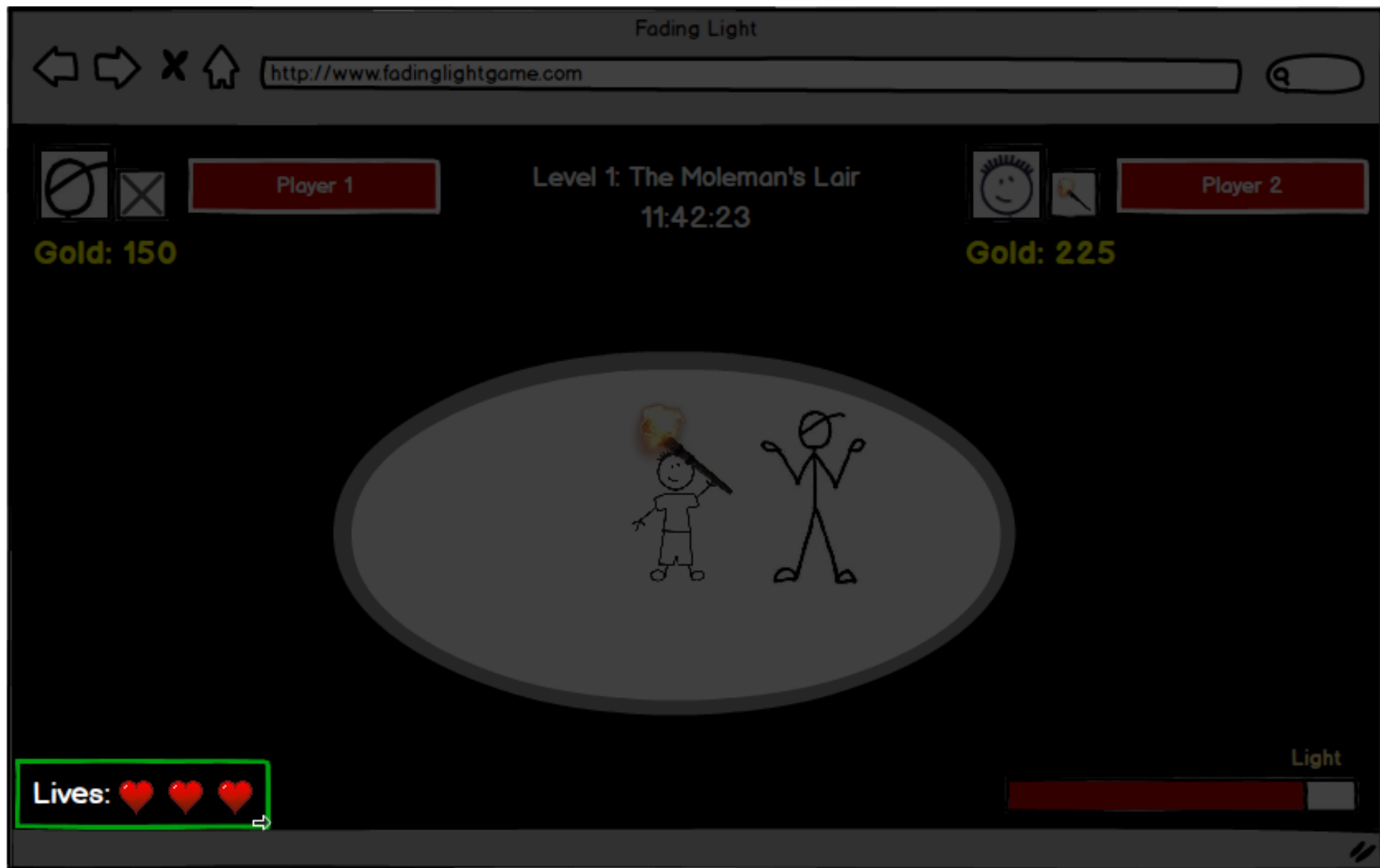
This mockup shows the opening title screen for the game. Players can choose to start a game, view high scores, set options or quit out of the game.



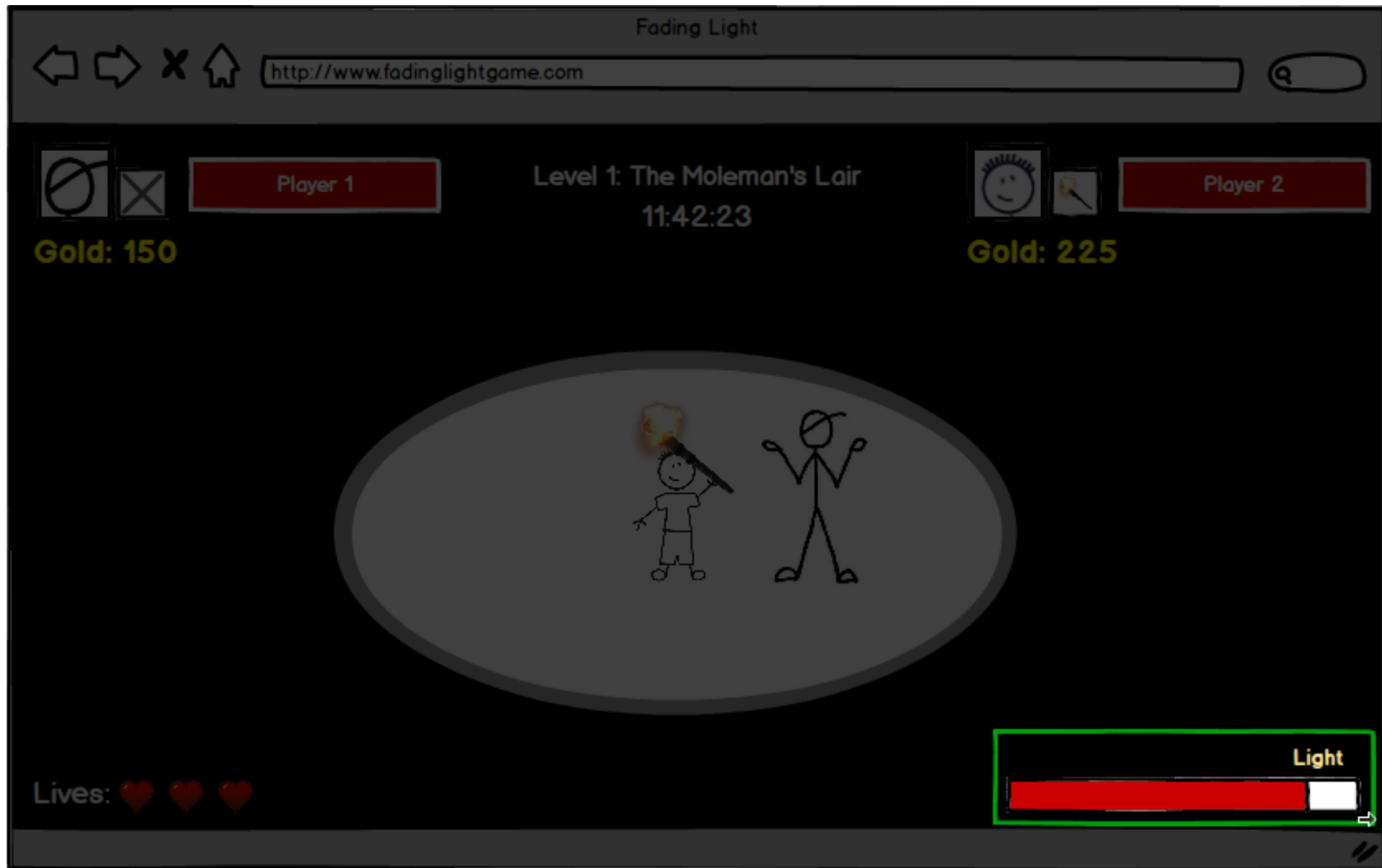
This mockup shows the basic play screen of the game, and the UI layout. The players are centered on the screen and information about each character can be seen on the top left and right corners of the screen. Select a UI element to learn more about what it displays.



The player info shows the player's portrait, name, held item and the amount of gold collected by this player.



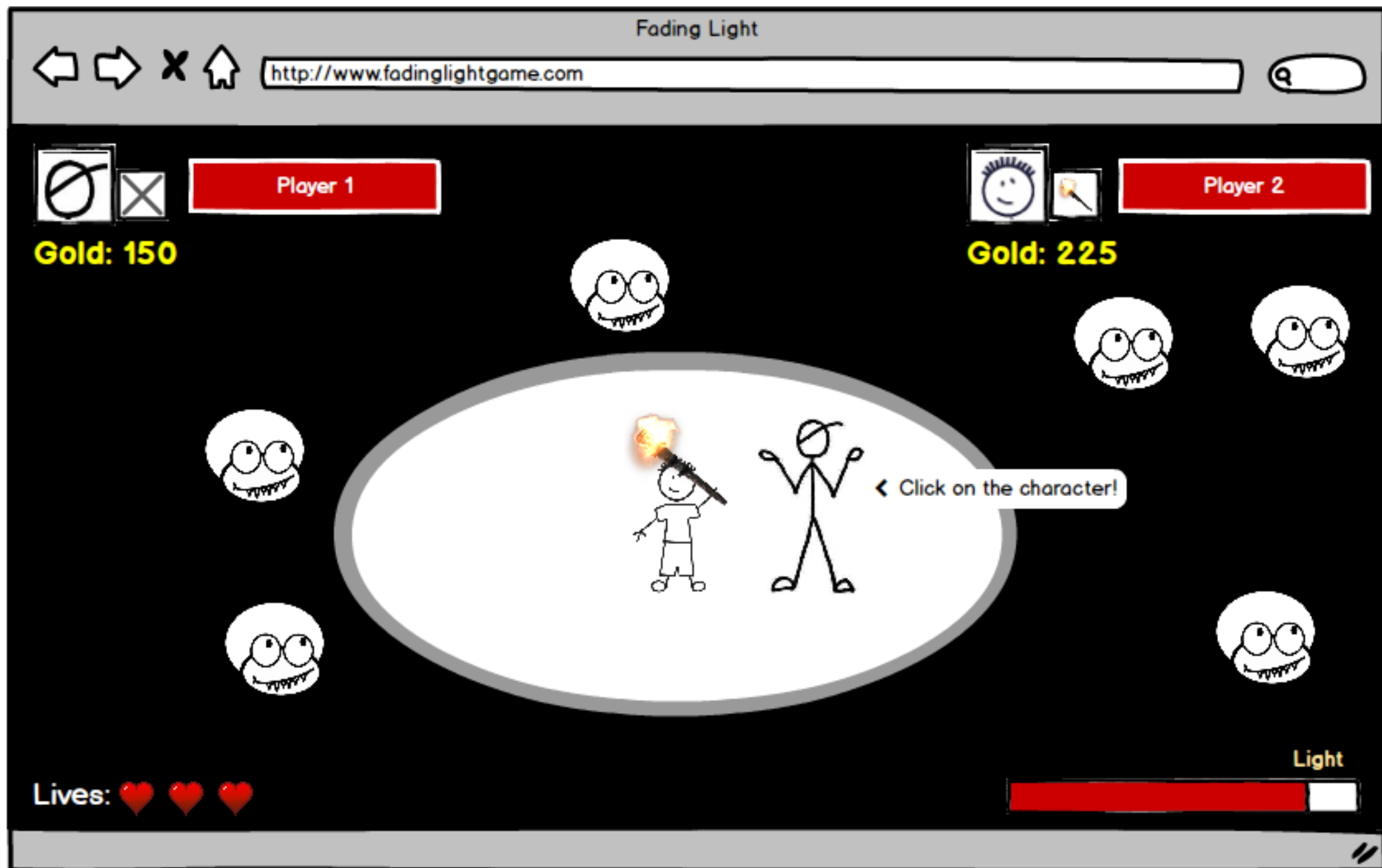
This section shows the number of lives remaining. If either player dies, a life is taken off the counter. Each pair starts off with three shared lives.



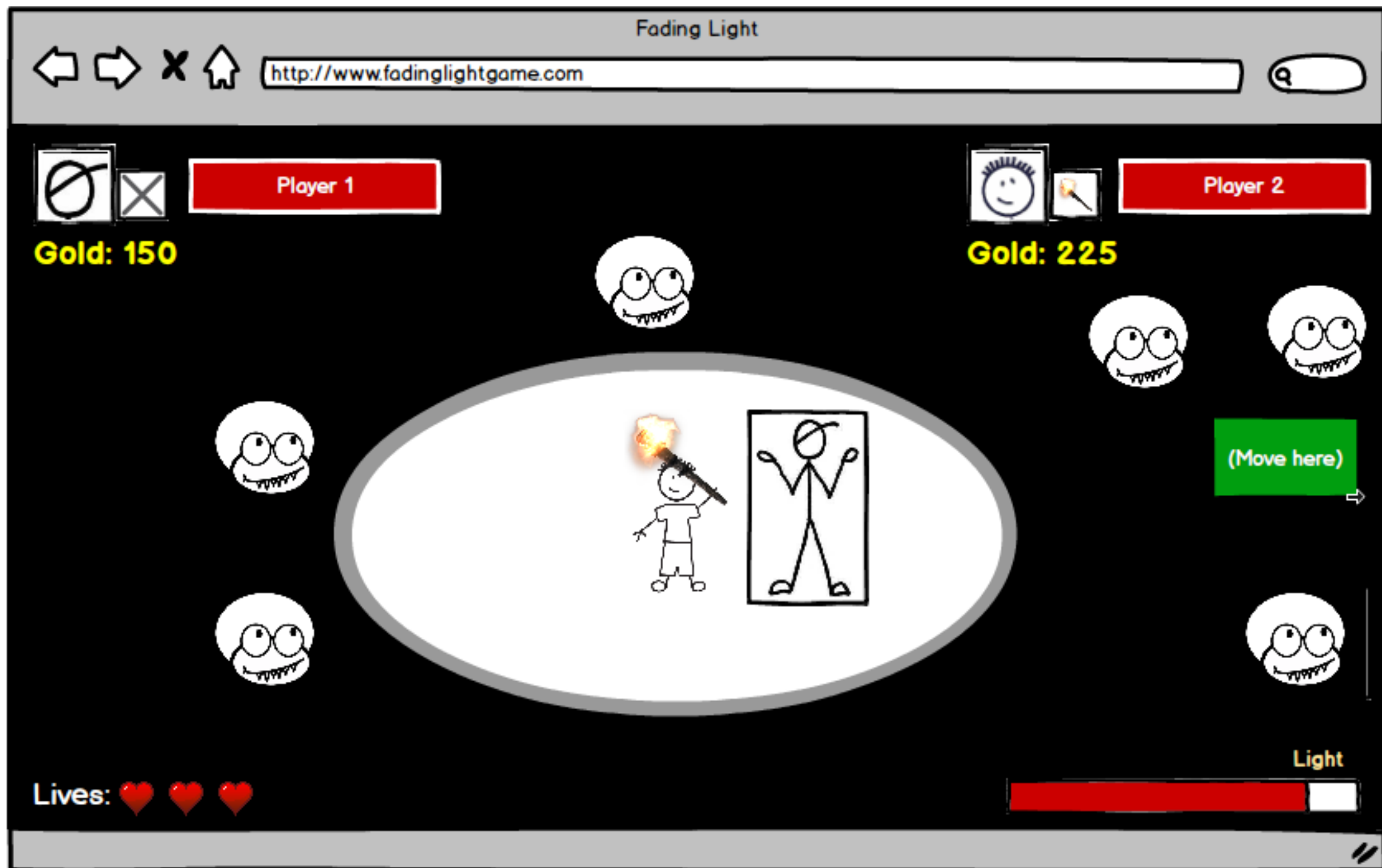
This UI element shows the amount of time that the torch can burn for. Characters can find and pick up fuel to fill up the torch meter.



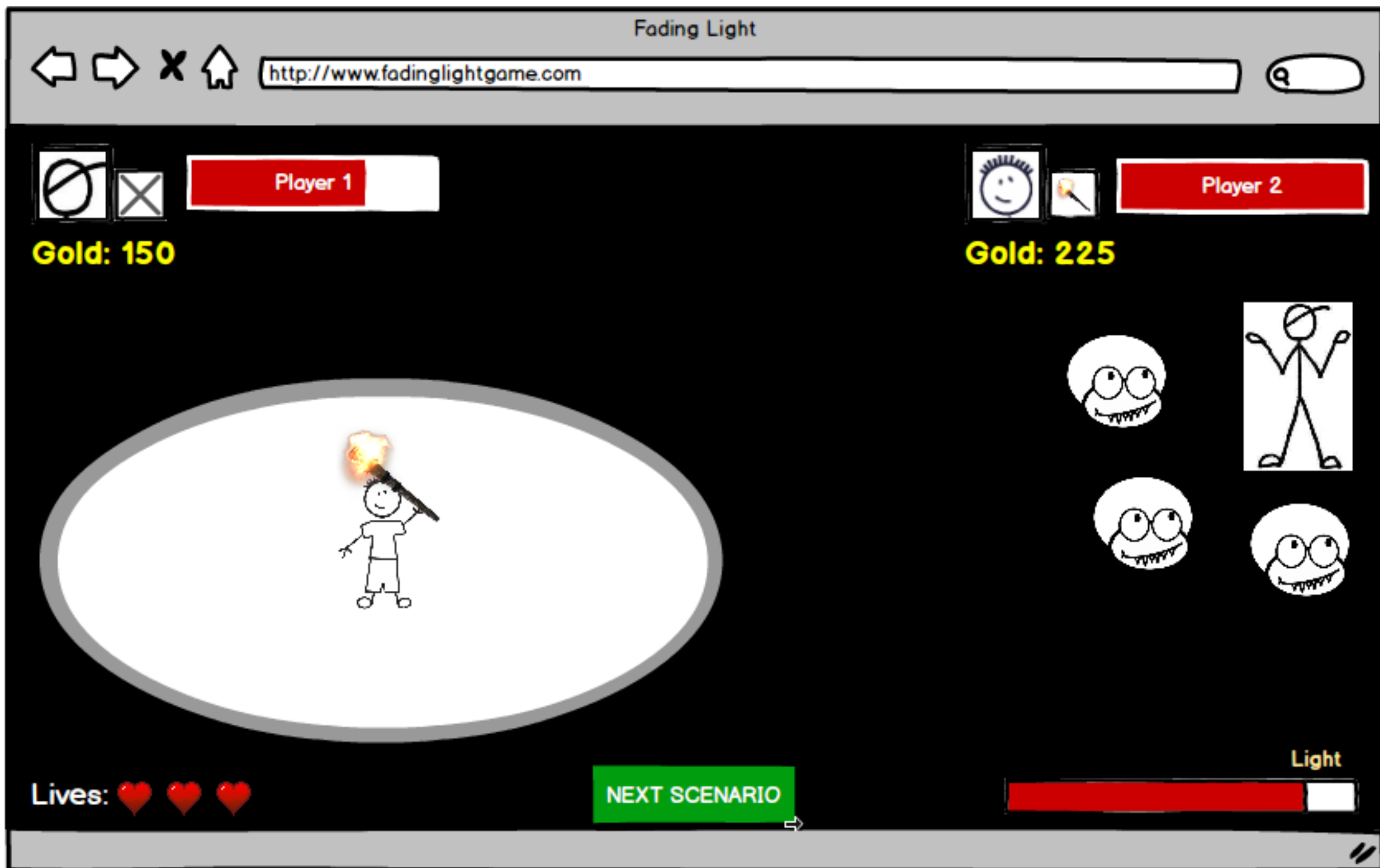
Pressing tab allows this text to show up onto the screen. It displays the current level and the time spent playing the game. The overall time spent to finish the game will be used in the leaderboards for the pair.



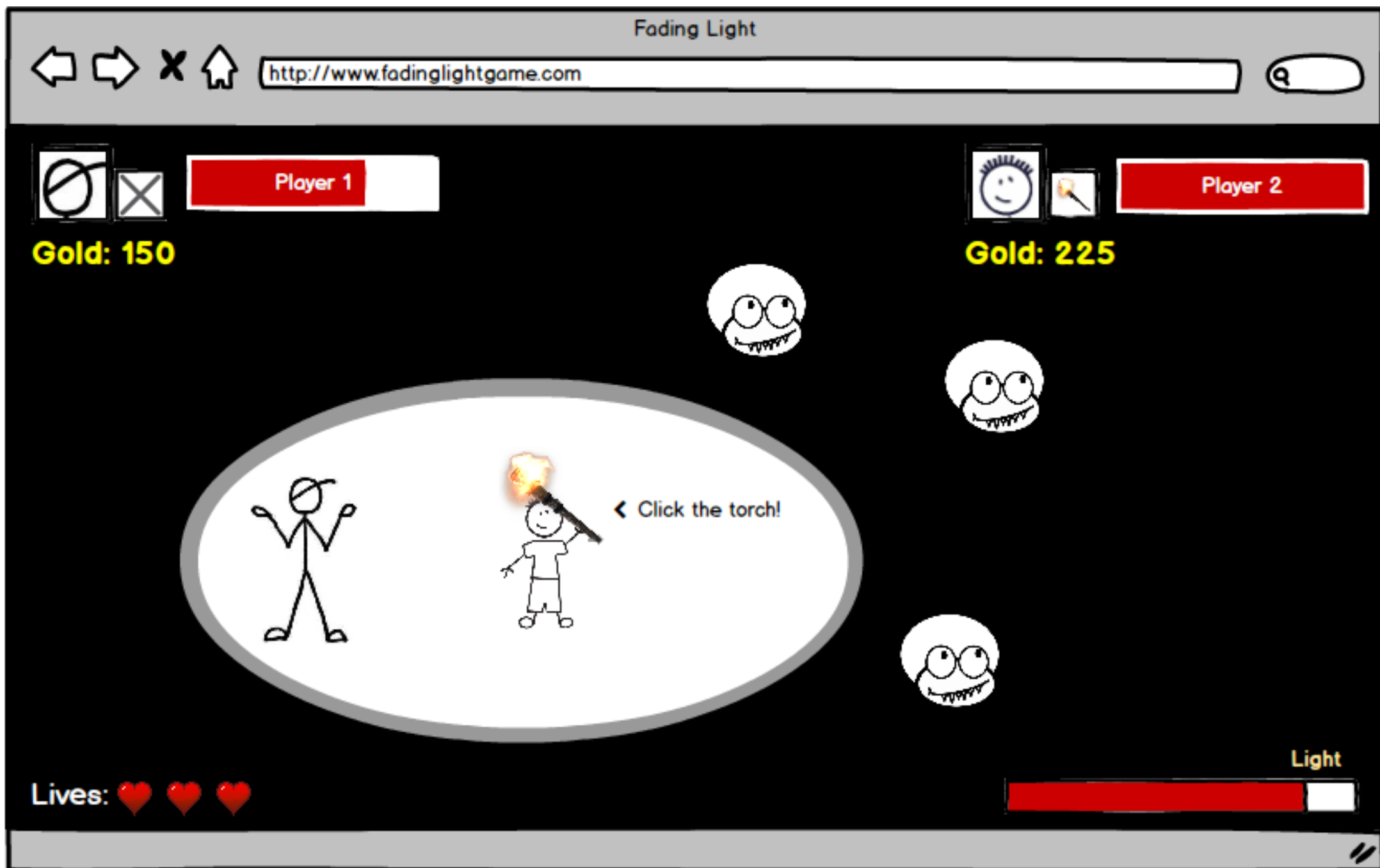
Weaker monsters are unable to enter inside the torchlight radius.



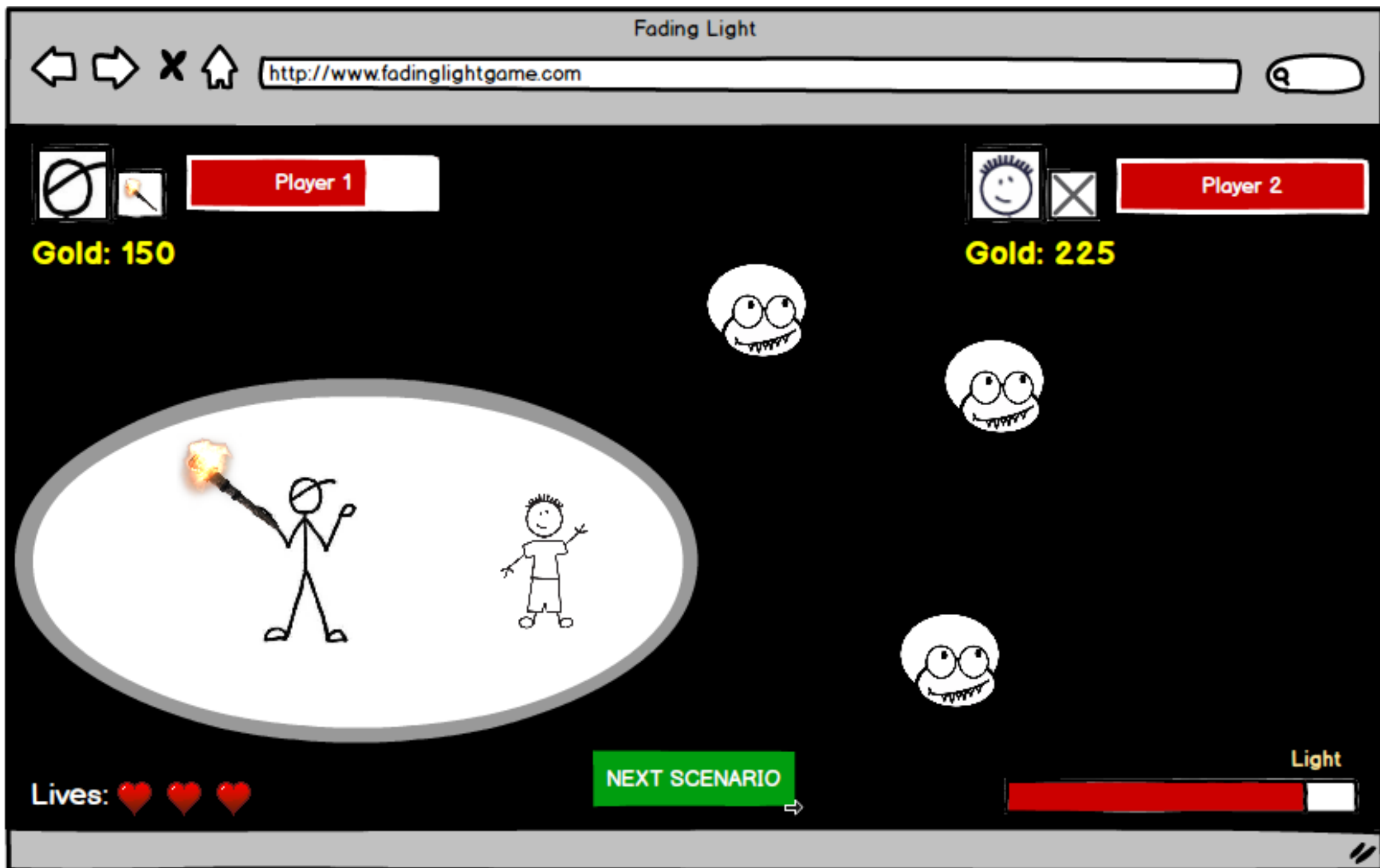
The character not holding the torch is able to move outside the torchlight radius.



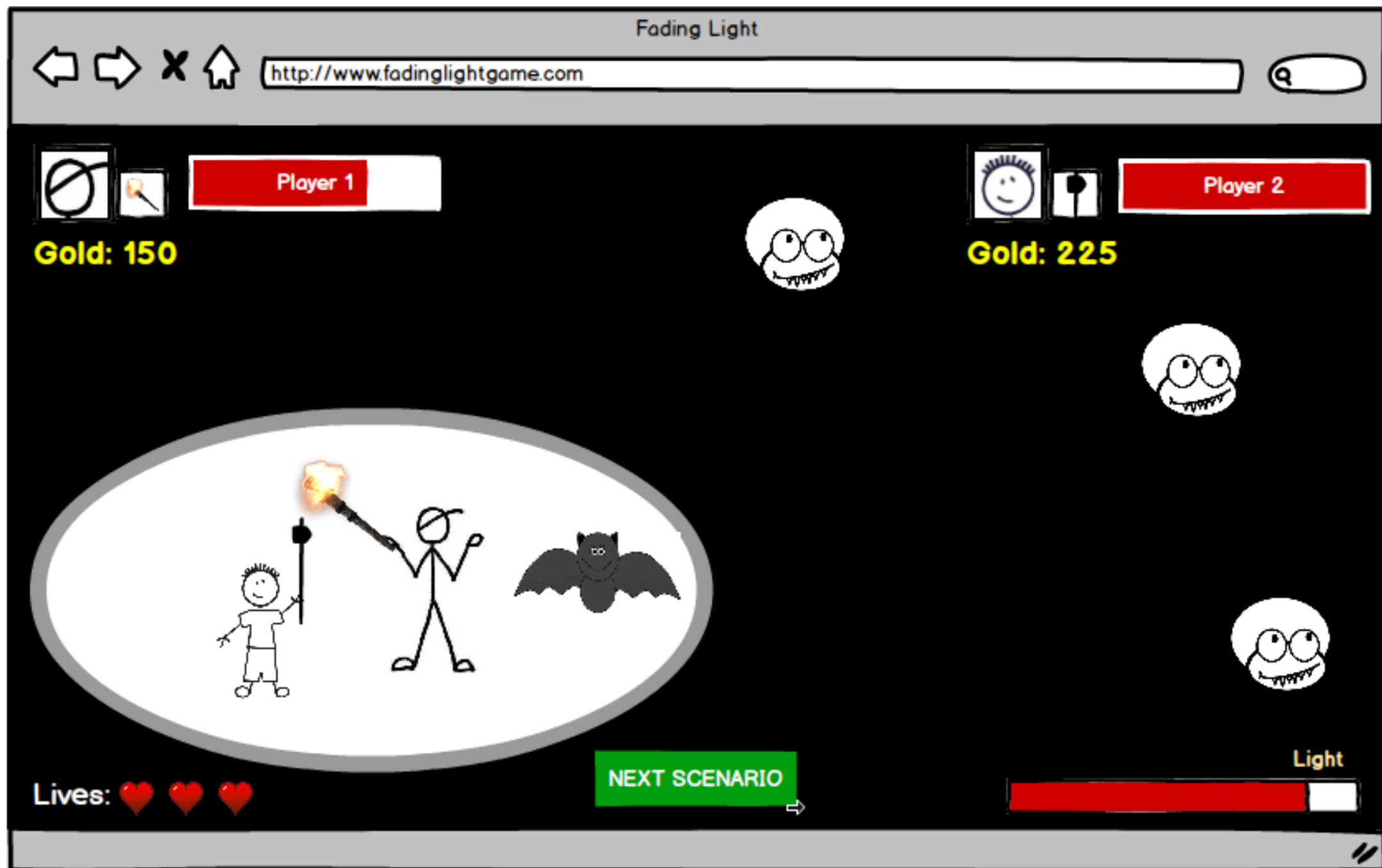
Outside the torchlight radius, characters are vulnerable to the weaker monsters that previously could not attack them inside the light. In this example, Player 1 moves outside the radius, and takes damage from the aforementioned weak monsters.



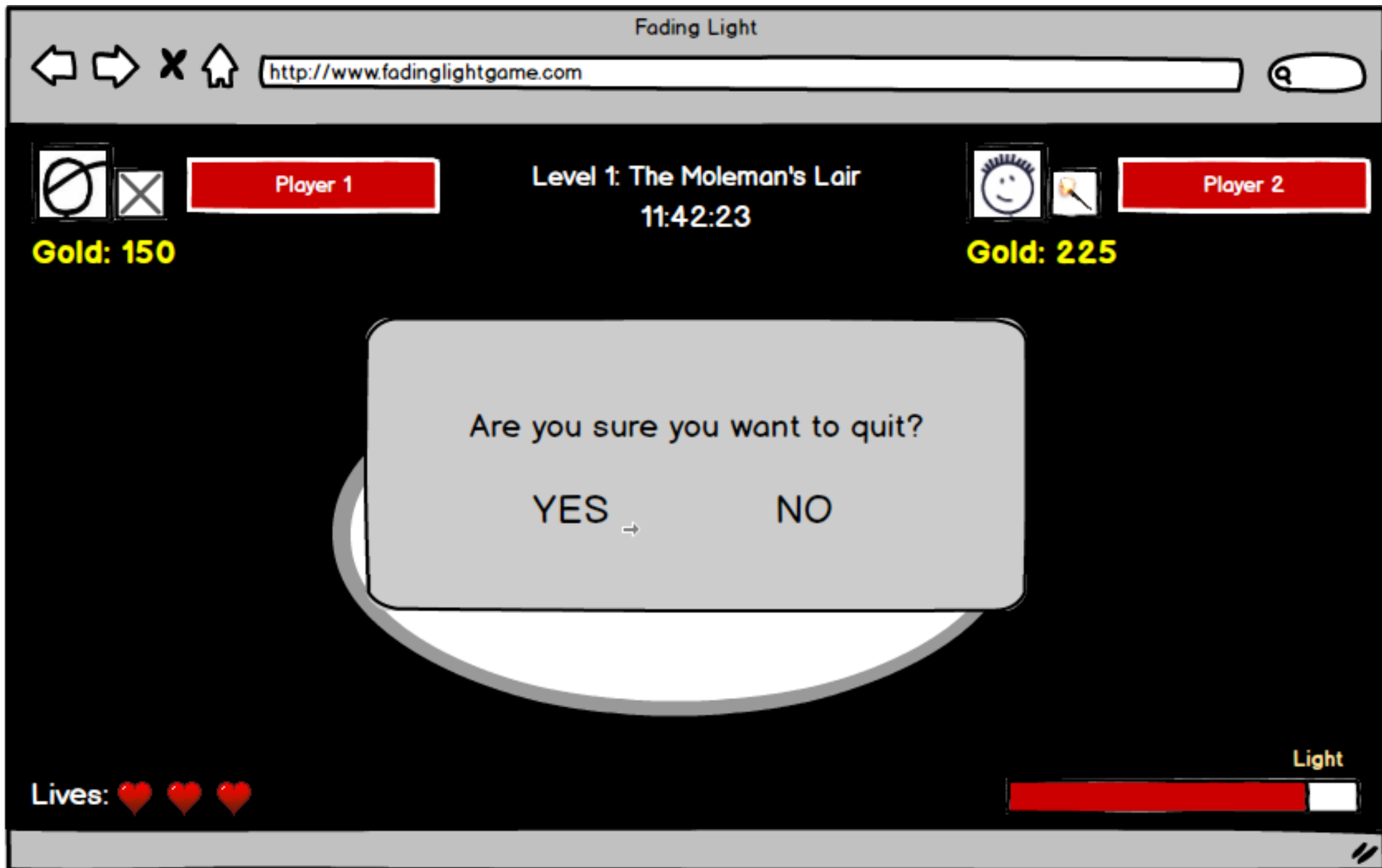
Players can exchange torches between each other.



Here, Player 2 has passed the torch to Player 1.



Large, strong monsters ignores the torch and can travel into the torchlight to attack the players. The players are provided with various weapons throughout the game to defend themselves from these monsters.



Pressing the escape key will bring up a prompt asking the player if they want to quit the game. Pressing no will resume play, while pressing yes will bring the player back to the main menu.

Fading Light

Continue

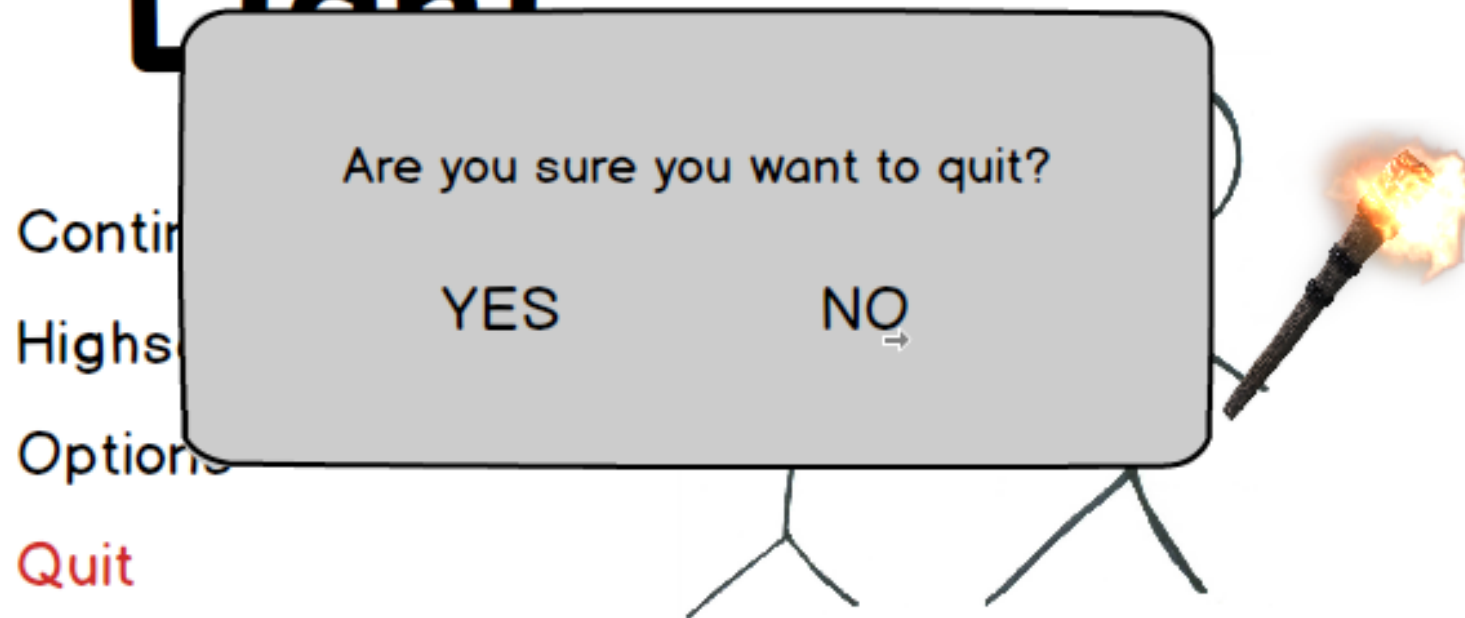
Highscore

Options

Quit



Fading Light



Again, players are prompted to quit the game if they desire.