

Desperation: Far From Home

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# Design History

Version 1: we decided to make a 2D Time-based Puzzle Platformer game, the player need to get the key and reach the door to escape the next room. If the player can pass all the level before character time gone.

Version 2: we canceled the time based, the character has a limited amount of life.

# Game Overview

## Game Concept

Survival.

Player character escapes all of the rooms and does not touch the bombs.

## Feature Set

Player gets the key and opens door to escape.

## Genre

Action-adventure

## Target Audience

Rated T. Core Audience.

## Game Flow Summary

The player is introduced to a start screen which can be pressed by a single button and is then taken to the instruction screen. When a player presses a certain button, the player begins to play the first level. The player has to receive a key to open a door initially locked. This is the case for the later levels. The player also has to overcome obstacles such as enemies and platforming sections to achieve the goal of unlocking the door.

## Look and Feel

An otherworldly 2D platformer would be the feel of the game.

## 

## Project Scope

We have 3 levels of the game.

# Section II - Gameplay and Mechanics

## Gameplay

Player character has to complete each level. Player character needs to get the key to open the door to progress to the next level.

## Mechanics

The physics is static. The movement actions of the player character is moving and jumping. The player character will collect key and coins.

## Screen Flow



# Section III – Story, Setting and Character In the beginning, one sound said the character has to leave from this world to survival. He has to escape from this world while he lives. He needs to go through room by room to leave.

## Characters

Our character has the following animations: walking, jumping, idle.

# Section IV – Levels

The player collects key, coins, and opens the door while surviving. Levels contain platforming sections and enemies that serve as obstacles for the player to complete the objectives.

# Section V - Interface

## Control System

## Player press A to move left, press D to move right, and press Space to jump.

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# Section VI - Game Art

: Player character sprite

: coin

: door

: bomb

: platform

: key

: platform

: wall

# Appendices

## Art

Player character:

[**http://itsan8-bitshowcase.smackjeeves.com/chapters/73371/dobby1498/**](http://itsan8-bitshowcase.smackjeeves.com/chapters/73371/dobby1498/)

Logo created from :<https://www.freelogoservices.com/mylogos>

## Music and Sound Effects

Clap Sound Effect:

<https://opengameart.org/content/applause>

Resident Evil 4 Game Over:

<https://www.youtube.com/watch?v=VRs_iOxwcgw>

Touch door:

<https://www.youtube.com/watch?v=j6UP-OVYD58>

Key:

<https://www.youtube.com/watch?v=_RR6CUUL8jc>

Bomb:

<https://www.youtube.com/watch?v=S0ozTyWy5Ms>

Coin:

<https://opengameart.org/content/10-8bit-coin-sounds>

BackgroundMusic:

<https://opengameart.org/>