Fatal Inflation

Design Document

Gameplay

In Fatal Inflation, the player controls InsertName, a character with a balloon for a head. The player's main objective is to survive for the entire length of the level. In order to do this, the player must not let the balloon be popped. If the balloon touches any enemy or any edge of the screen, it will explode, and the player will fall to his or her death.

The player will have 3 lives to complete a group of five levels. If successful, the next group of levels will start, and the life counter will return to 3. If unsuccessful, the original group of levels will need to be replayed.

The Controls

Left: Moves the player left
Right: Moves the player right
A: Inflates the balloon
B: Deflate the balloon

Levels

Each level will have a predetermined length. If the player survives for the length of the level, he or she will move on to the next level.

Level Format (for more info an enemy format, see the Enemies section)

Title: “Level Title Here”
Song: song.mp3
Background: background.jpg
Length: 06000

00500 A 12 400 0 Red 0;
01000 A 5 -400 0 Cyan 0;
01500 A 3 300 -5 Red 0;
02000 A 24 -300 0 Cyan 0;
03000 A 30 400 5 Seek 0;

Enemies

There are three main enemies in Fatal Inflation. The arrow, the ball, and the laser. The arrows fire from the edge of the screen and will pop the player's balloon on contact with it. The balls also come from the edge of the screen and bounce around the screen for a set period of time. The lasers show a warning light and then fire across the screen.

Enemy Format
TimeOfLaunch Enemy Y-axisOrigin X-Velocity Y-Velocity Color Visual;

TimeOfLaunch: Measured in centiseconds (100 centiseconds = 1 second)
Acceptable values: 0-99999

Enemy: The type of enemy that will appear. 'A' is an arrow. 'B' is a ball. 'L' is a laser.
Acceptable values: A, L, B

Y-axisOrigin: Where on the Y-axis the enemy will originate. There are 32 slots (each 25 pixels tall) Slot 1 is the uppermost slot and 32 is the lowermost.

If 'A' is put in for this value, the program will check to see where the player is on screen and what direction the player is moving. If the player is moving up, the enemy will fire above the player. If the player is moving down, the enemy will fire below the player.

If 'R' is put in for this value, the enemy will fire from a random slot on the screen.
Acceptable values: 1-32, A, R

X-Velocity: This determines how fast the enemy will be moving on the X-axis and in what direction it will move. Positive is from left to right. Negative is from right to left. X-Velocity has no effect on lasers. The value is measured in pixels per second.

If 'R' is put in for this value, the enemy will fire with a random 'reasonable' velocity.

Acceptable values: -99 to -1, 1 to 99, R

Y-Velocity: This determines how fast the enemy will be moving on the Y-axis and in what direction it will move. Positive is up. Negative is down. Y-Velocity has no effect on lasers. The value is measured in pixels per second.

If 'R' is put in for this value, the enemy will fire with a random 'reasonable' velocity.

Acceptable values: -99 to -1, 1 to 99, R

Color: This determines what color the enemy will be. The program will then load the appropriate graphic. “Seek” is another graphic file just like the other colors. 'R' will choose any color except for seek at random.
Acceptable Values: Red, Orange, Yellow, Green, Cyan, Blue, Violet, Pink, Black, Seek, R

Note: If “Seek” is used, the arrow will have a special property. If the arrow goes above or below the the player, it's Y-AxisVelocity will switch signs. “Seek” is not an acceptable value for balls or lasers.

Visual: Any other visual properties will be handled here. A value of '0' means no special properties will be used. '1' turns blinking on (the arrow will appear and dissapear).

0: None
1: Blink (Arrow changes from visible to invisible every 50 pixels)
2: Fade out (0% opaqueness after traveling 800 pixels)
3: Fade out (0% opaqueness after traveling 600 pixels)
4: Fade out (0% opaqueness after traveling 400 pixels)
5: Fade out (0% opaqueness after traveling 200 pixels)

Example:
00100 A 15 20 0 Red 0;
The enemy would launch at **00100** centiseconds (1 second) into the level.
The enemy is an **A**rrow.
The enemy will launch from position **15** on the Y-axis.
The enemy has a positive X velocity of **20** pixels/second letting us now it's coming from the left side of the screen.
The enemy has a Y-velocity of **0** pixels/second.
The **red** version of the enemy will be loaded.
The enemy will not(**0**) have any special visual properties.

Saving

Every time a set of 5 levels is completed, the game will save. A level select screen will be available. If a set of levels has already been completed, the player can choose any level from that specific set. If not all levels from a set are completed, the player can only start on the first level of that particular set until the set is finished.