

Comenzado el	martes, 12 de noviembre de 2024, 17:24
Estado	Finalizado
Finalizado en	martes, 12 de noviembre de 2024, 18:40
Tiempo empleado	1 hora 15 minutos

Información

Game Design Document

Pregunta 1

Finalizado

Sin calificar

Game Name

Escape The wALL

Pregunta 2

Finalizado

Sin calificar

Game Genre

2D adventure / story line

Pregunta 3

Finalizado

Sin calificar

Game Elements

Main character

- secret to take over the wall
- spy

Enemies

- soldiers
- tanks
- dogs
- mines
- atomic bomb (game over)

Información

Technical Aspects

Pregunta 4

Finalizado

Sin calificar

Technical Game Type

Basically there are 2D graphics (flat) and 3D graphics (form)

- ☒ a. 2D videogame
- ☐ b. 3D videogame

Pregunta 5

Finalizado

Sin calificar

View

Camera view from which the player will experience the game

Storyline in top view

Adventure in side view

Información

Game play

Pregunta 6

Finalizado

Sin calificar

Description

Use the game play section to create a descriptive paragraph about how the game is played. You want the use to imagine they are actually playing the game. Try not to use generic (i.e., broad, non-descriptive) terms when writing about the game play. For example, few readers want to hear statements such as, "enemy_1 will have more hit points than enemy_2." Instead, it's better to make statements like, "The Lazarus Fighter has more armor than the Apollo Fighter."

collect items to cross the wall

items: ladder, shovel, gun, rope , meat for dogs and .. (choose one)

cross the wall

interactive games to cross the wall

find the document

go in a military base without soldiers seeing you

cross the wall back

interactive games to cross the wall other games

celebrate --> !!!!

Pregunta 7

Finalizado

Sin calificar

Game Play Outline

This outline will vary depending on the type of game.

- Opening the game application
- Game options
- Story synopsis
- Modes
- Game elements
- Game levels
- Player's controls
- Winning
- Losing
- End
- Why is all this fun?

Title: Escape The Wall

Genre: 2D Adventure / Storyline

Game Play Outline:

Opening the Game Application

The player opens the game and is greeted with a splash screen that features the title "Escape The Wall" with an atmospheric background depicting the Berlin Wall and soldiers patrolling. The menu offers options like "New Game", "Recors". (records is optional)

Game Options

- **New Game:** Start a new adventure.
- Records

Story Synopsis

Set during the Cold War, the game follows the story of a determined spy living in West Berlin, trying to get the atomic codes to avoid a atomic bomb with certain amount of time. The journey is filled with danger, requiring stealth and strategy to avoid detection by soldiers and survive numerous obstacles.

Modes

- **Story Mode:** The game mode where players advance through the storyline and adventure elements.
- **Adventure Mode:** A free-play version of the game with side quests to test abilities and earn special items.

Game Elements

- **Main Character:** The protagonist is a skilled spy trying to uncover secrets to help people cross the Berlin Wall.
- **Enemies:** East German soldiers (AI these enmies follow you and if they touch you has to DIE), mines (are visible)
- **Items:** Ladder (go over obstacles), pickaxe (to brake the wall).

GamParts

- **Part 1: Gathering Items**

The player must navigate a small area on the outskirts of East Berlin and collect essential items: a ladder, shovel, rope, and meat for dogs. They must avoid soldiers and find a safe path to the wall.

- **Part 2: Crossing the Wall**

The player uses the collected items to solve a simple interactive puzzle to cross the Berlin Wall, such as using the ladder to go over obstacles inside the wall of the wall to break it down. The level is short but requires careful timing to avoid detection.

- **Part 3: Finding the Document**

The player infiltrates a small East German military checkpoint, avoiding detection by using stealth and distractions to locate the secret document detailing weaknesses in the wall. The area is compact, with a few guards patrolling.

- **Part 4: Escape Back Across the Wall**

After obtaining the documents, the player needs to make their way back across the Berlin Wall. This time, they must avoid new obstacles, such as spotlights and an increased number of guards. The level is brief but more challenging.

- **Part 5: Celebration**

The player successfully returns with the document, enabling the people to plan an escape. A short celebratory scene is played, showing the protagonist and the people united in victory.

Player's Controls

- **Movement:** Arrow keys or WASD to move left, right, jump, and duck.
- **Interact:** "E" key to interact with objects and pick up items.
- **Inventory:** "I" key to open the inventory and select items.
- **Action:** "Space" to use items or perform certain actions (e.g., attack, climb).

Winning

The player wins by successfully collecting the secret document, crossing the Berlin Wall twice, and enabling a future escape for everyone. The final celebration scene emphasizes the triumph of courage and unity.

Losing

The player loses if they are caught by soldiers, get blown up by mines, run out of time, or if the atomic bomb is triggered during certain parts of the game.

End

The ending shows the protagonist and the people celebrating their successful plan to overthrow tyranny. A cutscene depicts people coming together to celebrate freedom with upbeat music, fireworks, and the Berlin Wall partially crumbling in the background.

Why Is All This Fun?

- **Adventure and Exploration:** Players enjoy discovering hidden items and using them creatively to solve puzzles.
- **Stealth Elements:** The thrill of sneaking past soldiers and infiltrating a base without being detected adds tension and excitement.
- **Interactive Challenges:** Players get to solve interactive puzzles using the collected items, offering a good mix of action and strategy.
- **Satisfying Storyline:** The storyline encourages players to empathize with the character's struggle for freedom, making victory more rewarding.
- **Variation in Views:** Switching between top view for storytelling and side view for action gives a dynamic and engaging experience.

Pregunta 8

Finalizado

Sin calificar

Player Definition

- Use this section for quick descriptions that define the player
- Use the Player Properties section (below) to define the properties for each player. Player Properties can be affected by the player's actions or interaction with other game elements. Define the properties and how they affect the player's current game.
- Use the Player Rewards section to make a list of all objects that affect the player in a positive way. Define these objects by describing what effect they cause and how the player can use the object.

Player Definition

Name: Player**Character Traits:** Spanish and English expressions. He often comments on his situation, making light-hearted remarks or encouraging himself in bad spanish english languages.

Player Rewards

- **Documents:** Collecting secret documents reveals critical information that helps in advancing the storyline.
- **Key Items:** Ladder, shovel.

Pregunta 9

Finalizado

Sin calificar

Player Definitions

A suggested list may include:

- Health
- Weapons
- Actions
 - die when you get hit
 - atomic bomb kills you
 - no weapon
 - just running and hiding

Pregunta 10

Finalizado

Sin calificar

Player Rewards (power-ups and pick-ups)

Make a list of all objects that affect the player in a positive way (e.g., health replenished)

- not dying
- items to collect (shovel and ladder)