

Document

Course: Introduction to game design

I. Group members:

Name	Student ID
Lê Trung Hiếu	18520738
Nguyễn Trung Nghĩa	18521147
Hoàng Thế Kỳ	18520964

II. Game information:

A. *Level*

- The game has 2 levels.



Figure 1: Level 1

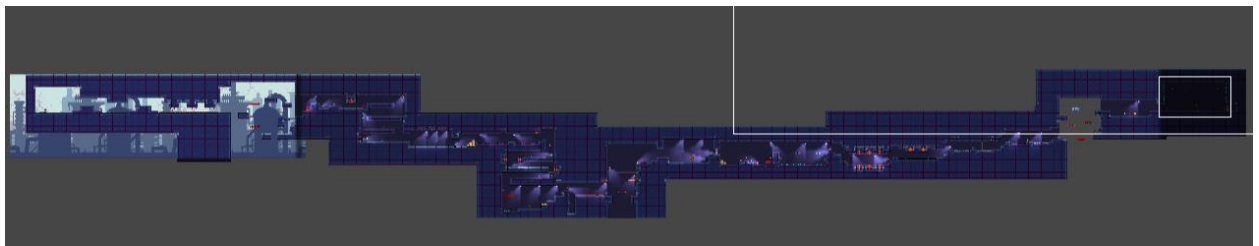


Figure 2: Level 2

- Each level has some monsters, 1 mini-boss, and 1 boss.

B. Player

- The player can: walk, melee attack, jump, wall jump, and dash.
- The player has: 4 lives (3, 2, 1, and 0), each life have 10 hearts (HP).

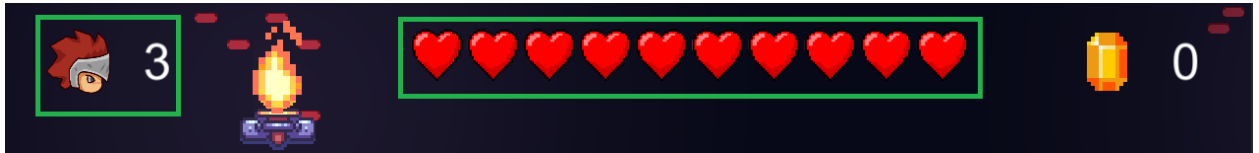


Figure 3: Lives and hearts in the game

- The player will get knocked back and lose some hearts if being hit by enemies, trap (fire trap, lava).
- The player will get instant death when:
 - Fall down to dead zone (the empty space below the map).
 - Hit by spike, rocks, electricity, pushing machine.



Figure 4: Spike

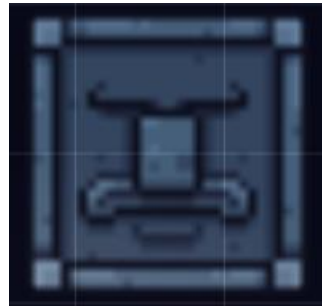


Figure 5: Rock 1

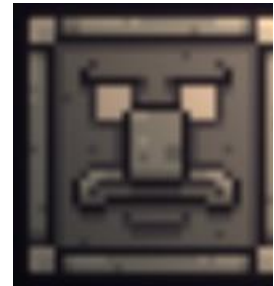


Figure 6: Rock 2

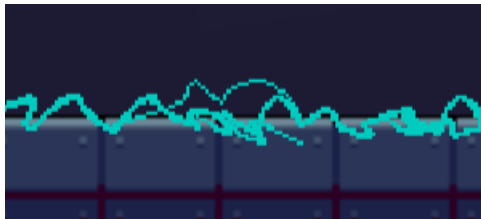


Figure 7: Electricity

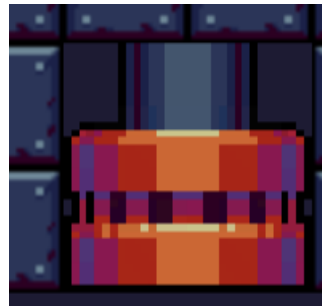


Figure 8: Pushing machine

- If the player loses all 10 hearts, they will lose 1 life and will be put back at the closet checkpoint.

- The player can restore hearts (HP) by collecting hearts, each collected heart will give the player 3 hearts (HP). And they can also collect gems.
- Gem used to encourage exploring and guidance.



Figure 9: Heart and gem in the game

- When the player get to level 2, every stats (lives, hearts, gems) reset back to normal (like when starting new game).
- In level 2, the player will be able to use dash ability (on the ground and mid-air).

C. Game

- The game can be paused by pressing the Esc key.
- After Esc being pressed:
 - Resume by pressing the Resume button.
 - Quit by pressing Quit button.

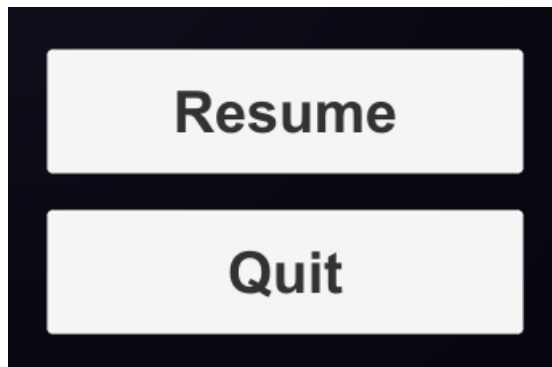


Figure 10: Resume and Quit button

III. Cheat:

- God mode: the player can not get hurt by enemy, traps (spike, fire,...), and can one-hit every enemy. But still, dye when falling down in dead zone.
- Go to level 2: when in level 1, the player can press L key to start playing in level 2.

IV. Control:

Key	Action
Left and Right arrow key	Move left and right
Space	Jump
X	Melee attack
Z	Dash
Esc	Pause game
I	God mode
L	Go to level 2