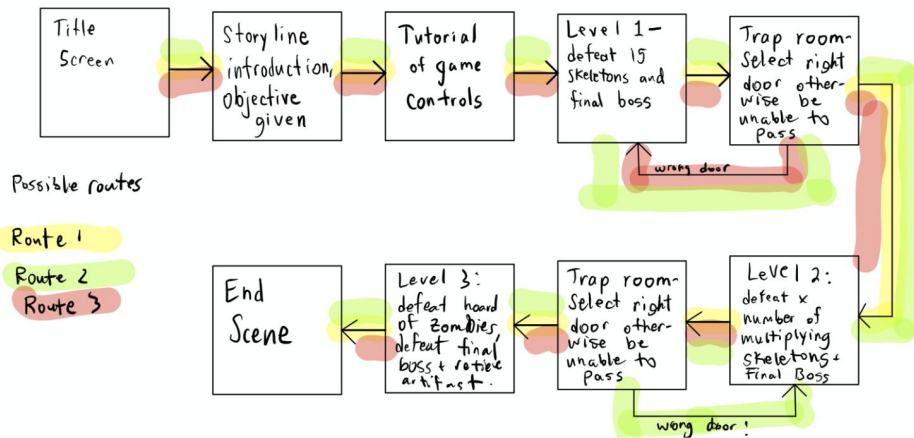


OSSEMEN

Design Document Version 1.3

I. Overview

- A. Maxie Castaneda mcastaneda@oxy.edu
Olivia Baldwin obaldwingeil@oxy.edu
- B. You are one of three main characters (at a time), you are stuck in the catacombs of Paris and you are trying to retrieve an ancient artifact. You are aware that there is reported paranormal activity, but you have to see to believe.
- C. Flow Chart of game:



II. Story Overview

- A. You are in the Catacombs of Paris. You and your team have been hired by a top secret organization to investigate the paranormal activity that lies within the unexplorable areas of the tombs. Your job is to retrieve a secret ancient artifact, the historian is aware of the legends and folklore behind the artifact, you guys are confident in your ability to succeed.
- B. Character backstory- together they form the perfect team for covert operations.
 - 1. Explorer
Jane Doe was hired by a secret government facility that specializes in uncovering uncharted territories. They were interested in the off-limit areas of the catacombs, with rumors of supernatural presences, they decided to hire what is believed to be one of the best explorers.
 - 2. Scientist
Jane Doe is a scientist, graduated from Harvard at the top of her class. She is spectacle about whether or not the supernatural aspect of their mission is true, but she is always ready to get samples.

3. Historian

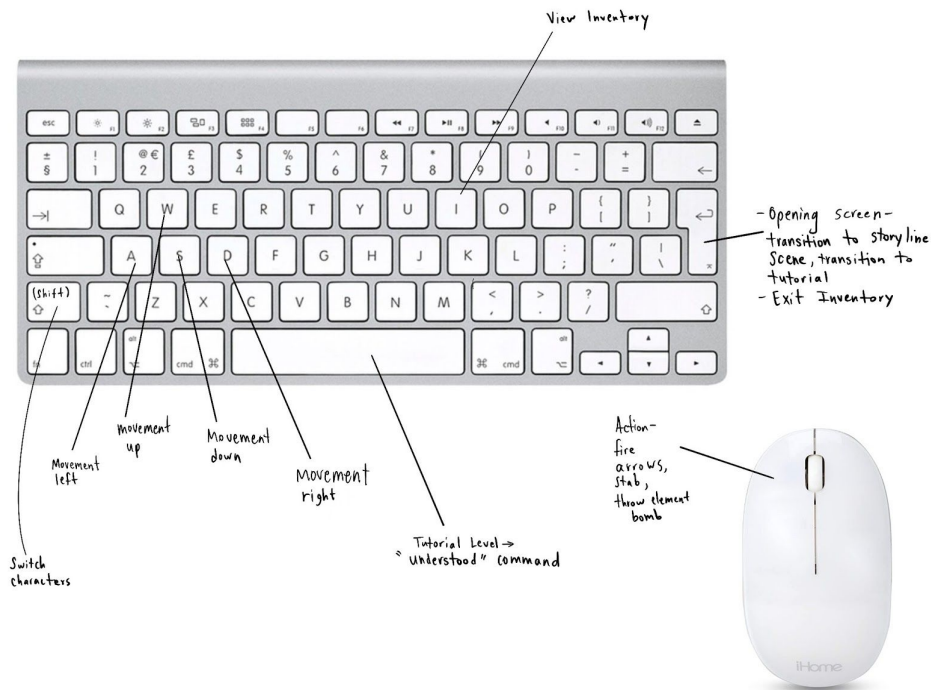
Jane Doe is a Historian and a professor in Oxford who just happened to be in sabbatical in France and ready for a new adventure when the explorer gets in contact with her, she was eager to put her mind to work.

III. Game Mechanics:

A. In-Game GUI (e.g, main menu of your game)



B. Game control summary (Preferably a control diagram)



C. Core player activity (briefly describe player activity)

1. Explorer

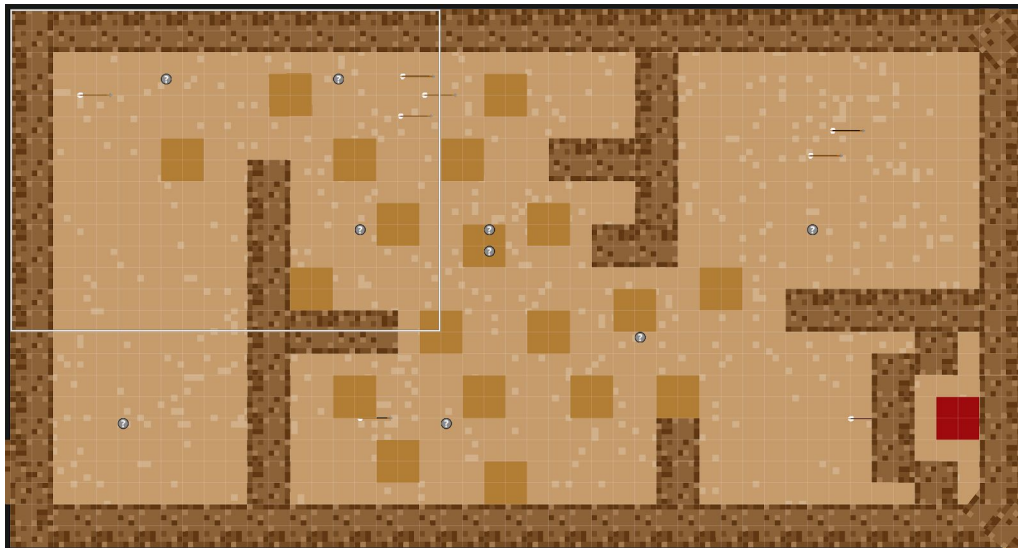
a) Movement

(1) General movement

- (a) Can move 360 degrees around the room
 - b) Actions
 - (1) They can pick up arrows
 - (2) They can shoot arrows
 - c) They can check if doors are functional/ interact with enemies
- 2. Scientist
 - a) Movement
 - (1) General movement
 - (a) Can move 360 degrees around the room
 - b) Actions
 - (1) They can throw element bombs
 - (2) They can pick up materials (a scientist can make chemical weapons, meaning that they can also find these chemicals around the catacombs)
 - c) They can check if doors are functional/ interact with enemies
- 3. Historian
 - a) Movement
 - (1) General movement
 - (a) Can move 360 degrees around the room
 - b) Actions
 - (1) They can use their sword
 - c) They can check if doors are functional/ interact with enemies
 - d) They also have the ability to translate writing on doors when helpful/necessary.

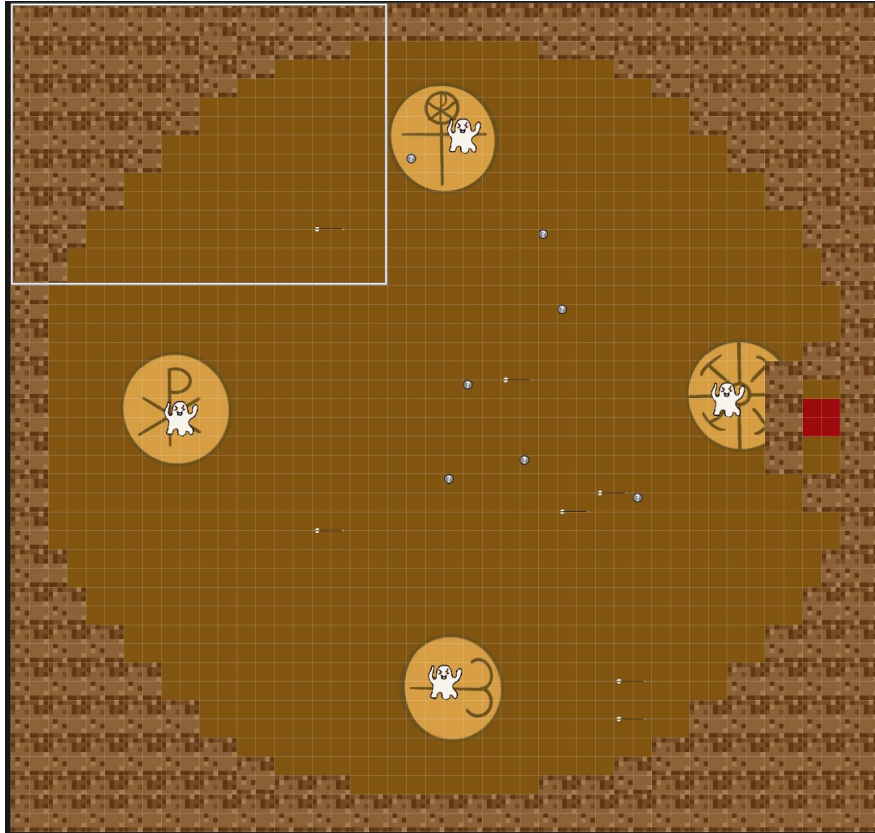
D. Levels / Missions / Area Design (Utilize diagrams or other visualization aids)

Level 1:



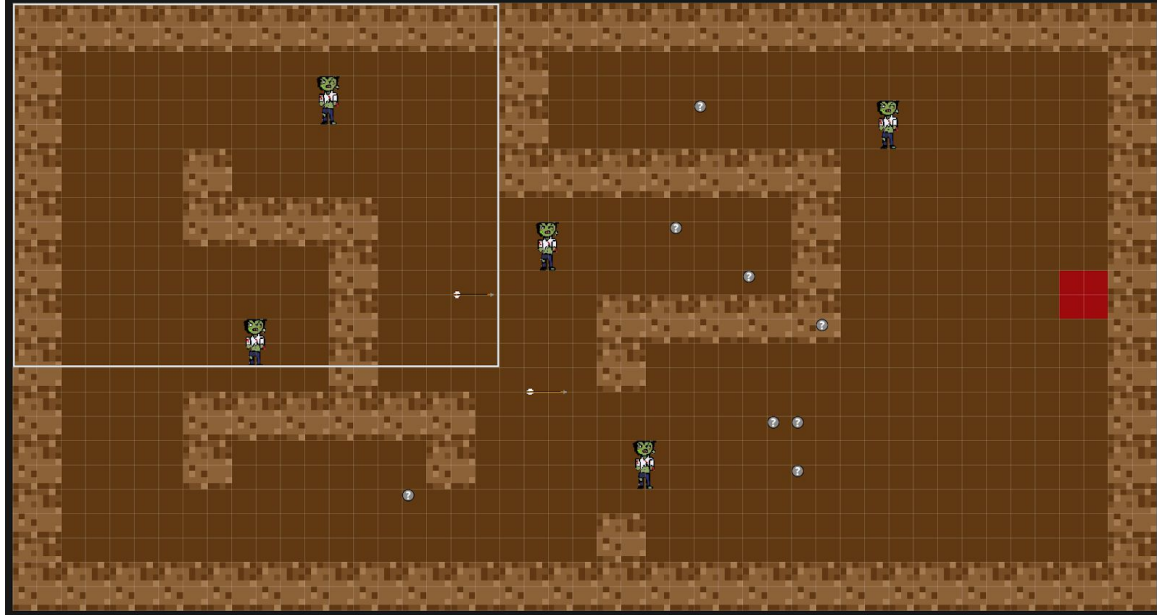
Maneuver through the room, trigger and kill 15 Skeletons and the final boss to move on to the next level!

Level 2:



Kill all the ghosts! They multiply and defeat the two final bosses to get to the next level.

Level 3:



Kill all the zombies (they're hard to kill), defeat the final boss and retrieve the artifact.

IV. Game Elements (Briefly describe each game element, and provide sketches of these elements)

INSERT SPRITES HERE OF ALL CHARACTERS

A. Characters

1. Explorer- girl, pony tail wearing indiana jones type clothings:



2. Historian- girl, bun (professional), wearing a suit, glasses:



3. Scientist- girl, pony tail, wearing a lab coat (emphasis on her doctorate):



B. Interactive objects (enemies, hazards, power-ups, checkpoints, doors, etc.)

1. Skeletons- looks like a skeleton. they fire arrows directly aimed at the player, they drop arrows or elements for the player to pick up once they've been killed. 1 hit to kill.



2. Ghosts- typical white ghost. Evil. They multiply and surround the player. They drop arrows or elements when they've been killed. 1 hit to kill.



3. Zombies- traditional zombies, bloody. They go for the player, they drop arrows or elements once they've been killed. It takes 5 hits to kill.



4. Final Bosses
 - a) Level 1 - A windigo.



- b) Level 2- scarier ghost



- c) Level 3- fire demon



5. Arrows



Arrows are shot by the explorer and are sometimes dropped by the enemies. They can be collected.

6. Element Bomb



If the scientist has at least 1 of every element, they are able to form an element bomb that is extremely effective against enemies.

7. Sword



The sword is

8. Chemicals/elements



Music:

<https://www.youtube.com/watch?v=-bTpp8PQSog>

https://www.youtube.com/watch?v=SYcekT7ugro&list=PLkLimRXN6NKxP8_gfVmm5JYsbRBXQHy-p

<https://www.youtube.com/watch?v=zclD93VnpEw>

Sounds for player and all enemies/bosses taken from Zapsplat.com