

Dr. Jay Bolter
LMC 2700
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Design Document

Project Roles

Drew Busch - Concept Builder/ Designer/ Programmer
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Kevin - Programmer
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Project Concept and Execution

The Project started out as an imitation of the game “World’s hardest game” which is a game in which you control a 2D square and progress through levels by getting to the end. You have to avoid obstacles that move in specific patterns, and for some levels you have to collect coins before you can exit. After getting a feel for the phaser framework and building some of the core functionality (i.e player movement) we ran into issues for building the actual levels. The framework of javascript and HTML did not provide a good way to build levels visually, and it would have been a nightmare to place, scale, and rotate every single wall using only code and guessing and checking. Instead we decided to pivot to one big, randomly generated level.

We took the collectibles, player, and enemies from “World’s Hardest Game” and instead created a large level the player explores where collectible Candy is generated. The player wins by collecting all of the candy without getting hit by the many enemies which are randomly generated as well, some of which follow the player.

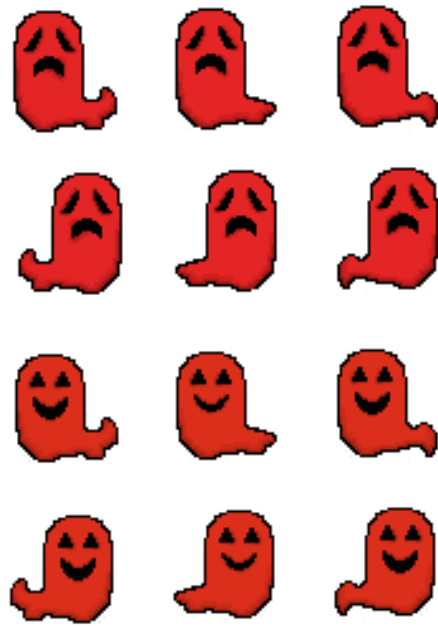
Instructions for How to Play

- Move your character (The happy ghost) using the arrow keys
- You can collect a piece of candy by touching it
- Collect all pieces of candy to win
- Avoid enemy ghosts. If they touch you, you lose
- Enemy ghosts move in different patterns, directions, and speeds. You will have to be good at analyzing their movement to avoid them successfully

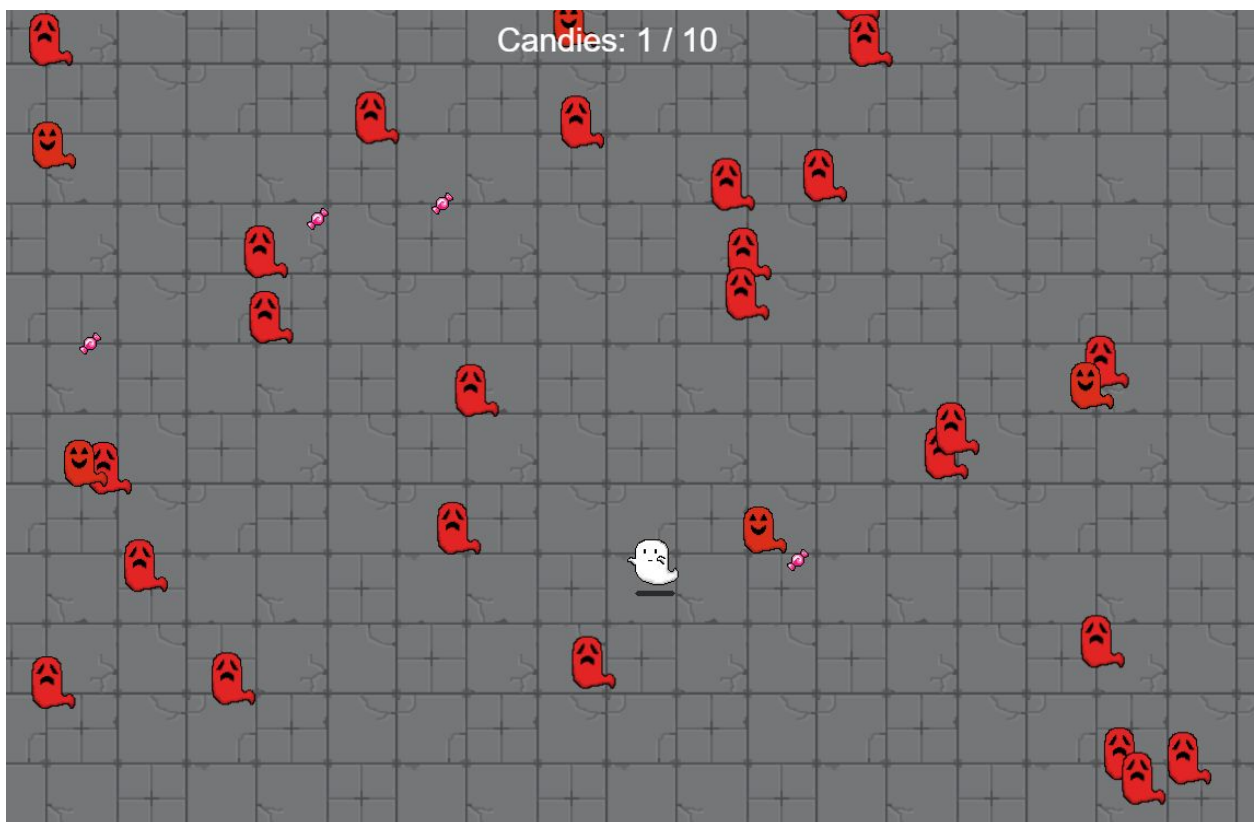
Art and Gameplay Pictures



The Player’s Character (art by Jourdan)



The Enemies (art by Jourdan)



Gameplay

How We Would Develop the Game Further

Since the game and its rules and strategies are relatively simple right now, we would like to add more gameplay features to make it more complex in the future. These are some of the features we brainstormed at the beginning of the project but have not had time to add:

- Give the player a projectile shooting attack to destroy enemy ghosts in the way
- Give the player an alternate movement such as a dash attack
- Give the player access to a big AOE (Area of Effect) attack that the player can recharge by picking up special collectibles
- Make an alternative gamemode where the map is infinitely generating and the goal is simply to collect as much as possible before dying (or perhaps within a time limit as well)