

# Step By Step

Game Design Document

# Game Details

## Game Name:

Step By Step

## Game Genre:

- 2D Adventure Game

## Game Type:

- 2D Platformer game
- Side View followed Camera

## Game Rating:

- E Rated game (Ages 10+)
- The game has been built to teach the players about the concept of arrays and its functions

## Target Audience

- Ages 10+
- Step By Step's simplistic design provides a detailed description of arrays through a fun,engaging experience

# High Concept

## Overview

Step By Step is a 2D platformer that provides a visual description about arrays and it's functions by trying to help Rob the Pirate collect his bounty and find his sh by providing an array of the steps before hand

## Core Idea

- People ages 10 and above can understand the mechanics at a glance and play the game.
- Slow paced and easily understandable mechanics that focuses more on the information being delivered

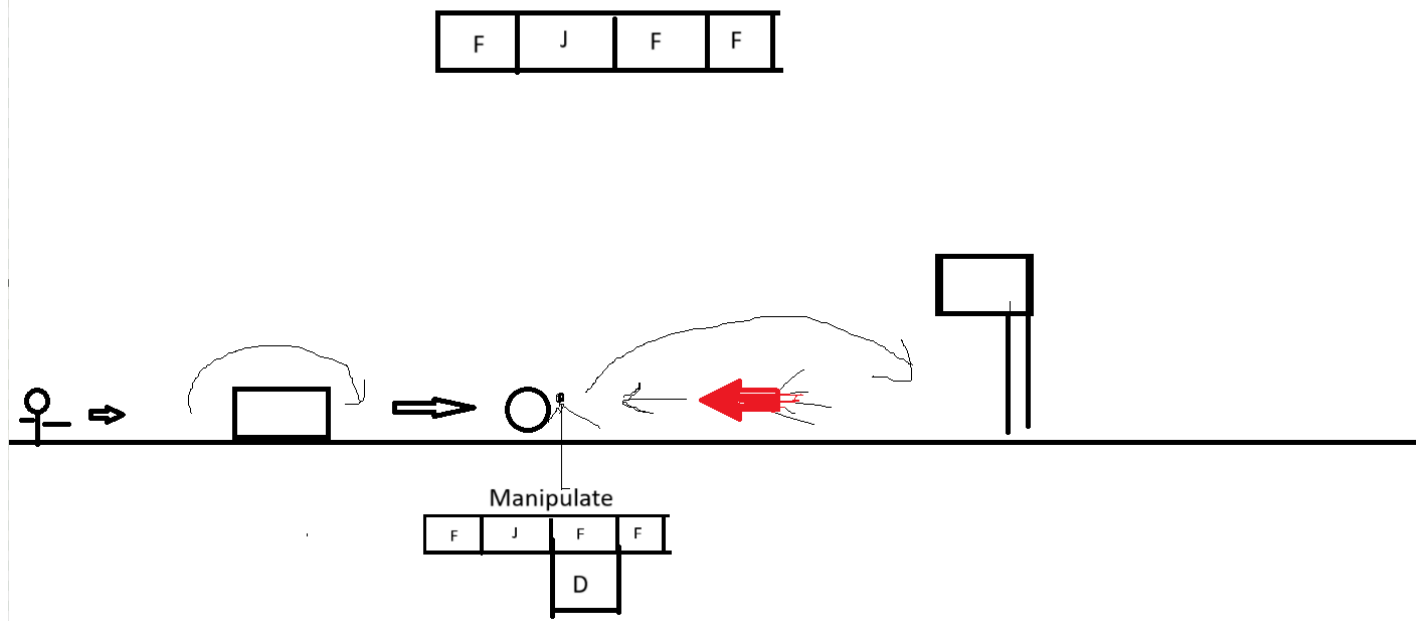
## Gameplay And Game Mechanics

- Step By Step uses a simple mechanic to demonstrate how an array stores values and how those values can be used later
- The game will have 5 levels
- Each level will start with Rob on the left and a flag at the rightmost to show the goal
- A fixed set of boxes that are shaped like an array are arranged together and displayed at the bottom of the screen
- A set of buttons having the movement will be present next to the array. These buttons have to be dragged and dropped in order which Rob will follow till the end of the level
- After adding all the inputs the game starts
- The player will move until a specific point after which a 5 second break the next action needs to be done , the break allows for the player to use the manipulate button if required
- During the mentioned parts of the level a dodge button appears, if the manipulate button is pressed and has to be dragged and dropped within a 7 second time period (only for the case of dodging a rocket)
- when manipulating for any scenario only that particular index will be changed

## Level Design

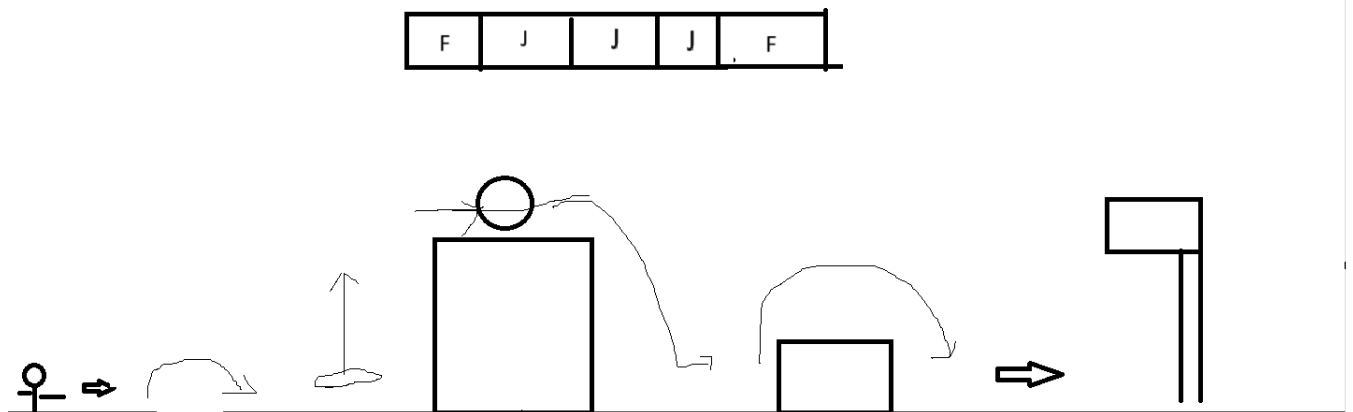
### Level 1:

- Simple and basic tutorial to show how the game works
- Forward , jump , Forward , Forward
- But as we progress a bullet comes and the last progress has to be manipulated to Dodge - D



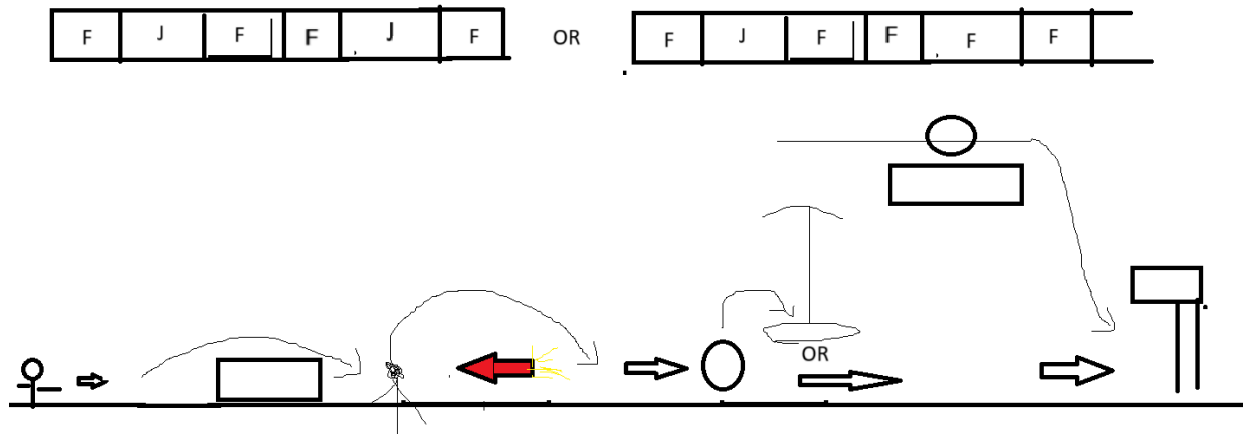
## Level 2:

- Movement includes Forward ,jump,jump,forward,jump,forward



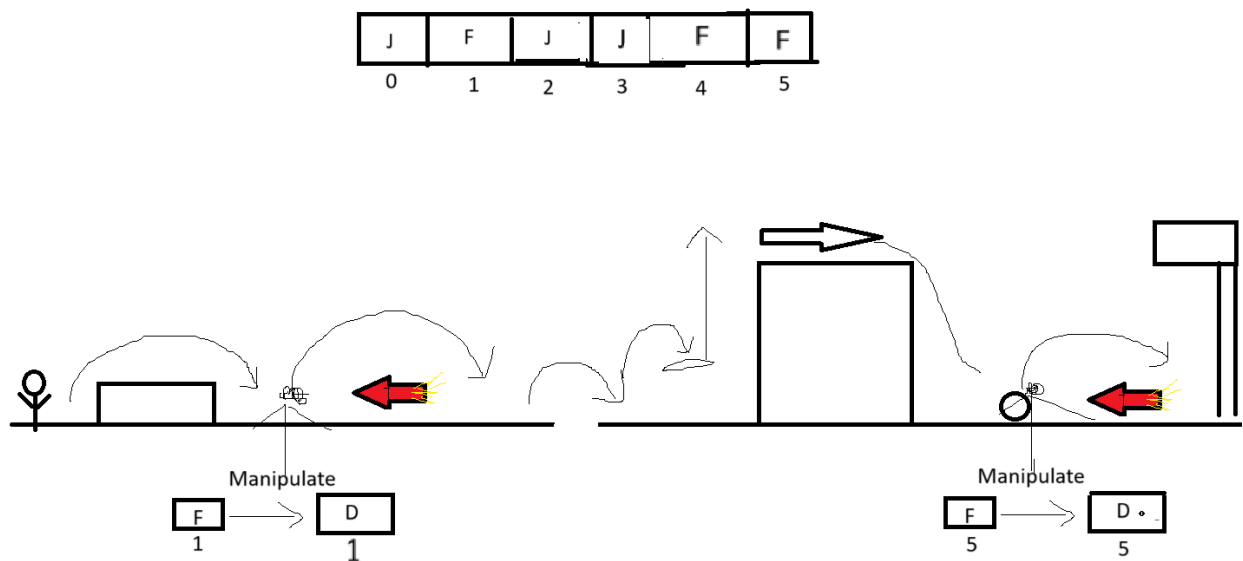
## Level 3:

- Movement includes Forward , jump , forward , forward , jump , forward or
- Movement includes Forward , jump , forward , forward , forward , forward
- In the 2nd array location a rocket comes and that should be manipulated to dodge



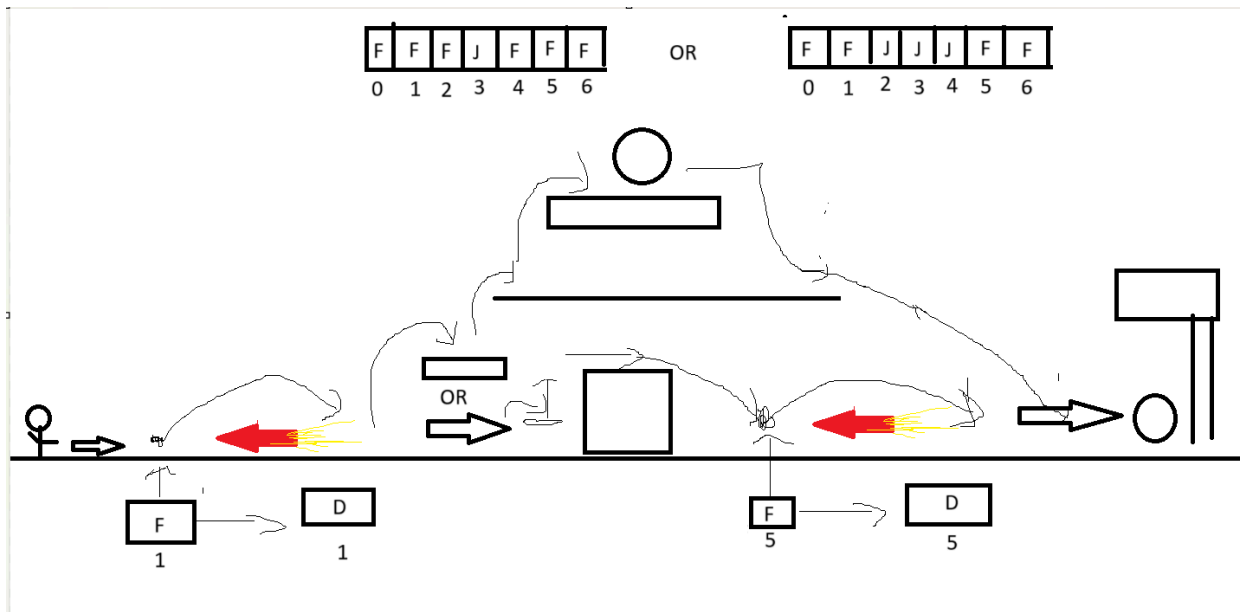
## Level 4:

- Movement includes jump,forward,jump,jump,forward and forward
- The forward at 1 becomes Dodge as well as at 5
- Platform present to lift the player up



## Level 5:

- Movement includes Forward,Forward,Forward , Jump , Forward,Forward,Forward Or
- Movement includes Forward,Forward,Jump , Jump , Jump,Forward,Forward
- Position at 1 becomes dodge and if so is at 5 is below location is taken



## Dialogues:

### Intro

- Ahoy there, matey! So ye reckon ye've got what it takes to join me crew, eh? Well, it ain't all rum an' singin' shanties—there's work to be done, treasures to be found, and secrets to be uncovered! Your job's to help me find me crew and claim the riches along me way! But tread carefully—if ye pick the wrong spot, it's going to be dangerous for ye!. Me Crew always uses the treasure array to find their way to me ship how about we use it as well!!"

## Character

- Rob - A small Pirate with a giant hat and a wooden left leg

## Level Look

- Each level can look different but a mix of trees , beech sand , light breeze should be in the mix to provide an overall piratey feel
- Coconut trees are preferable

## Game Camera

- The game employs a panned out side view of all the levels followed to a player followed side view camera



*PLAYER FOLLOWED*



*Full level view*

## Game Systems:

## Game Flow

- The player begins the game by pressing play on the home screen
- After the game loads in a small description about the game starts
- The first level is then loaded in and each level continues

- The beginning of each level is a pan out view of the whole level which then pans into the character (Rob)
- The last level would show the side of a ship

## Art Style

- Stickman style
- Like old school adventure games



## Game User Interface

UI Flow:

[https://miro.com/app/board/uXjVKieTDTE=?share\\_link\\_id=424265281086](https://miro.com/app/board/uXjVKieTDTE=?share_link_id=424265281086)

## Audio Design

<https://www.youtube.com/watch?v=xT6PNe9XJfU>

## ASSET LIST



- coconut Trees
- Jump animation
- Dodge animation (Jumping above the rocket)
- Move forward animation (normal stickman movement)
- Rob the pirate (similar to the image)
- Rockets
- Platform (that moves up)
- Platforms(Stationary)
- Side view of the final level ship (like mario going to the next level after being kidnapped from bowser)
- Fish
- An array box displayed at the bottom
- that says Forward,Jump
- A manipulate button
- Rocks
- Blue sky background

