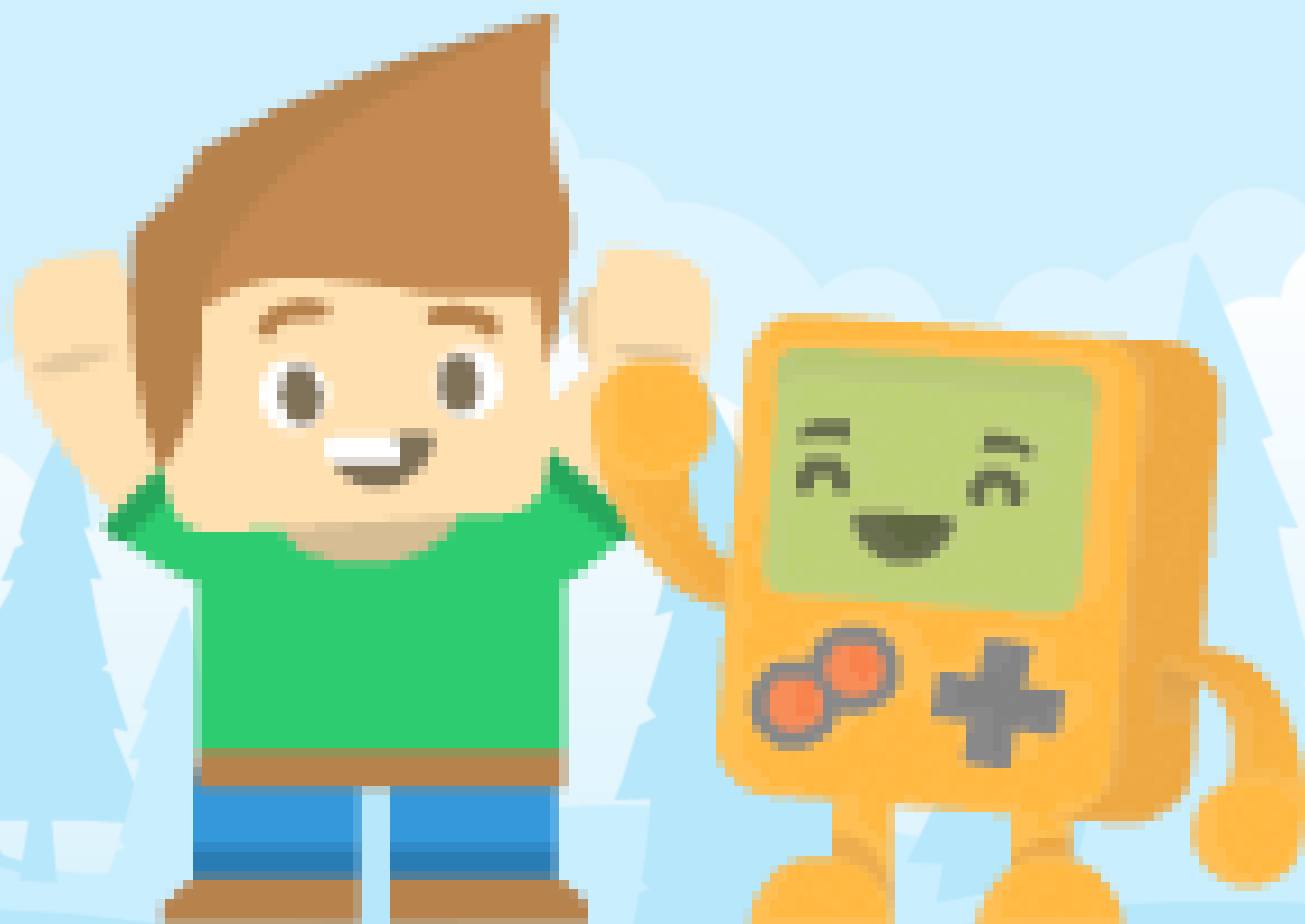


KLEX THE CALL

GAME DESIGN DOCUMENT



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TARGET PLATFORM



TARGET AGE

8 - 13



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GAME OUTLINE

GAME STORY SUMMARY

Aliens have invaded the Earth and will not leave until someone calculates the meaning of life. After many sleepless nights, **Klex the Calculator**, and his pal, Dr Quinn McCoy (Doc) discover the required calculation.

But a group of rebel aliens, not wanting to leave earth, capture Klex and scatter his parts across the globe to stop the formula from being calculated.

Klex and Doc must find the missing parts and get to the alien leader to compute the formula and defeat the alien invasion once and for all.

GAME FLOW

Klex the Calc is a third-person, 2D adventure game where you play the character Klex, a calculator owned by Dr Quinn McCoy (Doc).

Klex is on a mission to find his missing parts that have been scattered across the globe by a group of rebel alien invaders. Each part collected enables Klex to use more of his functionality, such as using the screen light, performing calculations and storing items in memory.



During the adventure Klex will encounter many aliens in the sky and on the ground who try to stop Klex from reaching his goals by draining his battery level. Klex must avoid the aliens and their laser beams as they will always cause him harm.



Aliens have turned creatures such as spiders, bees, worms and bats against Klex and therefore he must avoid getting too close to them. However, Klex can defend himself against some creatures, such as spiders, worms and frogs by squashing them.

Klex will travel to winter lands, deserts and grasslands in order to find the missing parts. Each location has at least one extra life, some are secretly hidden so Klex must explore every area of each stage. Once Klex has completed each objective in each location he must make it to the flag meeting point where he will be transported to the next location.

As Klex progresses through each location, his battery life will slowly drain and must be replenished with health packs. Klex will automatically buy a new battery pack (100% health) for each 100 coins collected.

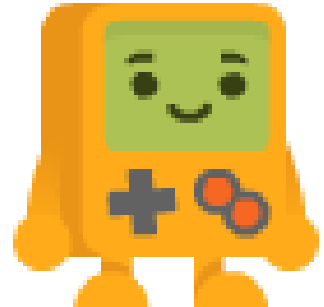


CHARACTER DESCRIPTION

BACKSTORY

Klex was manufactured by Saxet Instruments in the early 2000's and was purchased by a well-known mathematician Dr. Quinn McCoy (Doc). Klex was named after Docs pal Alex Kidd (Alex with the K in place of an A).

Doc and Klex went everywhere, their friendship grew very strong. Together they computed all kinds of calculations and solved many problems.

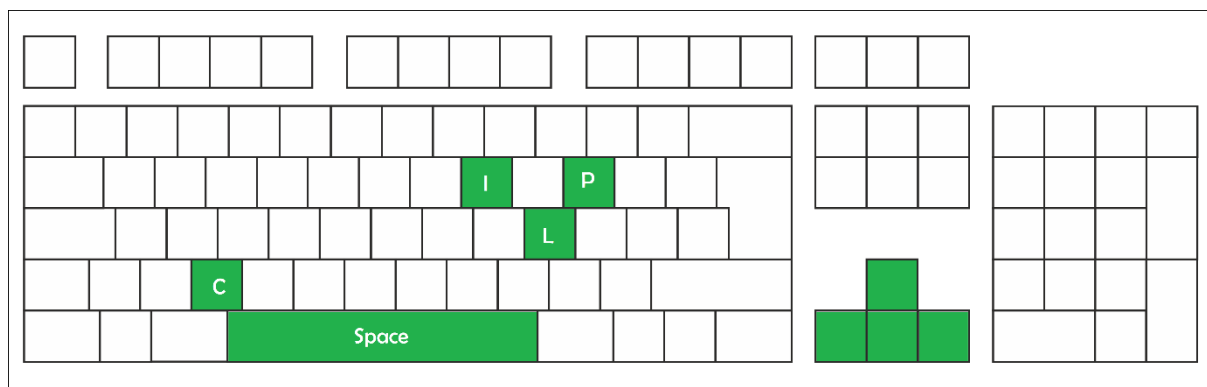


CONTROLS

The following controls allow Klex to move and interact with the game.

Keyboard Controls

| Action | Key | Notes |
|----------------|-------------------|--------------------------------------|
| Walk: | left/right arrows | |
| Climb Ladders: | up/down arrows | |
| Jump: | Spacebar | |
| Pause Game: | P | |
| Light: | L | Only once screen has been found |
| Calculator: | C | Only once logic board has been found |
| Instructions: | I | |

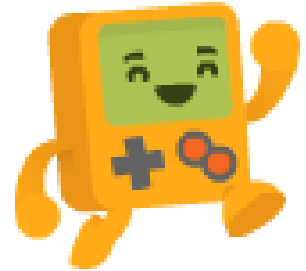


GAMEPLAY

OVERVIEW

Klex the Calc is a single player 2D adventure game where the hero (Klex) runs, jumps and climbs through the game world trying to find his missing parts scattered throughout various levels.

Each level has a specific part to collect before Klex can progress to the next level. As Klex progresses, more features will become available such as using a light or a calculator. To complete a level, Klex must make it to the flag after completing all objectives shown in the bottom left of the screen.



During gameplay battery life (health) will slowly decrease, so Klex must complete each level before the battery level reaches 0. Health packs can be found to replenish any lost battery life.



Klex can squash bugs and insects such as: spiders, worms, and frogs while trying to avoid running into aliens and bees and other hazards such as water and poisons.

Coins can be collected and used to purchase special items in later levels.

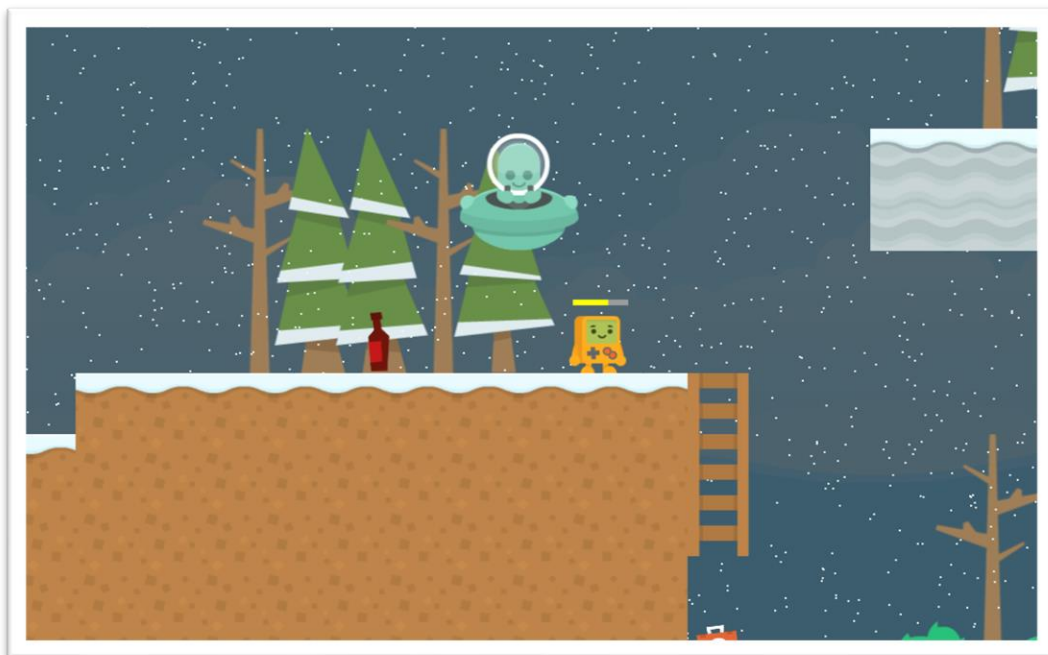


Figure 1 Screen capture of Level 2 (show level)

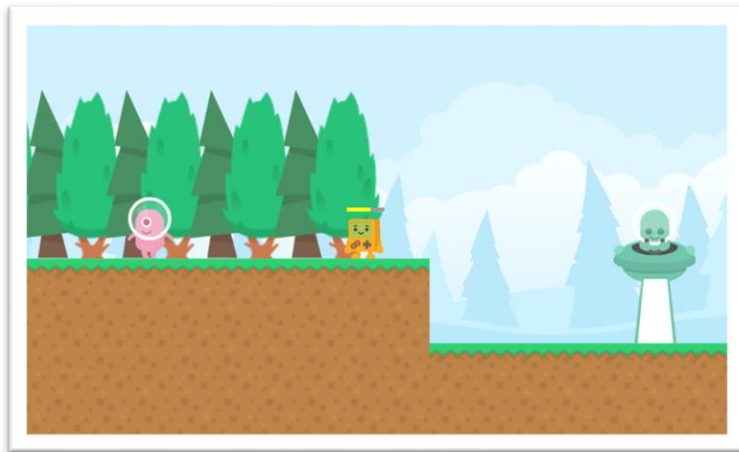
GAME WORLD DESCRIPTION

There are various levels in the game with different themes. Game worlds presented in this game are briefly outlined below.

GRASS LANDS

Grass land levels should have an uplifting feeling and be paired with happy bubbly music.

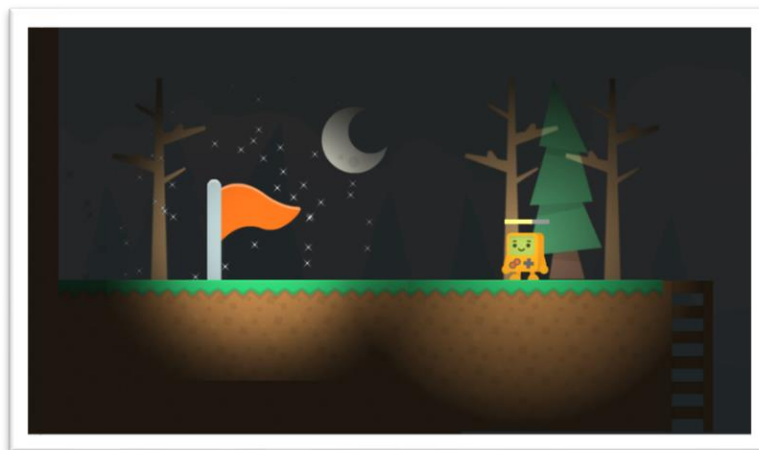
The player will find pink aliens, hovering green aliens, spiders and worms hiding throughout these levels.



DARK AREAS

Darker levels and areas will have a sleepy feeling about them and be paired with mystical/nocturne type of music.

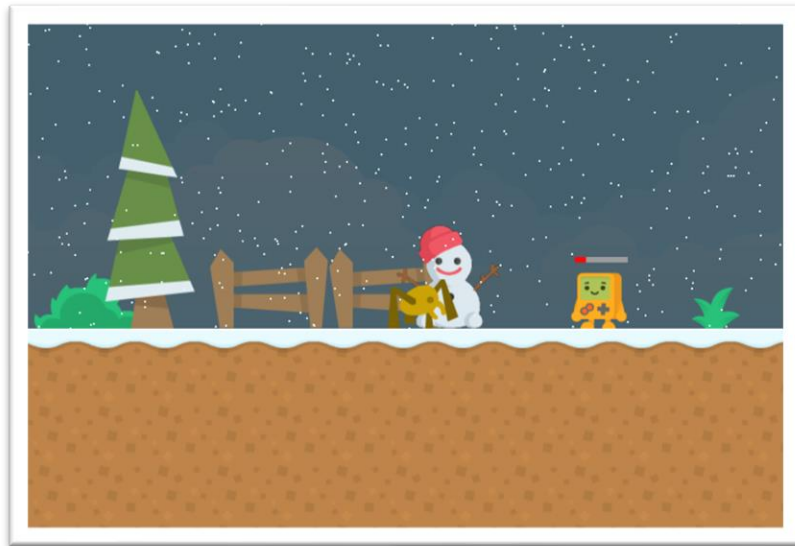
Players will encounter all types of enemies however bats are unique to these areas.



SNOW LEVELS

Snow levels will have a Christmas feel and will be paired with Christmas type of music (specifically Jingle Bells).

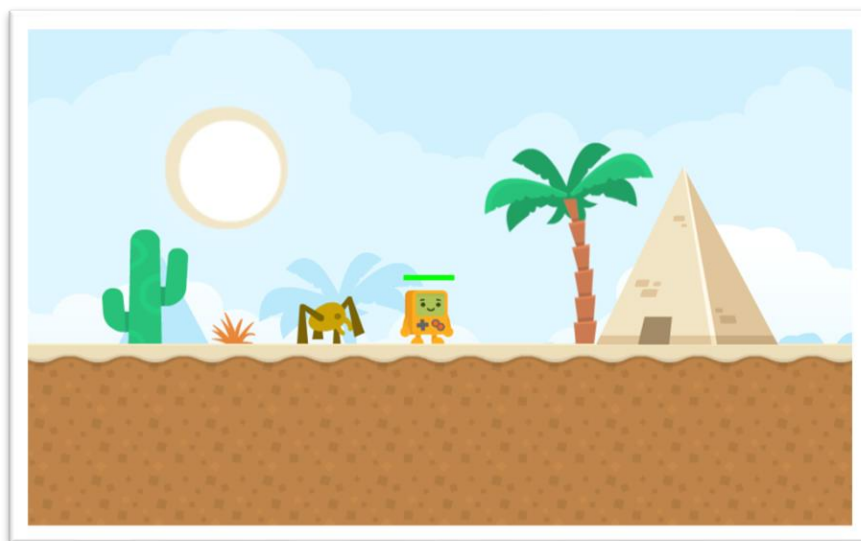
Players will be introduced to the poison hazard on this level and will face all types of enemies.



SAND LEVELS

Sand levels will have a desert explorer feel and will be paired with Middle Eastern type of music.

Players will encounter all types of enemies and be introduced to the frog on this level.



GAME EXPERIENCE

INITIAL NAVIGATION

The player is immediately brought to the start screen showing the game title and three buttons that allow the player to:

- Start a new game (bringing the player to the first level),
- View Instructions (showing a list of controls), or
- Quit (exit the game completely).

MUSIC

Generally the music will be up-beat and happy, however this will change for each level and in some instances it will change during the level.

- Darker areas will change the music to a darker nocturne style of music
- Snowy levels have a happy Christmas style of music (Jingle Bells)
- Sand levels will have an middle eastern style of music

EMOTIONS

The overall feeling of the game should make the player feel happy and fun. Older players should have an overall feeling of nostalgia and childlike emotions.


The feeling between each level is designed to invoke different areas of a happy emotion. For example:

- Snowy levels will have a Christmas feel
- Sand levels should make the player feel they are navigating through an ancient land
- Darker areas will make the player feel on-edge and mystical.





GAMEPLAY MECHANICS

Throughout the game Klex will encounter various enemies, hazards and pickup items. A brief overview of these are detailed below.


MECHANICS

| | | |
|--------|---|--|
| Ladder |  | Ladders are used by Klex to move up and down from platforms. |
|--------|---|--|


HAZARDS

| | | |
|--------|---|---|
| Water |  | Calculators should not get wet, stepping in water will drain battery life 2% every 0.5 seconds while Klex is immersed. |
| Lava |  | Lava is deathly hot. Stepping in lava will immediately lose a life. |
| Spikes |  | Spikes hurt, falling on a spike will reduce battery life by 15% |
| Poison |  | Drinking poison will turn Klex green and decrease his battery life by 15%. Speed will also be reduced by 20% for 5 seconds. |







POWERUPS

| | | |
|--------|---|---|
| Health |  | Collecting a health box will instantly replenish battery life by 25%. |
| Life |  | Collecting hearts will give Klex another life. There is always at least one life per level. |




COLLECTIBLES

| | | |
|-------------|---|---|
| Coin |  | Each level has various spinning coins. When Klex has collected 100 coins he will automatically buy a full battery pack. |
|-------------|---|---|





OBJECTIVES

| | | |
|--------------------|---|---|
| Flag |  | The flag is the completion point of the level. Klex can only travel to the next level after completing all objectives. |
| Screen |  | The screen is one of Klex's missing parts. Obtaining the screen will enable the screen light to be used allowing Klex to see in the dark. |
| Logic Board |  | The Logic Board is one of Klex's missing parts. Obtaining the Logic Board allows Klex to use his calculator. |
| Memory |  | The memory is one of Klex's missing parts. Obtaining the Memory allows Klex to store numbers from previous calculations. |
| Key |  | Obtaining the key allows Klex to pass through locked doors. |
| ID Card |  | The ID card allows Klex to pass through security clearances. |

ALIEN ENEMIES

| | | |
|-------------------|---|---|
| Pink Alien |  | This alien constantly moves left and right. Making contact with this enemy will drain 20% of battery life. |
| Tan Alien |  | This alien is only found in sandy areas. He is a slow moving enemy. Contact with this enemy will drain 20% of battery life. |
| Alien Ship |  | This alien flies in the sky shooting laser beams every 0.6 seconds. Making contact with the ship or the laser beam will reduce battery life by 25%. |

MISC ENEMIES

| | | |
|---------------|---|--|
| Bat |  | The bat is only found in dark areas and causes 15% damage. |
| Bee |  | Bees buzz in a figure eight pattern and cause 10% damage if contact is made. |
| Frog |  | Frogs are introduced in sand levels and bounce left-to-right causing 10% damage. |
| Spider |  | Spiders crawl left to right and can be squashed by jumping on them. If they walk into Klex, they cause 15% damage. |
| Worms |  | Worms wiggle from left to right and can be squashed by jumping on them. If they walk into Klex, they cause 10% damage. |