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Game Design Document

The purpose of this assignment was to demonstrate my understanding of game development by creating a 2D game. The game should have some sort of user control, theme or story, and communication of player’s progress. Moreover, it should demonstrate an understanding of a specific programming language, such as C/C++, Python, or Java. It should also be fairly complex, have an art style consistent with game, and should include 2D game development concepts.

Scenes: The first scene consists of a main menu giving the user the option to read the story or play the game. The story button opens up another scene where the user can read the story behind the game and return to main menu. If the user selects “Play Game” then a random maze-like scene (1 of 3 mazes will randomly appear) of a forest appears with sprites that the main character can interact with. At the bottom of the screen, the user can see: HP, Silver, Wolfsbane, Silver Bullets, and Lycan killed. These values will decrease or increase as the user makes their way through the forest. If the player makes it to the escape point, then a “win” screen will appear telling the user they have escaped and give them the option to play again. However, if the player’s HP reaches 0 then a different screen will appear telling the player they have been killed and give them the option to play again. Game can always be exited by clicking the X in the upper right corner.

Character movement: character can be moved using the up, down, left, and right arrow keys. Main menu/game over screen/win screen buttons can be clicked on with mouse.

Additional features: music

Sprites:

Main character – interacts with enemies(werewolves), HP potions, wolfsbane, silver, and escape point. The main character dies if their HP reaches 0. They start the game with 1000 HP. Once the main character’s HP has reached 0, a new screen will appear stating that they have been killed and gives them the option to play again. Collision detection.

HP potions – found randomly throughout map. Main character recovers 250 HP by colliding with sprite. Disappears once collision has occurred.

Wolfsbane – found randomly throughout map. Main character collects wolfsbane by colliding with it, and every 3 wolfsbane collected results in 100 HP shield for main character against werewolf. Disappears once collision has occurred.

Silver deposit – found randomly throughout map. Main character collects silver by colliding with it, and then uses it to create silver bullets. Every 2 pieces of silver are used to create a silver bullet. The silver bullets can be used to kill werewolves.

Werewolves (enemies/obstacles) - interacts with main character by reducing his HP by 5 every time they collide with him. The werewolves are there ultimately to keep the main character from escaping. Collision detection.

Escape point (objective) – the escape point is the ultimate goal of game. Once the player has collided with the escape point, then a screen will appear stating that the player has escaped and the player is given the option to play again.