# Game Design Document

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| **Project Name:** First Rock from the Sun |  |
| **Designer:** Michael Harris |  |
| **Programmer:** Michael Harris |  |
| **Graphic Designer:** Michael Harris |  |
| **Design Start Date to Submission Date** | Design Start: 10/9/2020  Development Start: 10/10/2020  Planned Submission: 10/16 – 10/23  Actual Submission: **TODO** |

### One Sentence Pitch

*2D side-scroller where you need to avoid the solar rays while completing tasks or risk being burned to a crisp.*

### Competition

*This is for Beginner’s Jam #3. I don’t know of any games similar to this one.*

**IP Rights/ Names**

*Right now, I’m using the name “Solaire” which is a Dark Souls character. But the name can be changed pretty easily*

### Scope Statement

*What features do you definitely want to include, and not want to include?*

In scope:

* Movement
* Jumping
* 2D side-scroller environment
* Solar flares that hurt the character
* Protective walls

Out of Scope:

* Main menu + story recap
* Tasks
* Larger environment

**Story**

*Humanity has now settled on a different planet that is much closer to a sun. They’ve been able to make life work outside of one issue: the solar flares. They’ve erected walls throughout the town and warning signals so people can protect themselves while they come up with a better solution. But life still goes on, and you play a character getting on with their everyday life.*

### Game Logic

*It’s a 2D side-scroller where you need to get from one place to the next without being burned by the sun’s rays. There are walls you can hide behind to protect yourself from the solar flares and an alarm that will sound when a solar flare is incoming. Complete all your tasks without dying and you win.*

### Model

*I will use Unreal, C++, and probably a little Blueprints to create this game. All art will be done using either free assets or created by me.*

*The sun will be in the background at the center of the screen. The solar flare check will be either a raycast OR a check to see if the player is behind a wall. If they are hit by the sun then they lose HP over time until they get behind a wall.*

*There are no alternate game modes. The tasks will be simple “go to this point” missions and will never change between games. There is no plan for options right now.*

### Server Side Components

*No server*

### View

*Describe the look of the game.*

**Aesthetic - The overall tone and look of the game**

**Screens - Describe the visual appearance of each screen**

**Controller**

*Keyboard and mouse most likely. Use A and D to move left and right. Spacebar to jump.*