HELL DIMENSION

| ASSIGMENT 1 | Game Engine Programming – Documentation |

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Hell dimension

GAME ENGINE PROGRAMMING – DOCUMENTATION

1- INTRO

INTRO

This prototype will show why the Hell Dimension will be a great and fun game to be played. The documentation will be containing the story behind, the goals of the gameplay and the mechanics that are going to be used for the development and design.

WHY HELL DIMENSION

As the name already says, nothing would perfectly fit more than a hell dimension since the main character literately travels to a dimension which you could call hell and it needs to fight to survive.

GOAL OF THE GAMEPLAY

The main goal of the gameplay will be completing the levels by shooting some enemies and defeat the big boss to finally come back to our reality/dimension.

2- OVERVIEW

GAME STORY

The story of the game is focused on a soldier. After falling into a trap, accidentally the soldier travels into a different dimension. The game will start from that point where he decides whether fights the enemies to survive and if successfully passes through killing all enemies and the final boss, it will find the way back to the earth dimension. In another hand, if the soldier dies, it will stay forever trapped inside this dimension that it can be called hell.

GAME THEME AND CLASSIFICATION

Hell Dimension will be a very simple old school game with a dark and a bit of a futuristic theme, not containing too many details at the background. The classification is PG with a mild impact.

TARGET AUDIENCE

The main target audience age is over 14 up to an average of 35 years old. The reason for the wild age range is because the game is going to be an old school style but also with a touch of futuristic kind of game which it can suit to any type of player that enjoys adventure-shooting old school games.

PLATFORM

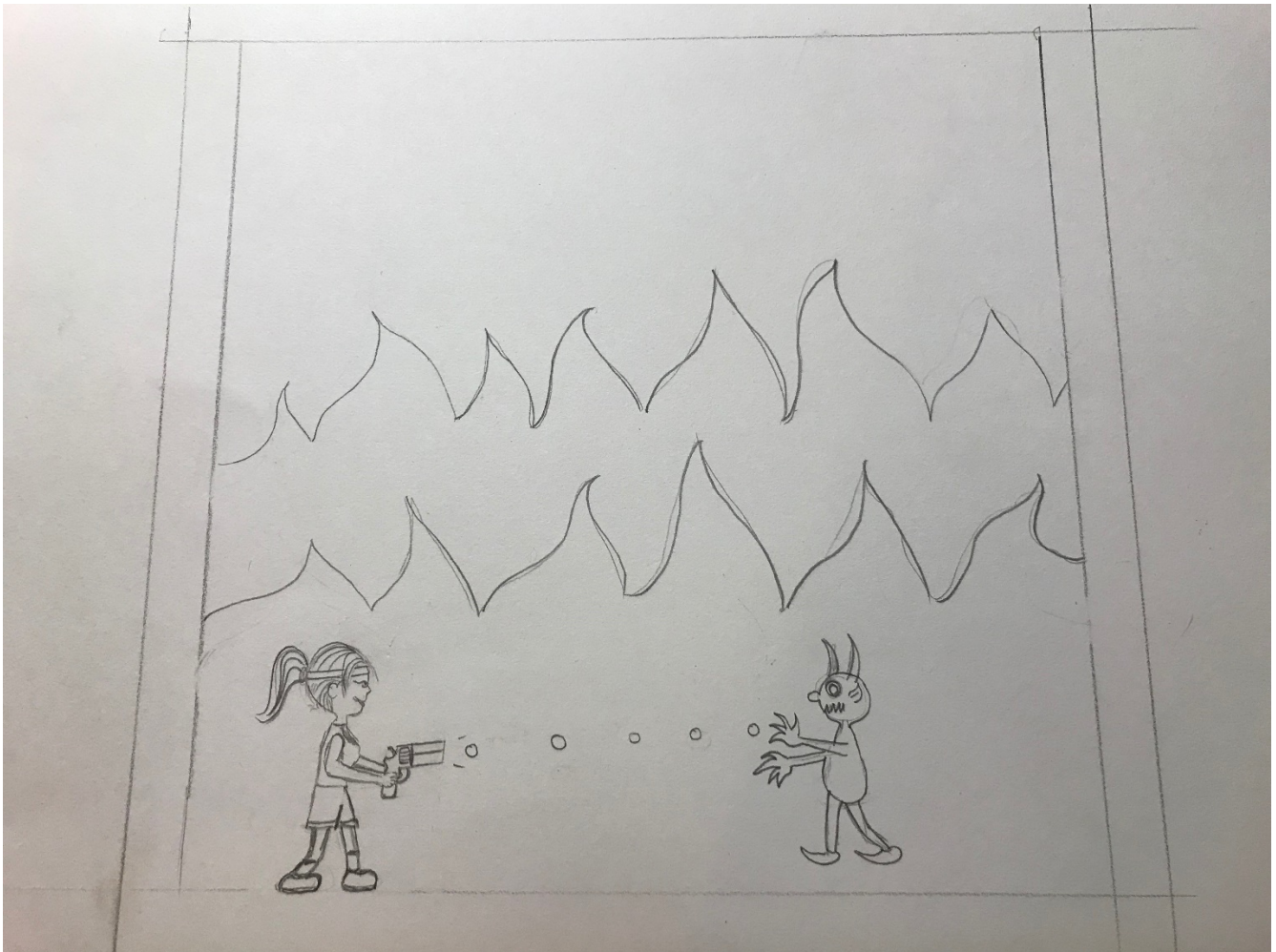The game can be played through any platform that supports compiling C++.

3. GAMEPLAY ELEMENTS

MECHANICS

The mechanics are a going to be a basic adventure-shooting game. Enemies will approximate the main character and the player has options to shoot enemies otherwise enemies will hit the player. The background will move along when the player moves.

4. GAMEPLAY MOCKUPS

SKETCHES OF THE GAME

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