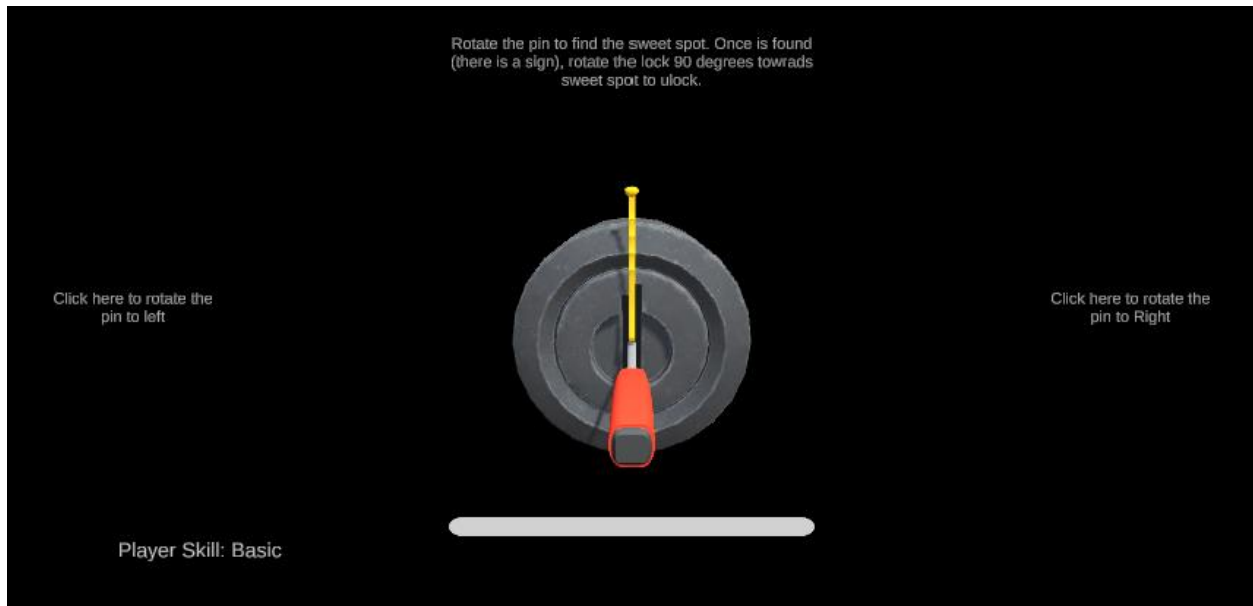


GAME3011 – Assignment 2

Game Design Document

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1. Game overview

In this game, the player should use a pick and a wrench to pick a lock. Therefore, it can be used in modern games. The player can find the sweet spot by rotating the wrench 90 degrees to left and right and once the sweet spot was found, they should rotate the pick 90 degrees to left and right towards the sweet spot to pick the lock. While rotating the pick, the player should also rotate the wrench to hold the sweet spot. If they lose the sweet spot, the lock is going to break.

2. Controls

To rotate the wrench the player should click the mouse on the left side or right side of the lock and hold the button there.

To rotate the pick the player should press A and D or left and right buttons on the keyboard.

3. Levels of difficulty

There are three different level of difficulty in this game: Novice, Casual, Master

Novice: in this mode finding the sweet spot is easy and the player should just rotate the wrench and listen to the sounds or look at the lock to get highlighted. Also, the time limit for this mode is 30 seconds and the timer starts once the player click on the screen to rotate the wrench.

Causal: in this mode finding the sweet spot is harder than previous mode. The player should rotate the wrench slower to find the sweet spot. The time limit for this mode is also 40 seconds.

Master: in this mode finding the sweet spot is harder than previous mode. The player should rotate the wrench slower to find the sweet spot. The time limit for this mode is also 50 seconds.

4. Player skill

The player has 3 different level of skills: Basic, Intermediate, and Advanced

Every time the player successfully picks a lock in each level, their skills advances to next level.

The level of skills is based on the wrench rotation and the pick rotation speed. The higher the level of skill, the easier the player can rotate them simultaneously, so the lock doesn't break.