GAME3011 – Assignment 4

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Game Design Document

1. Game overview

This game is a grid based inspired from Cyber Punk which the player should find a sequence of code based on a given sequence. Once the game loads, the player should find the codes before the time runs out. When the player clicks on a correct code a row or a column which that code is in them will be

highlighted to show the player where to choose the next from. If the player clicks on the wrong code, they will lose 5 seconds. Also, if the player doesn't find the next code in the highlighted row or column, they can start creating the sequence again by clicking on the start over button with the penalty of losing 5 seconds.

2. Controls

the player should select the codes by clicking on them.

3. Level of Difficulty

There are three different levels of difficulty in this game: Easy, Normal, Hard

Easy: In this mode the grid has 6 rows and columns, and the length of sequence is 4.

Normal: In this mode the grid has 9 rows and columns, and the length of sequence is 6.

Hard: In this mode the grid has 11 rows and columns, and the length of sequence is 8.

4. Player skill level

In this game the player can have three skill levels: Novice, Advanced, Master

If the player successfully hacks a system, they will advance to next level skill.

Novice: In this mode the player has 35 seconds to hack the system.

Advanced: In this mode the player has 55 seconds to hack the system.

Master: In this mode the player has 75 seconds to hack the system.