

[Hopeless]

Game Details	Hopeless by Oakland Elliff	
	Description	This game is a survival game. The player controls a man and must avoid the wolf. Once inside the cabin, their goal is to survive off of limited resources. There are three days worth of food. There is also medicine. To truly win you must find the hatch, have at least one meal, heal your injury and then go to bed.
	Objectives	<ul style="list-style-type: none"><li>● Run from the wolf.</li><li>● Heal your wounds.</li><li>● Eat a meal.</li><li>● Find the hatch.</li><li>● Turn on the radio.</li><li>● Go to bed.</li></ul>
	Target Audience	<ul style="list-style-type: none"><li>● People who like artistic games.</li><li>● People who like survival games.</li></ul>
	Features	<ul style="list-style-type: none"><li>● Fully animated wolf.</li><li>● Animated character.</li><li>● Pre-rendered CGI graphics.</li></ul>
	Narrative	You play as a man who was chased into an abandoned house by a large wolf. You must use what little you have in an attempt to survive.
	Visual Design	The characters and world are made from pre-rendered CGI graphics and made to look handcrafted out of clay.
	Navigational Design	As the player, you can move only left and right.

## Task Analysis

Object	Event	
Player	Assigning Survival Variables	
	Create	Assign Variable foodstock = 3 radio = 0 hunger = 1 medicine = 0
	User Interface Statuses	
	Draw GUI	Expression: StarvingBar Set Sprite starvingHunger  if variable hunger = 1 Expression: StarvingBar Set Sprite starvingHunger  if variable hunger = 2 Expression: StarvingBar Set Sprite hungryHunger  if variable hunger >= 3 Expression: StarvingBar Set Sprite satisfiedHunger  if variable medicine >= 1 Expression: Bleeding

		Set Sprite InvisibleSprite  if variable radio = 1 Expression: SOS Set Sprite SendingSos
	Idle Animation	
	Key Down - No Key	Set Sprite characterIdle
	Walk Left	
	Key Down - A	Jump to Point -6, y (relative) Set Sprite characterRun (relative) Set Instance Scale -1, 1
	Walk Right	
	Key Down - D	Jump to Point 6, y (relative) Set Sprite characterRun (relative) Set Instance Scale 1, 1
	Checking Variables before going to sleep to also see if the player wins or loses	
	Collision Bed	If Key Pressed Space Assign Variable hunger + 1  If Variable radio >= 1 Go to Room Win  If Variable hunger < 1 Go to Room Death

		<p>If Variable medicine &lt; 1 Go to Room Death</p> <p>Else Jump to Point 160, 846</p>
	Go inside House if there is a wolf or to go back downstairs when in attic	
	Collision Downstairs	<p>If Instance Wolf Exists Go to Room Interior</p> <p>If Key Pressed Space Jump to Point 160, 846</p>
	Wall Collision	
	Collision InvisibleWall	Jump to Point 0, 0 (relatively)
	Player heals themselves with a medkit	
	Collision Medkit	<p>If Key Pressed Space Set Sprite characterMedicine (relatively) Assign Variable medicine +2 If Variable medicine &gt;= 1 Destroy Instance</p>

	Player eats from the Pantry	
	Collision Pantry	If Key Pressed Space Set Sprite characterMedicine (relatively) Assign Variable hunger + 1 Assign Variable foodstock -1 If Variable medicine <= 0 Destroy Instance
	Player activates the radio	
	Collision Radio	If Key Pressed Space Set Sprite characterMedicine (relatively) Assign Variable radio +2 If Variable radio >= 1 Destroy Instance
Wolf	Start Wolf's movement and play music	
	Create	Play Audio chasemusic (loop) Set Speed Horizontal = 4
	Collision Player	Go to Room Death
UpstairsArea	Start Wolf's movement and play music	
	Create	Set Instance Alpha = 0
	Collision Player	If Key Pressed Space Set Instance Alpha = 1

		If Variable image_alpha = 1 If Key Pressed Space Jump to Point x, 380
InteriorObjective		Doesn't do anything
InvisibleWall		Doesn't do anything
DownStairs		Doesn't do anything
Pantry		Doesn't do anything
Medkit		Doesn't do anything
Bed		Doesn't do anything
Radio		Doesn't do anything
StarvingBar		Doesn't do anything
Bleeding		Doesn't do anything
SOS		Tells the player they successfully turned on the radio
	Create	Set Instance Alpha = 0
	Collision Player	If Key Pressed Space Set Instance Alpha = 1

victoryMessageTitle	Allows the player to restart the game after winning, also prevents music from layering	
	Key Down - Enter	Go to Room Outside Stop Audio chasemusic
EndingMessage	Allows the player to restart the game after losing, also prevents music from layering	
	Key Down - Enter	Go to Room Outside Stop Audio chasemusic

## Reflection

Challenges		
	Limited to 15 Objects	Combined objects to be double purposed.
	No Inventory system	Converted it all to variables and if-else statements.;
	Get Attic to light up	Used a separate object overlaying the tile set.
	Limited to 15 Objects	Converted some of the uninteractive objects to tile sets.

**Playtest** [complete this part after playtest in the class]

Feedback	Generalizing the Playtest Results	
	Evan Ham	The text was hard to read and the music was too loud.
	Runming Chen	Same animations when interacting with all objects. Certain objects were not defined enough to know that they were interactive. The UI wasn't the best and hard to read.
	Zach Harris	The instructions weren't as clear.
Revision		
	Redesign	Change animation for SOS. Fix UI size. Make interactive objects more obvious. Added a title screen

Resources		
	Sprites	Custom
	Background	Custom
	Music	<a href="http://freemusicarchive.org/music/Pictures_of_the_Floating_World/">http://freemusicarchive.org/music/Pictures_of_the_Floating_World/</a>