

Off Leash

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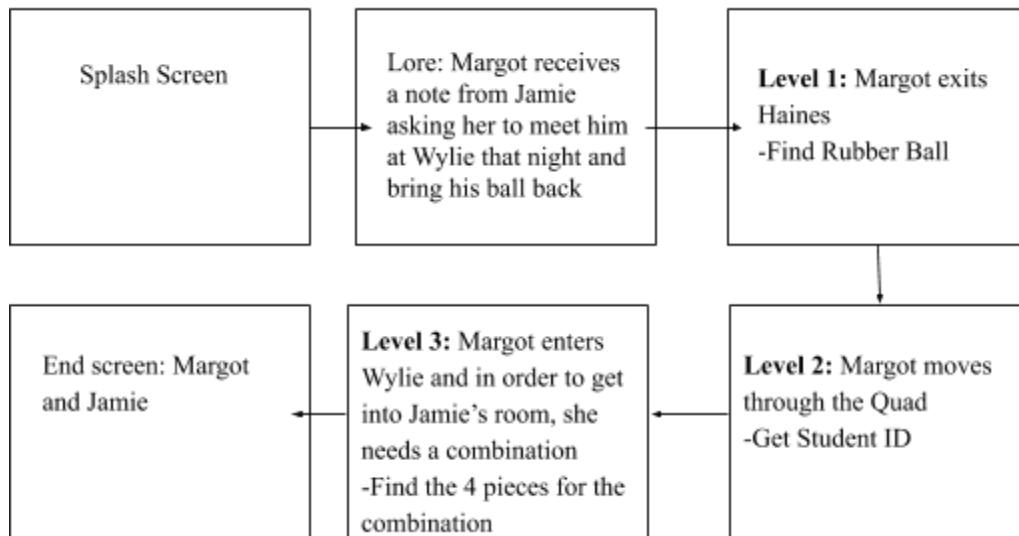
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I. Overview

Defining the game: what the game is as clearly and precisely as possible (max 2 sentences)

“Off Leash” is a side-scroller centering around reuniting Margot and Jamie, two dog best friends who live in different dorms but are not allowed to go outside without their owners.

Flow chart of the gameplay:



II. Story Overview

World backstory

This game takes place at Occidental College, where Margot lives with her owner who is a student and Jamie visits campus frequently because his owner is a student as well. Occidental College is a liberal arts university in Los Angeles, home to less than 3,000 students.

Character backstory

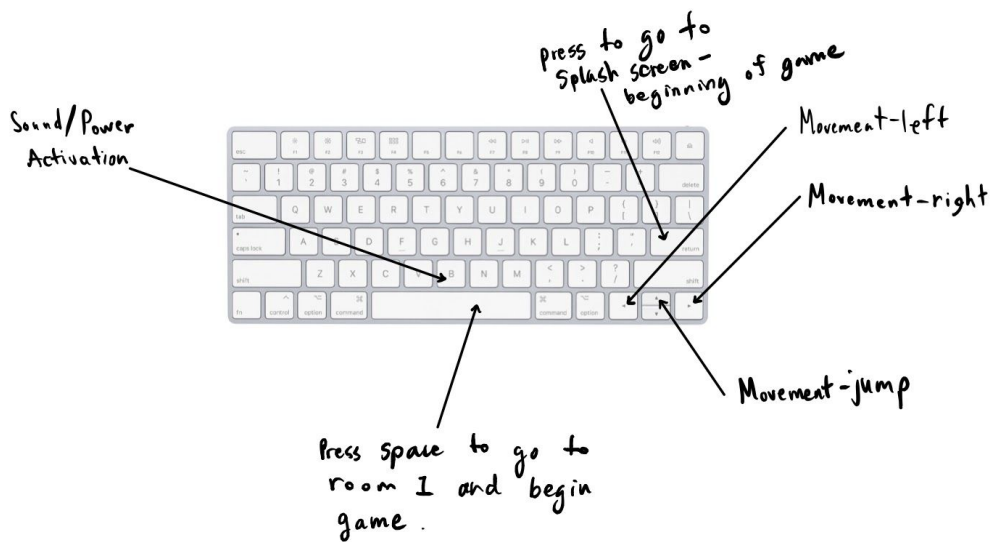
Margot - Margot lives on campus with her owner in Haines. She has developed a beautiful relationship with Jamie, they are good friends and they enjoy playing together.

Jamie- He visits campus frequently, his owner lives in Wylie. When he visits all he can think about is playing with Margot.

III. Game Mechanics: In-Game GUI (e.g, main menu of your game)



A. Game control summary



B. Core player activity

1. Movement - Margot is able to
 - a) Move left and right depending on the situation (Left/right arrows)
 - b) Jump when appropriate onto objects, such as a tree/bench
Jumping movement - up arrow
2. Actions - Margot is able to
 - a) Picking up items, such as a treat
Collision event
 - b) Bark to scare off enemies
Press 'B' key

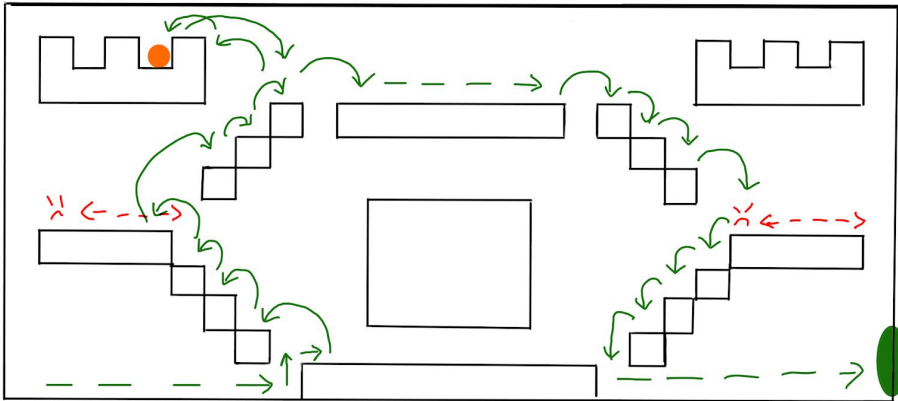
C. Levels / Missions / Area Design

The objective of the game is Margot getting from Haines Hall to Wylie Hall.

Level 1 → Haines to Quad

- Avoid raccoons
- Mission: find rubber ball

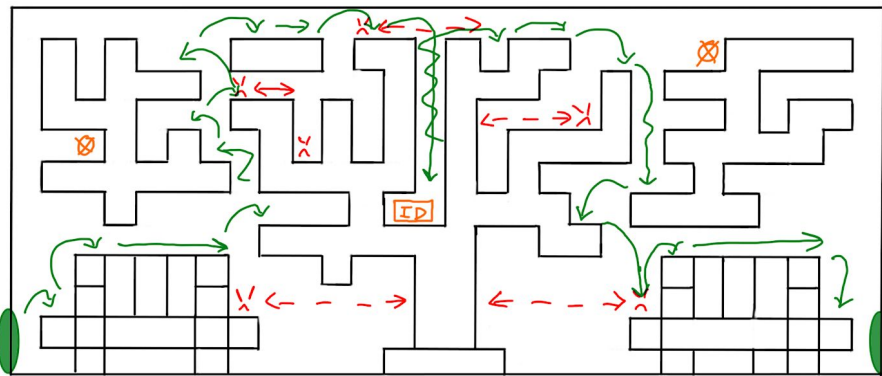
Level 1 Design



Level 2 → Getting through Quad to Wylie

- Avoiding Campus Safety
- Mission: Find an ID

Level 2 Design

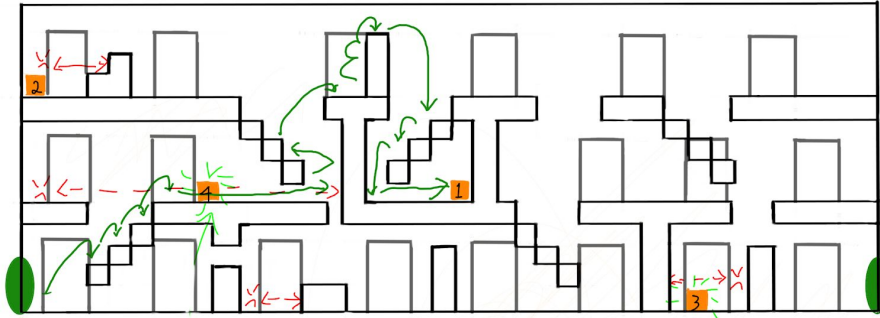


Level 3 → Getting through Wylie to Jamie's room

- Avoid RA
- Mission: find a combination for Jamie's room.

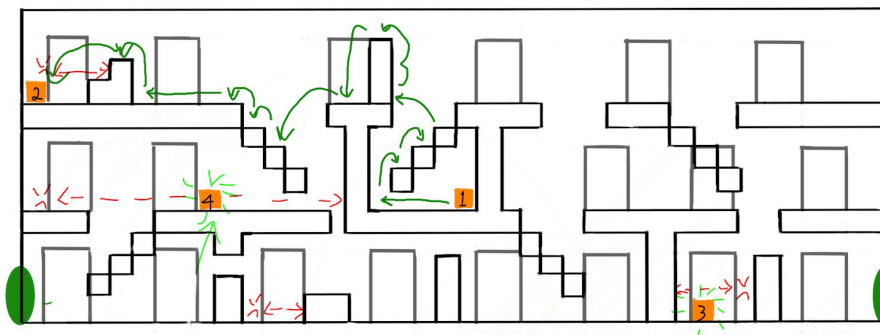
Entrance to object 1

Level 3 Design



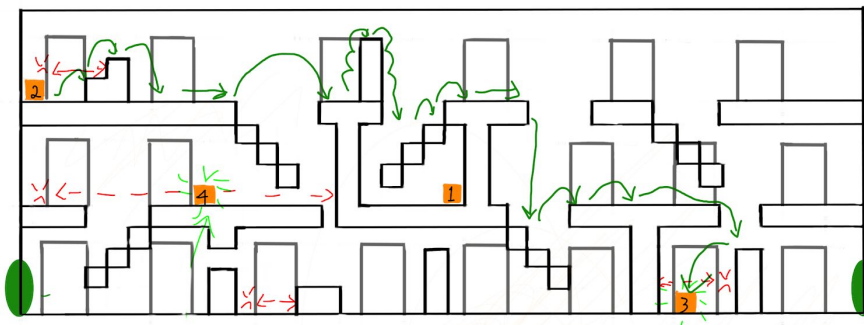
Object 1 to object 2

Level 3 Design



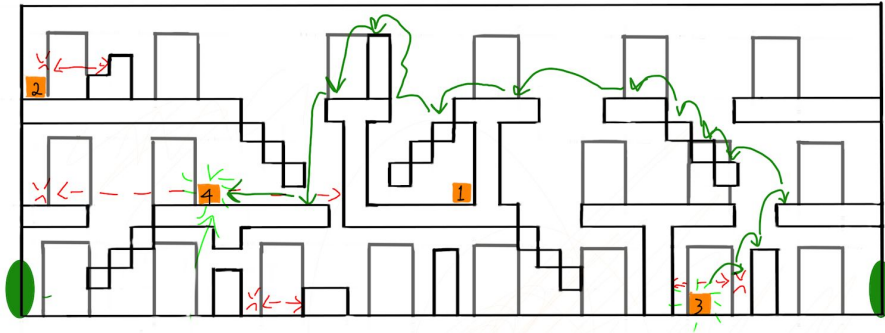
Object 2 to object 3

Level 3 Design



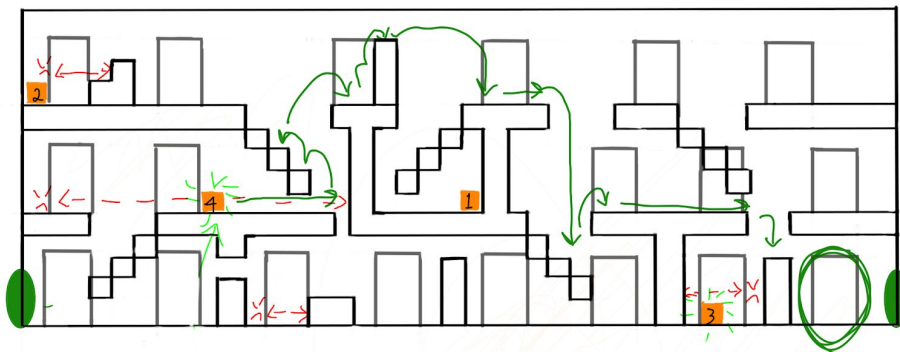
Object 3 to object 4

Level 3 Design



Object 4 to ending door

Level 3 Design



IV. Game Elements (Briefly describe each game element, and provide sketches of these elements)

Characters:

Margot - female brown dachshund
Press 'b' for bark

Jamie - male white chiweenie

Interactive objects (enemies, hazards, power-ups, checkpoints, doors, etc.)

Raccoons - When Margot collides with Raccoons, she will lose a life

Campus Safety - When Margot collides with Campus Safety, she will lose a life

RA- When Margot collides with RA, she will lose a life

Rubber ball - Jamie asked Margot to retrieve his ball. Needed to get to Level 2-Quad.

Student ID - Needed to get into Level 3- Wylie