

# Purgatory

## Game Design Document

Wes Rupert, Blake Needleman, Andrew Heckman, Brendan Herlacher

This project is a 2D platformer for Case Western Reserve University's eecs290 Introduction to Game Design class. It is a 2D side-scrolling platformer with a 3D twist. Or to be more specific, a 3D flip.

The game has mostly basic platformer mechanics. The player jumps from platform to platform, going from left to right in an attempt to reach the goal. The platforms can be stationary or moving between two points. The only hazard is missing a platform and falling into a bottomless pit (There are checkpoints that save you from having to start a level all over).

The mechanic that makes this game unique is the ability for the player to flip the world, making the ceiling of the world become the floor and vice versa. This allows for the player to pass otherwise insurmountable obstacles, though it introduces challenges of its own. The game player is forced to think more abstractly about the surface they are running on, and determine how to pass challenges using both the top and the bottom of the world to move ahead.

Presently, the game has these features:

- Single player
- Side scrolling
- Static platforms
- World flip

We hope to add:

- Time limit / scoring
- Dynamic platforms

### **What is the game about?**

Purgatory is about a man who has survived a spiritual split in the world. The world has been split into the dark, dismal Underworld and the cheerful, bright Overworld. It is up to our lone survivor to reunite these opposing forces and bring balance and continuity back to the planet.

### **What does the player actually do most of the time?**

The player utilizes movement, jumps and a flip mechanic to reach the rift between the Overworld and the Underworld. The flip mechanic is used to flip between the Overworld and the Underworld to move through obstacles or position the player in an advantageous location unreachable from the previous position.

**Why is the player doing these things?**

In order to reach the rift the worlds, the player must maneuver through obstacles. Sometimes, the only way to pass an obstacle is to flip to the other world.

**What is the surrounding game universe?**

The game takes place in a fictional realm. Outside of the Underworld or Overworld is deep space, where the player cannot survive.

**What feelings should the game convey to the player?**

The feeling of unbalance and the need to fix a broken world should always be present. Players should strive to help our lone survivor restore his world to its natural state of balance and serenity.

**Game Design:**

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**Title:** Purgatory

Single Player

**Entities:**

- Out of bounds areas (anti-goal)
- Platforms
  - Static
  - Elevator
  - Falling (effected)
    - Attached to chains.
    - Crushing force.
  - Immune (stretch)
- Player
- Player Ghost
- Background (and unseen flipped "foreground")
  - Keep camera in front of flipped "foreground"
- Collectibles? (stretch)
- Goal (middle line)

**Player:** Andrew Heckman

**Player Ghost:** Andrew Heckman

**Platforms:** Blake Needleman

**Flip Mechanic:** Wes Rupert

**Dead Zones:** Wes Rupert

**Background:** Wes Rupert

**Standards:**

- Falling out of screen will kill you
- Gravity
- Dying will respawn you at an earlier point (checkpoint)
- Physics interactions between platform and character
- Lives/collectibles

**Innovations:**

- Flip mechanic
- Goal is above player
- "Ghost player" above you

**Primary conflict:**

- The level puzzle

**Actions player takes:**

- Choosing to jump
- Choosing to flip
- Choosing to move (also mid-jump and mid-flip)

Ideal level length?

Pacing of puzzles?