

Game Engines

Task 2 – Design Documentation

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Target Device and Input Methods

Target Device: PC on 16:9 resolution. The input method will be a keyboard.

Control methods and game mechanics

Controls: W – Move player up

A – Move player left

S – Move player down

D – Move player right

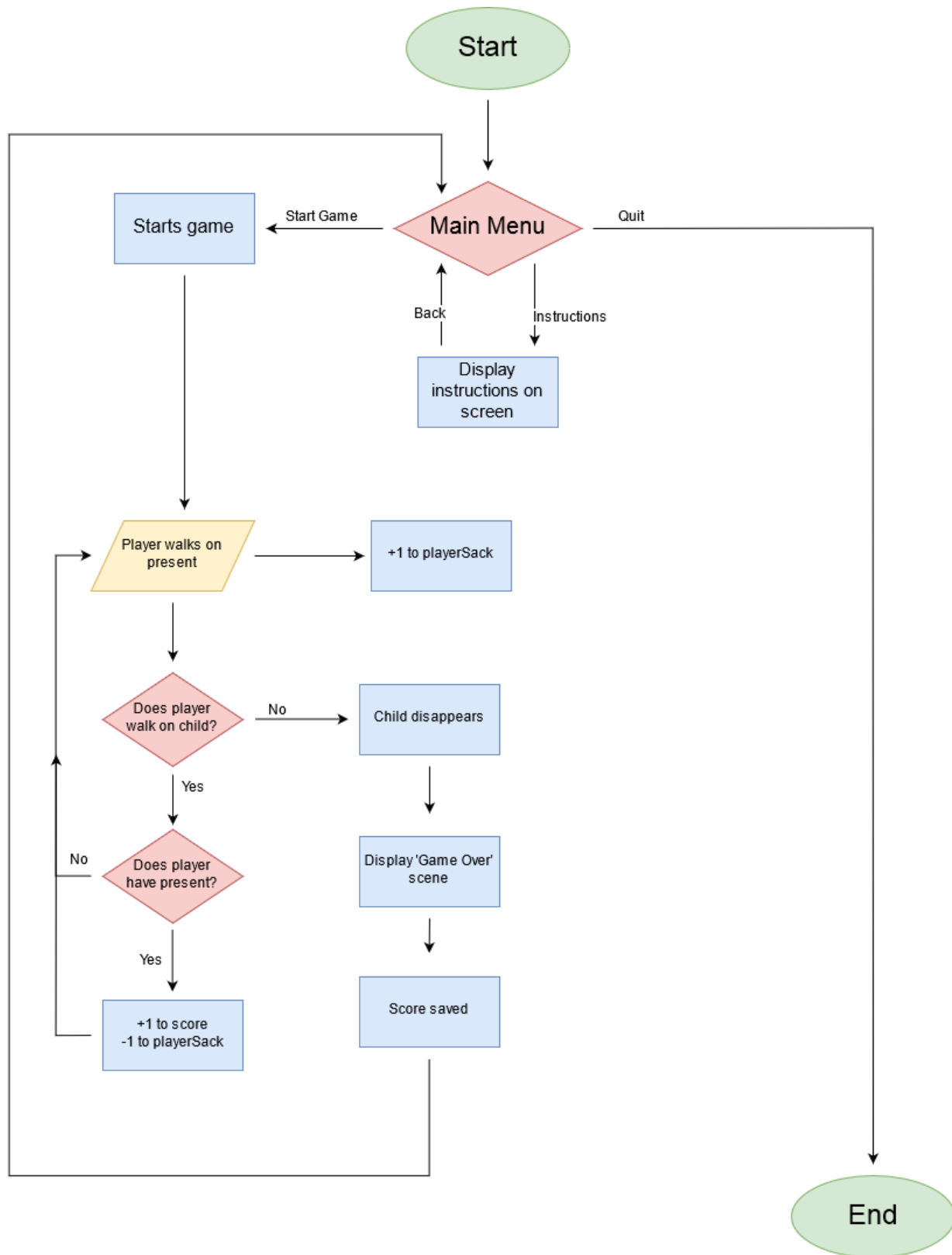
Core Game Mechanics

- Presents will spawn randomly around the map.
- Every present picked by the player, the length of his sack increases.
- Children will spawn randomly around the map.
- After a set amount of time, the child will leave, and the player loses the game.
- To avoid losing, the player must hand out presents to the children before they leave.
- When handing out a present, the length of the player sack decreases.

Game screens



Gameplay flowcharts



Game objectives

- The objective of the game is to reach the highest score possible.
- The player is awarded score when picking up presents and handing them out to children
- To avoid losing, the player must hand out the presents to the children on the map before they leave.

Art assets (2D / 3D)

Santa



Present



Children



Background



User Interface outlines

