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

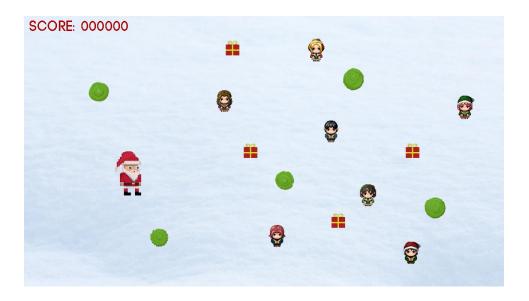
D – Move player right

Core Game Mechanics

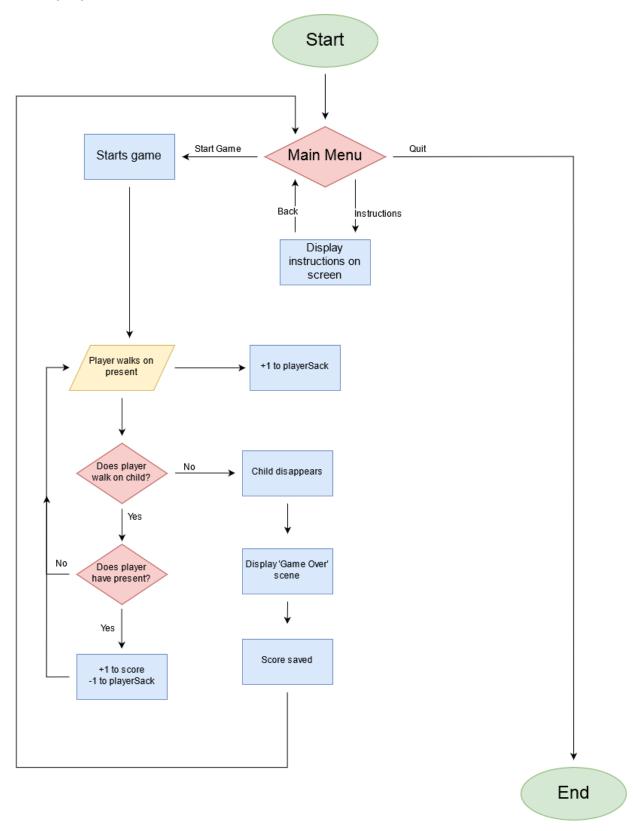
- Presents will spawn randomly around the map.
- Every present picked by the player, the length of his sack increases.
- Children will spawn randomly around the map.
- After a set amount of time, the child will leave, and the player loses the game.
- To avoid losing, the player must hand out presents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

PLAY

PRESENT RUSH

INSTRUCTIONS

INSTRUCTIONS

[present

sprite]

[santa sprite]

. .

[child sprite]

Move Santa by using the Santa must pick presents to WASD keys give the children

Santa must walk over the children to give them the presents

If you take too long to give a present to a child, that child will disappear and you will lose!

BACK