# Bit Nightmare

Resolution = 1366 \* 768

Level Editor Resolution = 42 \* 24

## Design Decisions

* No manual or slot based save. Save is based on checkpoints and levels only.
* In the first phase narratives without sound and images.
* No manual controller mapping.
* If the game with minimum requirements is completed I can add another Boss and a choice of players to be merged. The health will be 2.5X, the attack will be 3X but controls would be inverted. This ideally should be another stage with a mayhem sequence before where players can try these new controls.

## Story Loopholes

* How a person can be transferred through a computer program?
* Why everything is in the English language?
* Where are other inmates?

## Enemy Types

This section is only added as I don’t know the names of the enemy right now.

Enemy 1: Something not humanoid. Like “Muk” in pokemon. Charge in your direction. You touch and die.

Enemy 2: Humanoid creatures. You touch and die. They have bit revolvers with them.

Enemy 3: Humanoid creatures. You touch and die. They have bit array guns with them.

Boss 1: Charge on you. Two rays of gun fires. Bit matrix blast.

## Screens

**Title**

Play the game theme song. When the player hits any key go to the “main menu” screen. Look for the clicks such as Alt+Tab and Alt+F4(special keys/combos).

**Main Menu**

Clicking on “continue” will start on the last played checkpoint on the last played level. Clicking on “new game” will start from level 1. Clicking on the “select level” will go to the “level menu” screen. Clicking on “settings” will go to the “settings menu” screen. Clicking “quit” will quit the game.

**Level Menu**

It will show all the available levels and clicking on one will go to the “level start” menu.

**Settings Menu**

On clicking “show controller layout > keyboard” it will show key mapping for the keyboard. We can’t edit the layout for now. On clicking “show controller layout> controller” it will show key mapping for the controller.

**Level Start Menu**

There are two characters in the game. One character is represented by a keyboard and one is by the controller. So, we need a minimum of one-character selection. Moreover, we need to select the difficulty of finally able to start the game.

**Pause**

Clicking “continue” will close this screen. Clicking on the “main menu” will go to the “main menu confirm” screen. Clicking on “quit” will go to the “quit confirm” screen.

**Main menu confirm**

On clicking “no” the screen will go away. On clicking “yes” the game will go to the “main menu”.

**Quit confirm**

On clicking “no” the screen will go away. On clicking “yes” the game will be closed.

## Controllers

**Keyboard**

W – Jump

A – Move left

D – Move right

S – Duck

Q – Cycle weapons

Space – Fire

Esc – Pause game

**Mouse**

Left Click – Select a menu item

Mouse is displayed only on menus. It is disabled in-game.

**Game pad**

B - Jump

Right axis – Move right

Left axis – Move left

X – Duck

Y – Cycle weapons

A – Fire

Start button – Pause game

## Narratives

Narrative 1 – Alien ship

Alien Emperor: Why are we delaying our attack on this tiny planet.

Alien commander: We are not delaying but being cautious. We shouldn’t undermine the power of humans. We are collecting data from all of our surveillance units placed on earth.

Alien Emperor: Hmmmm

Alien commander: From whatever information we got to this point it looks like most of the important things on earth are dependent on the work of so-called programmers.

Alien 1: Commander, we are successful in uploading our “prison program” in one of the regions of the earth.

Alien commander: Which region is this?

Alien 1: It is known by the name Ireland.

Alien commander: Emperor, as we know programmers spend much of their time in front of the computer screens. This “prison program” will travel through the computer networks and teleport the programmers to our “Bit prison”.

Alien Emperor: Splendid!!!

Narrative 2 – X’s home

X: Mom, we won the national coding championship

Y: Mrs. X’s Mom we completed the problems in half of the time.

Mom: Good X and Y, I am so proud of you both.

Narrative 3 – X’s room

X: Hey Y, I have found out a new online game. It’s free and I was seeing lots of ads about this recently. I have already downloaded and installed it. Let’s give it a try.

Y: I wish it is not as boring as all of your other cool games. Ya! We can try a level.

X: What is happening!!!

Narrative 4 – Bit Prison

X: What is this place. How do we get here?

Y: I don’t know. It is just like comic books. I think we are teleported to some other dimension or maybe some other world. I don’t know what I am saying.

X: I am really freaked out.

Y: So I am. Let’s explore a bit.

Narrative 5: In front of bit bot

X: What is this thing?

Y: I don’t know it looks like a bot. There is a console attached to it. Let’s press this button and see what happens.

X: It looks like a computer program.

Narrative 6:

Bit bot: Hello, I am Bit bot. Welcome to the Bit prison.

X: Bit prison!!!

Y: Is this place a prison?

Bit bot: Yes it is a computer program to hold inmates. It is designed so that we don’t have to waste actual space to hold prisoners. Each inmate’s life form is a sequence of bits here.

X: Who are you then?

Bit bot: I was a tour guide for officials here. A recently upgraded bot has made me useless and so I was left in the open.

Y: Do you know a way out of this place?

Bit bot: Yes but it is heavily secured. You can’t make it on your own.

X: We will never get out of here.

Bit bot: You can if I reprogram you with some higher instincts.

Y: Why are you helping us?

Bit bot: I am just returning the favor. And as I am abandoned I don’t have any master.

Narrative 7:

Bit bot: Now you have enhanced reflexes and abilities such as jumping high.

Narrative 8:

X: What are these?

Bit bot: These are “Enemy 1”. They can corrupt your bit sequence if you touch them. In short, stay away from them else you will die!

Narrative 9:

Y: What is this?

X: It looks like a weapon.

Bit bot: It is a bit revolver used by prison guards.

Narrative 10:

Bit bot: Lookout prison guards have spotted us.

Narrative 11:

X: Who were those?

Bit bot: Those were special prison guards. They are more experienced and dangerous.

Y: Maybe we can use their guns.

Narrative 12:

X: Let’s try to reprogram this weapon.

Y: Looks cool.

Bit bot: It is the strongest weapon used in this prison.

Narrative 13:

X: We are back

Y: Yes! But not all affected by this program will be so lucky.

X: But we two alone can’t do anything on our own.

Bit bot: If given some time. I can try hacking into the system and can find all the locations of trapped persons in there. Maybe enhance your computer form more.