

Crosser - Design Document

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Game Identity:

Stylized two-player crosser game where the player completes levels by avoiding obstacles and crossing strips

Genre:

The game is about two players competing to cross a space filled with pirate ships and spikes. Each player keeps playing turn by turn until they die; the winner is the one who crossed more obstacles in less time.

Features:

The score is calculated using the following formula:

Score = Points Accrued - Time taken(in microseconds)/1000

Points Accrued = +5 for crossing fixed obstacle

+10 for crossing moving obstacle

Difficulty level is increased for each player if he/she crosses the entire space without any collision by increasing the speed of moving obstacles.

Interface:

Controls: Player 1: UP_ARROW, DOWN_ARROW, LEFT_ARROW, RIGHT_ARROW

Player 2: W, A, S, D

References:

Sounds for Level Completion and Collision have been taken from:

<https://themushroomkingdom.net/media/smb/wav>