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# OVERVIEW

## General Idea

Use a see-saw and a weight to launch various characters into targets and through various obstacles.

## Target Audience

Teen or Everyone …. ?

## Target Platform(s)

iPhone OS (iPod touch, iPhone, iPad, Droid)

# Gameplay

## Overview

Gameplay describes the overall game experience—what the player does in the game to win. It is divided into sections that should be defined in as much detail as possible.

### Launching

The one thing the player will do the most is launch a character using a weight and the See-Saw. At the beginning of each launch, the player will do two things:

1. Choose where to put the wedge
2. How high to start the weight

They can change either of these at anytime before they drop the weight. When ready, they will press a button to perform the drop (or let go of the weight object on the touch screen) MD, RJ. There is no more interaction dealing with launching after this until the character stops moving and it is determined that the player can continue onto the next check point, level, or world (they have enough lives left).

#### Move wedge to desired location

GUI components will allow the player to move the wedge, thus the pivot point of the see-saw platform and MD, RJ show when they’ve reached the maximum move amount in a certain direction. \_DESCRIBE\_HOW\_

#### Move weight to desired drop height

GUI components will allow the player to move the weight up and down and show when they’ve reached the maximum move amount in the specific direction. \_DESCRIBE\_HOW\_

### Controlling Character after launch

The player will be able to control their character after they have been launched according to their abilities.

### Camera

There will be two “modes” that the camera operates in during the course of gameplay. The player will be able to switch between the two any time before they launch. They will be able to move the weight and wedge while zoomed out and initiate the launch, at which point the camera would do a quick zoom back in before anything would start to move. To zoom in/out there will be a button in one of the screen corners.

1. Zoomed in
   1. Focuses on the see-saw, with the weight in view. Either need to have the camera back far enough to see the weight at all positions, or adjust the camera accordingly as the weight moves (this would keep the view as close as possible).
2. Zoomed Out
   1. Focuses on the entire level’s center point from a center point where the entire level is visible.

# Core Mechanics

## Overview

These mechanics are the heart of the game. Since the game is about launching a character to a target, the core mechanics deal with the **See-Saw, Weight, & Characters**.

### See-Saw

The See-Saw is the primary tool used by the player to advance through the game. The See-Saw launches the characters when a weight is dropped on the opposite end.

The player is able to move the wedge back and forth a small amount, \_DEFINE\_AMOUNT\_, \_SPECIFY\_HOW\_. This will change the pivot point of the See-Saw and allow for different trajectories when the character is launched.

### Weight

The player is able to move the weight up and down within a certain range to change how much force the character is launched with. The weight is then dropped \_SPECIFY HOW\_ onto the See-Saw and the character is launched accordingly.

### Character

Your character is launched from the See-Saw in an attempt to get him to the next checkpoint or the end goal of the level.

Your character can gain different upgrades throughout the game as you finish levels. These upgrades will provide your character with the ability to perform new actions and utilize more of his surroundings to get to the next goal. These upgrades will be visually shown on your character by corresponding meshes becoming visible or perhaps a different texture. RSJ

\_DESCRIBE CHARACTER IN DETAIL\_

# Features

## Overview

Any features in the game that aren’t associated directly with the core mechanics are listed here.

## A Features

## Interactive Objects

## B Features

## Parts & Upgrade System

At the completion of each level the player will be awarded one, two, or three parts/components depending on their performance \_DEFINE\_. These components will allow the player to receive special upgrades which improve the performance of their character. RSJ

## Ragdoll Physics

## C Features

## Level Editor

# Worlds

## Overview

Each world is described with a general feel, art-style, and the types of objects used & introduced in it. Each world consists of ten levels. Once a world is complete, the next world is “unlocked” along with a special ability/abilities depending on how well the player did on each level. RSJ

## World One

## World Two

## World Three

## World Four

# Levels

## Overview

Describes the details of each level separated by worlds. Each level could have a name, or it could just be Mario-style??? – 1-1, 1-2, 1-3, etc. RSJ

## World One

### Intro

### Field of Grass

### Name of Level Three

### Name of Level Four

### Name of Level Five

### Name of Level Six

### Name of Level Seven

### Name of Level Eight

### Name of Level Nine

### Name of Level Ten

## World Two

## World Three

## World Four

# Objects

## Overview

Objects are the obstacles the characters will advance through as the levels progress. The character will react with each object in a certain way, eventually being able to interact by character abilities.

### Spiked Wall

Characters will usually have to fly, over and/or threw the wall. If the character interacts with the wall they will (die or jump off). – When can they jump off???

Die – Smack into the wall and bounce off.

Get stabbed threw body and stick to spikes with blood splatter.

Jump Off – accelerate at an upwards 45 degree angle in the opposite direction. How will animations work when going from ragdoll to an animation? RSJ

### Spring

Characters will bounce and jump off this object to propel themselves forward, up or down through the level. Certain springs characters will always bounce off of, others the characters can pass through.

Bounce – Using ragdoll physics, gravity and dynamics will propel the character forwards.

Jump – Gain extra acceleration and distance using ragdoll physics, gravity and dynamics RSJ

### Rope

Character will automatically Grab onto the rope and swing until the Player Releases the character from the rope forward through the level. RSJ

### Spike Pit

Any interaction with this object will cause instant death to the character causing a drop in lives. The character will get stabbed threw the body and stick to the spikes with blood splatter. RSJ

### Water Pool

Any interaction with this object will cause instant death to the character causing a drop in lives. The character will smack the surface and gradually sink to the bottom of the pool. RSJ

### Acid Bath

Any interaction with this object will cause instant death to the character causing a drop in lives. The character will smack the surface causing the (green) pool of acid to bubble, the characters flesh to dissolve and his skeleton to pop back up on the surface. RSJ

# Character

## Overview

## Actions

These are things the character can perform, whether through user input or automatically. They have to do with interactions that can occur with the game world – objects and regular ground/walls.

### Wall Jump

### Jump

### Grab Rope

### Release Rope

### Bounce

# Art

## Overview

This section lists all the art needed & used in the game. Include pictures of concepts or ideas if you feel like it. Explain designs out – the look, feel, how they will work with various interactions in the world (like a jump animation with jumping from a wall, how would it work?)

## Animations

### Jump

* wall and regular the same?

### Swing on rope

### Idle

* Waiting for launch