

Design Document

Game Name: Escapades of an Explorer

Team Name: Team Cloaked Eagle

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Genre:

Escapades of an Explorer is a Sokoban (block-pushing) puzzle game.

Game Description:

B. Roman, a renowned archaeologist, was exploring an ancient temple when a booby trap locked him inside. It's up to **you** to solve the puzzles within to help him escape! In order to solve the puzzles, you will need to guide Mr. Roman from a starting point to an exit. The main obstacles in his path are blocks, which can be pushed around to accomplish remove obstacles and hold down buttons in order to assist in making a path to the exit. Other deadly obstacles include water, bombs, and impatience!

Technical Features:

Player - Ability to move, push one block at a time, and remove dirt

Block - Hold down pressure plates, blow up bombs, and replace water with dirt

Wall - Impassable object

Exit - On player contact, advances to the next level

Pressure Plate - If all plates in a level have a block on it, all pressure gates open

Pressure Gate - Acts like floor if all pressure plates are held down, acts like a wall otherwise

Dirt - Object that prevents pushing blocks into the tile. Removed by the player stepping on that tile. Created on pushing a block into water.

Water - Returns to level select if stepped in. Can be removed and replaced with dirt by pushing a block into it.

Bomb - Returns to level select if stepped on. Can be removed by pushing a block onto it.

Map loading - Reads a file and builds a level in the game based on the contents of the file.

Sample level file:

```
Height: 7
Width: 7
#####
# # S _ #
# _ B#B _ #
# o _ D _ o #
### | ###
# ~#X#b#
#####
```

'#' represents a wall, '_' an empty tile, 'S' the start point, 'B' a block, 'o' a pressure plate, '|' a pressure gate, '~' a water, 'b' a bomb, 'D' a dirt, and 'X' an exit. 'P' was added for a block starting on a pressure plate.

Level Select Menu - Chooses what level to load. Replaced the main game menu conceived in the project plan.

Artistic Assets:

Title Splash/Logo:

(2 frames, 63x17)

Main character:

(4 frames, 1 animation; manually set, 1x1) (green 'A' 'V' '<' '>')

Exit:

(1 frame, 1x1) (cyan '@')

Wall:

(1 frame, 1x1) (white '#')

Block:

(2 frames, 1x1) (yellow '#' while off a button, green '#' while on)

Pressure Plate:

(1 frame, 1x1) (magenta 'o')

Pressure Gate:

(2 frames, 1x1) (magenta '#' while up, '_' while down)

Water:

(1 frame, 1x1) (cyan '~')

Dirt:

(1 frame, 1x1) (yellow 'D')

Bombs:

(1 frame, 1x1) (red 'b')

Level Select Manu:

(2 frames, 63x14) (14 individual sprites)

Implementation Plan:

Action Plan:

1st: Add player, exit, wall, block logic.

2nd: Add button/pressure wall logic

3rd: Add destructive obstacles

4th: Implement map loading and menus (steps 3 and 4 were reversed from the plan)

5th: Build main "campaign" (implement designed levels, etc)

6th: Tweak balance/gameplay as needed

7th: Create promotional image, description, and video.

8th: Submit final playable

Distribution of Work:

Jeffrey:

Level Design

Map Loading

Dirt

Rafael:

Menus

Pressure Plates and Gates

Bombs and Water

Both:

Basic Mechanics (Player, exit, wall, block)

Promotional Image and Video

Schedule:

October 3rd: Submit plan.

October 6th: Essential mechanics and objects implemented and bugtested.

October 9th: All mechanics and objects implemented and bugtested.

Submit alpha

October 14th: Promotional image, description, video complete. Final tweaks to game based on feedback.