Lost Light Game Document

# Engine (Pros and Cons)

* Unreal 4: Better lighting engine;
* Unity 5: Greater experience using;

# Target Platform and Audience:

* Target to release on the Apple Marketplace for Ipad
* Male or Female gamers, ages 10+
* Targeted towards gamers who like platformers/ Mario style games, as well as gamers who enjoy puzzle games or games with deep story mechanics.

# Features List

## Lighting System:

* The lighting system is also by extension a representation of the player’s health. The more damage you take, the less health you have, and the dimmer your light becomes. The amount of light you give off is directly correlated to your remaining health.
* Shooting also reduces player health/light. The player is consuming their own light, or life force to attack enemies (giving in to the darkness)
* Light range that extends from the player shrinks the less health they have, so the player’s line of sight becomes shorter and shorter. This makes it harder to find the exit, combat enemies, and solve puzzles, leaving the player cautions to attack or expend light.
* Light radiates out from the center of the player.

## Controls:

### Joystick Movement:

* Left/Right movement:
* Jumping:
* Passing though objects/falling down through:

### Tilt Movement:

* Left/Right movement:
* Jumping:
* Passing though objects/falling down through:

### Multi Finger Detection Movement:

* Left/Right movement:
* Jumping:
* Passing though objects/falling down through:

## Enemies:

* The Darkness: Antagonist/ Main enemy

## Combat:

# Priority Tasks

## Milestone 1 (February 18th):

* Basic Mock up (No art, limited functionality, movement, jumping ect.)
* Some initial story written
* Completed game document/features list
* Completed asset list

## Milestone 2 (March 17th):

## Milestone 3 (April 21st):

# Required Software

* 3ds Max
* Photoshop/ crazybump or Substance Painter?

# Required Art Assets

* Player (The Lost Light)

# Story

<http://gameassembly.ddns.net/scm/svn/lostlight:8080>

user: ryan.smith

password: mypassword