**Setch on Legs Game Design Document**

This document will outline a plan for the design of the Setch on Legs 2D platformer application created in Unreal Engine 4.

**Application Design**

1. **Levels & Menus**

The game will have a total of six playable main levels:

* Hince in Hell
* Greasy Grove
* The Butcher
* Wicked Witch of the West
* Farmer Fuckface
* The Creator

With a smattering of secret and multiple part levels:

* Muir of Ord (which is a tutorial)
* Hidden Realm
* The Creator boss fight part 2
* Stoner Connor
* Pokémon Master Connor

Alongside the playable levels will be a collection of menus which will help the player navigate the game:

* Splash Screen
* Main Menu
* Level Select
* Extras
* Pause Menu/Journal
* Credits
  1. **Menus**

Most of the menus are fairly self-explanatory in what they do.

* + 1. **Splash Screen**

The splash screen will display a small message (“A GAME MADE BY SCOTT DOUGLAS FOR THE PREDICTORS AND FRIENDS) and fade to a “POWERED BY UNREAL ENGINE 4” logo.

* + 1. **Main Menu**

The main menu will present the player with three options, PLAY (which will start the game), EXTRAS (which will take the player to the options menu) and QUIT (which will exit the game entirely).

* + 1. **Level Select**

The level select screen will present the player with six options initially which will just be the six main levels that can be played. The levels must be played in order so initially, the player will only be able to select Hince in Hell. Levels also cannot be repeated in the same playthrough so the player will only ever be able to select one level at one time during the main playthrough. Prompts will appear if the player attempts to select a level they have already completed or a level which is further than their current progress. After the player beats the game, two new levels will become available (Stoner Connor and Pokémon Master Connor), these are secret boss levels in which the player can battle the shop keeper from the game, Guru Connor, in two different forms.

* + 1. **Extras**

The extras screen will present the player with nine options and these will be interviews from each member of the cast. Once an interview is clicked it will play as an mp3 and once it is over the game will navigate back to the extras screen.

* + 1. **Pause Menu/Journal**

The pause menu will only be able to be triggered in game and will provide the player with a range of different options. From here the player can view their general stats, controls, collectibles, achievements and journal entries. The player can also resume or quit the game from the journal.

General stats will provide information on:

* Total Master Balls Collected
* Total Deaths
* Health Level
* Armour Level
* Checkpoints Held
* Shields Held
* Collectibles Found
* Bosses Defeated

Controls will provide information on:

* Walk Left
* Walk Right
* Jump
* Shoot
* Climb Up
* Climb Down
* Charged Shoot
* Spawn Checkpoint
* Use Shield
* Open Journal

Collectibles will show the collectible for each level if it has been found.

Achievements will show which achievements have been completed.

Journal entries will provide information on each character and their level if they have one as they are met or defeated in the game.

* + 1. **Credits**

The credits screen will simply display the credits for the game and navigate back to the main menu when the credits are over.