GAME DESIGN DOCUMENTATION

BASIC STATISTICS & ALGORITHM AND DATA STRUCTURES
FINAL EXAM PROJECT

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INTERNATIONAL PROGRAM IN DIGITAL MEDIA

FAKULTAS HUMANIORA DAN INDUSTRI KREATIF

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A. GAME CONCEPT

Game Title: Mystic Escape: The Sorcerer's Vault

https://github.com/skullnpanda/Prototype

Platform: PC Windows

Genre

- Action
- Puzzle Solving
- Fantasy

Game Reference

- Tomb Raider
- Ben 10 Ultimate Alien

Story

In a world called Eldoria, where magic is accustomed, there is a boy named Kael, who is a popular magician with his mastery over fire, and earth. He was a champion among warriors. However in doing his quest, he became overconfident and challenged an evil sorcerer named Malakar, who is also popular with his mastery over water and ice. After battling with Malakar, Malakar took all his power because he was jealous of Kael's power. He wants to master all of the elements in Eldoria, so Malaka takes Kael's power. Because his power got taken away, his body got weaker and weaker. At that moment he swore himself to get his power back.

Location

- A dungeon with many rooms

Target User

- The game's target users are kids above 8. This is due to the nature of the game which involves puzzles and a high level of thinking on some parts.

B. GAME OBJECTIVE

Overall Objective

The player must go through each room by solving puzzles, to find something that has been stolen from him and after completing 4 levels to win the game.

Winning Condition

Complete each level by reaching the exit in each room. Every time a player completes a level, the next level will be unlocked.

Lose Condition

- Get captured by the A.I
- Use the wrong element for the wrong obstacle

Total Playable Level(s) : Four (4)

Multiplayer: Not supported

C. MECHANICS

Player

- **Movement**: W, A, S, D
- **Run movement**: Hold SHIFT + Movement
- **Jump**: SPACE
- **F:** Change into elemental monsters
- **E**: To slide something

Enemies

1. **AI Enemy**

   The enemy is idle until the player is seen by the enemies, then they will start chasing the player. After that, the AI will start chasing the player until it catches up to the player or the player exits the room safely.

User Interface

1. **Mana Points Counter**

   On the top left corner of the screen, there will be a display of mana points counters for the player. Every time the player collects mana that is in the shape of a small ball with a shining light, floating around and scattered randomly across the map, the mana points counter will show the number that is going up according to each mana ball that is collected by the player. Each mana ball will be counted as one in the mana points counter.

2. **Start Menu**

   Before playing the game, we will see a menu with the play and exit buttons. Pressing play will bring the player to another menu with the list of levels 1-4, and pressing exit will make you quit the game.

3. **Level Menu**

   After pressing the play button on the start menu, this user interface will pop up. This menu consists of a list of buttons from level 1 until 4 and back buttons.

Pressing each level button will bring you to each level accordingly while pressing the back button will bring you back to the start menu.

4. **Pause Menu**

   Every time the player presses the ESCAPE button on the keyboard, the pause menu will appear and give players the option to resume or quit the game.

5. **End Game**

   When the player reaches the exit, a "You Win" menu will appear which states that the game is over. Then, there is an exit button for the player to exit to the main menu

6. **Game Over**

   When the player gets caught by the enemy or walks into the elemental area before collecting all of the mana and transforming into an elemental monster, then a game-over menu will appear on the screen.

D. Concepts

Level 1: Vanessa
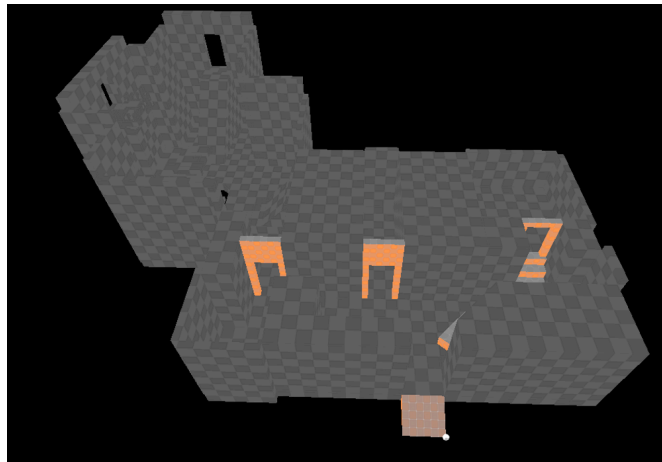
The player will start by spawning near the door entrance on the south of the map. There will be a box hanging on the wall on the right side of the player. A puzzle has been provided on the box, in the form of several buttons with some objects that are equipped with light sequences hints. These buttons must be pressed in the correct order. If the player presses the buttons in the proper order, one of the doors that are placed on the easternmost side will open. Inside the room, the player will find a pressure plate and another simple riddle placed on the wall that must be solved. Further on the inside of the room, the ground area is covered with lava or fire, on the northmost side there will be a door to escape. The player must solve the riddle first to open another door in the center of the previous hall area. That door will lead to a dead end with a box or cube that can be moved by the player to the eastern room and placed the cube on top of the pressure plate. This will open the last door on the the westernmost side of the hall area. This door will lead to a room full of platforms with some objectives that can be collected. After collecting all of the objectives, the player now can go back to the first room and can go further into the north side area of the room. The player can only pass through this area after collecting all of the objectives in the previous room. After gaining access to this area, the player can go to the door to escape and continue to the next level.

Level 2: Gerardo
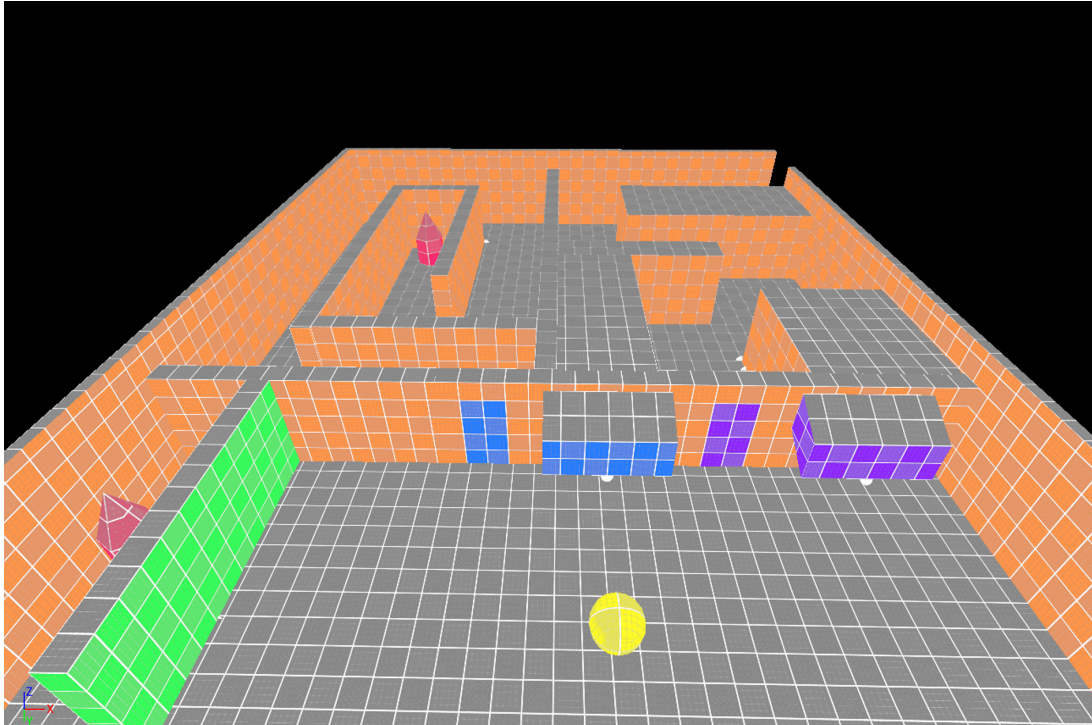
In this level, the player will spawn in the yellow ball's position and is faced with 2 locked doors with puzzles each. Whenever the player completes a puzzle, the green wall will open and the enemy AI (red in picture above) will chase the player. The blue door will lead to a dead end with another AI that will also chase the player when they meet. The purple door will lead to a small hallway with an exit in the end. The blue puzzle will be a sequence of light puzzle that player needs to memorize and press the button below them accordingly. The purple puzzle will also be 4 lights with 4 buttons below, where the player has to turn on all the lights by combining which buttons to push. For example, the first button turns on/off the 1 and 3 light, and the second button turns on/off the 1 and 2 light, etc.

Level 3: Felicia
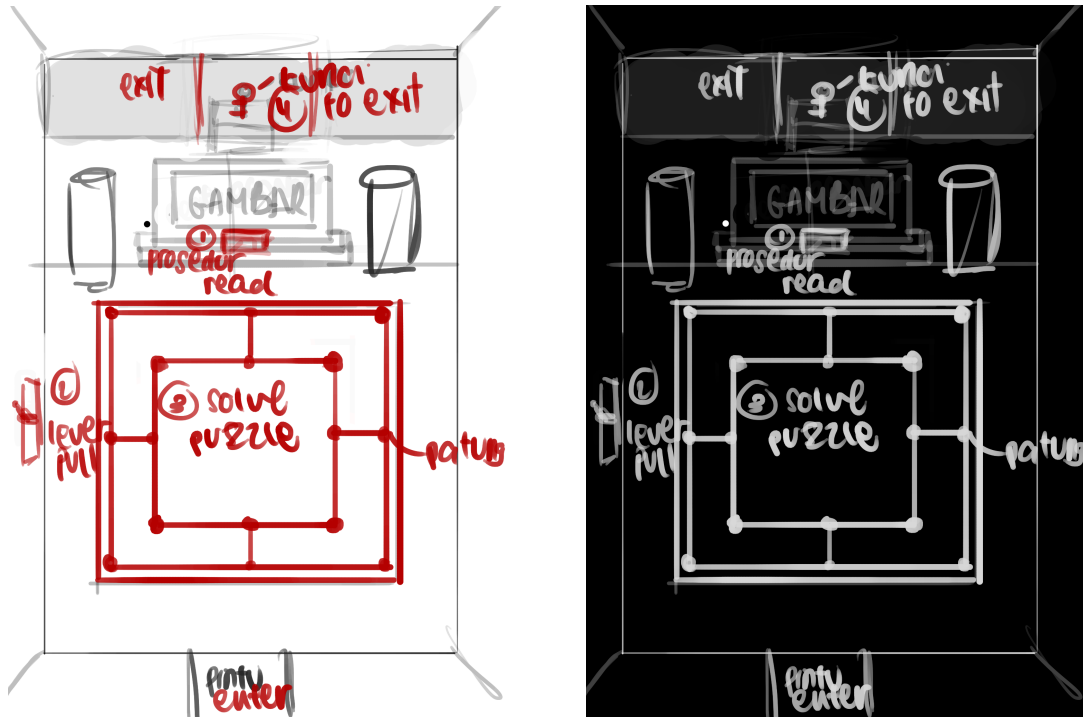
On this level, the player will slide the tombs match with the story riddle or a parable. There will be one entrance door and one key to exit and the exit door will be behind the " GAMBAR". The " GAMBAR" will be a picture of the parable. So the player needs to read about the procedure and find the level and solve the puzzle by sliding the 16 statues. The statues can be slided up, down, right, and left. And the statues will need to be matched with the story riddle so the player will need to guess the pattern with the story. Beside the "GAMBAR", there will be 2 clocks as decorations and each statue will be in different shapes. After you solve the puzzle the "GAMBAR" will be slides and it will become a path to get the key. The key will be located behind the "GAMBAR" and after you find the key, you can unlock the door with the key.

Level 4: Nico

Nicos Map :
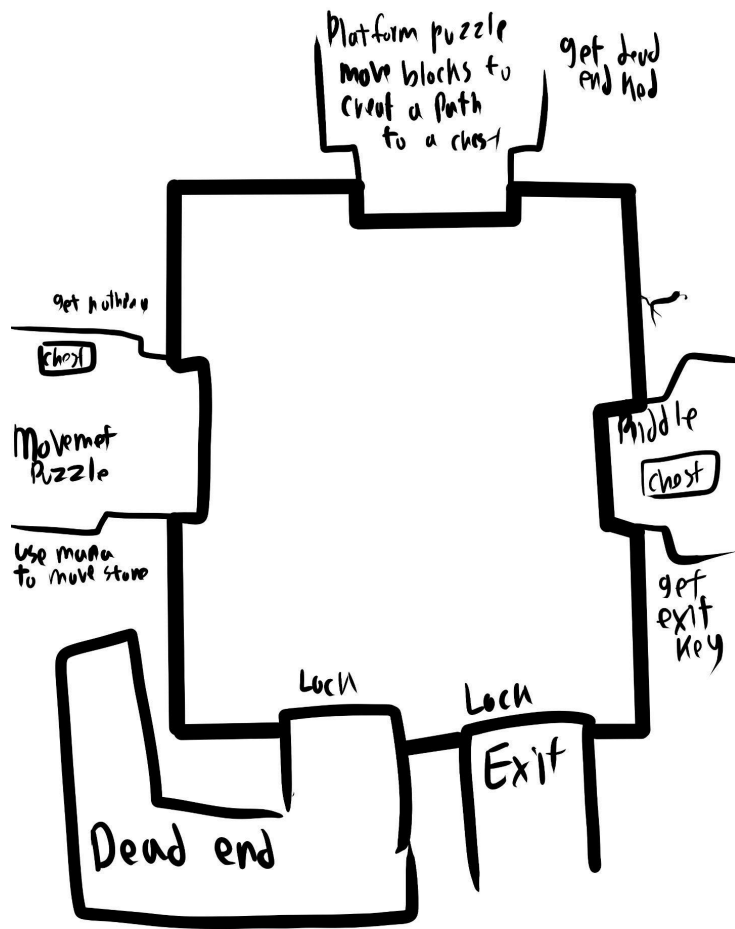
The is made of 5 doors, 1 real exit, 1 fake exit, and in each of the other rooms there is a chest with a puzzle :

- Left room: a simple movement puzzle, where you push stone blocks to unlock the chest and gain a number for the right room
- Top room: a platform puzzle where you move platforms to create a path for you to walk to above a giant hole in the chest and open to get the dead-end room key.
- Right room: It's a room with a number lock and a riddle, and once answered correctly the player gets the exit room key.

If the player goes to the dead end room, the player will find an enemy AI that chases them and kills them.