

Warehouse Escape

Version 1.0

Date: 12/08/2016

Game Play:

You are a cardboard box filled with goods stuck in warehouse. It is your goal to escape by making your way through the warehouse without crashing (Colliding with any objects placed or hitting any walls) or being caught (Colliding with the warehouse workers. Aka enemies.) and finally jumping into the back of a delivery truck to get out of there!

The enemy employees will attempt to catch you, if you are within their range. They will move quickly. If they collide with you then you will be reset. You also have the option stun the enemies by throwing smaller boxes at them, but are limited to amount of ammo. If an employee is to catch you, you will respawn back at the start after 5 seconds.

If you crash into an object or wall, you will explode into tiny cardboard pieces and respawn back at the start after 5 seconds.

Every escape attempt will be recorded.

The quicker the player reaches the end; the more points they will be rewarded.

Key algorithms which govern gameplay elements:

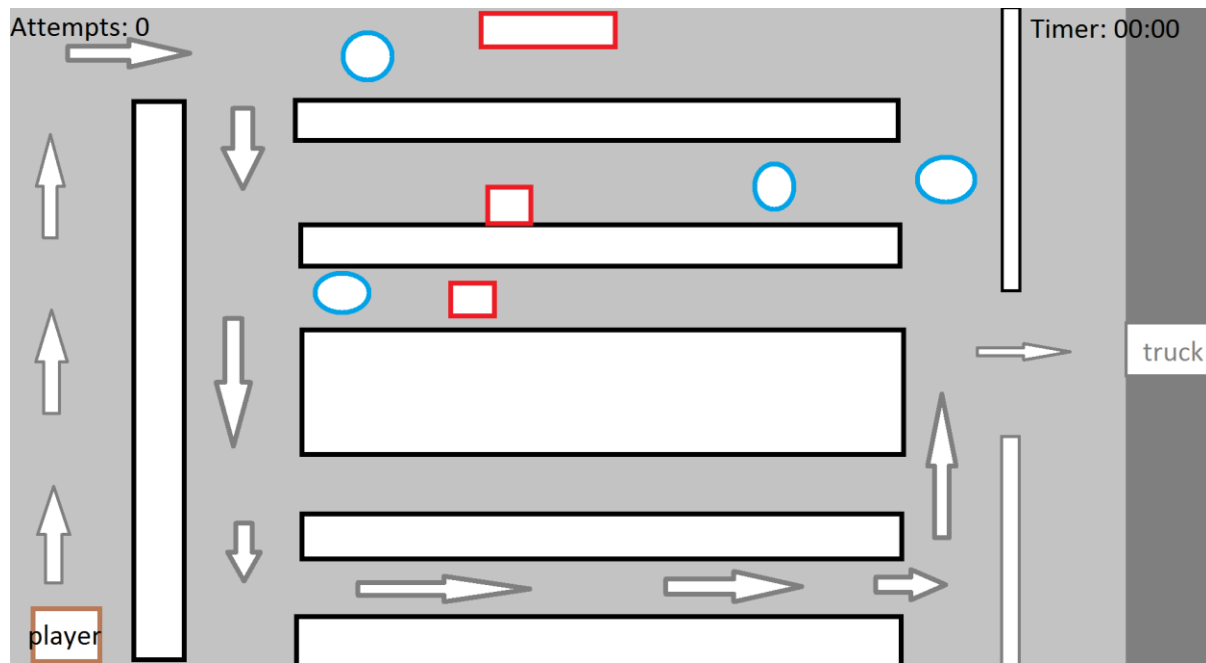
- A collision algorithm will be an essential algorithm for this game as the whole player objective is to not crash into anything or get caught by employees.
- A player movement algorithm is essential for this game, as this will enable the player to move.
- A timer algorithm will need to be implemented to give players more of a challenge factor. The timer will need a reset function, and also produce reward points based on time.
- Enemy (Warehouse employee) AI will be a key algorithm as this will be used to give players another challenge to beat. The Enemy's goal will be to chase the player and catch him.

Control Scheme:

- W or L-Joystick forward = move player forwards
- S or L-Joystick down = move player backwards
- A or L-Joystick left = strafe player left
- D or L-Joystick right = strafe player right
- Left Arrow Key or R-Joystick right = rotate player counter clock-wise
- Right Arrow Key or R-Joystick left = rotate player clock-wise
- Space bar or Right Trigger = Throw stun move.

Mock-up Level:

- The arrows represent a possible path the user could take (These won't be shown in actual game).
- The white blocks represent storage shelves.
- The blue circles represent the enemy's that will attempt to put you back
- The red squares are other objects that could potentially prevent the player from reaching their goal.
- The truck is the player's end goal to reach. Once the player reaches that, they pass the level.



Cheat Features:

- Kill all enemies
- No-clip
- Teleport to end
- Instant win
- Instantly get caught
- Instantly crash
- God mode – cannot be caught or crash
- Unlimited Ammo

Required Assets:

These assets will be outsourced from open source website providing free assets. If the asset I require is unavailable, I will create them myself.

Sprites:

- Player (Cardboard box)
- Truck
- Crate
- Shelving
- Enemy

Animations:

- Box Breaking – player.

Audio:

- Sliding noise – player movement
- Getting caught noise/Losing audio.
- Crash noise – if player hits an object or warehouse shelf
- Winning audio