

SAKURA CO.



# Alien Explorer

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## GAME2014 Assignment 3

Version #1.0

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## Version History

### Version 1.0

- Added Game Overview
  - Described entire description of how the game works and the goal of the game
- Added Controls
  - Described the game control UI for touch screen
  - Described how the game control relates to player's movement
- Added all Interface sketches of mobile game layout
  - Screenshots added: Entire layout of game, Main Menu, Instructions, Credits, Level 1, Level 2, Level 3, Game Over
- Added Screen Descriptions
  - Described the design and the goal for each screen
  - Added screenshots of each game screen from Unity Editor
  - Screens added: Main Menu, Instructions, Credits, Level 1, Level 2, Level 3, Game Over
- Added Game World
  - Described the different types of platforms and themes the game world will have
- Added Levels
  - Described the three levels the game world will have
  - Described the goal for each level
  - Described the types of enemies and platform each level has
- Added Character
  - Described the player and its abilities
- Added Weapons
  - Described the player's weapon
- Added Scoring
  - Described the basic scoring system for game
  - Items (e.g. gold stars) & coins will boost scoring system
  - Enemies and obstacles the player has dodged will increase score
- Added Sound Index
  - Added types of sound effects and background music each screen will have
- Added Art / Multimedia Index
  - Added types of art assets used for the game
  - Added screenshots and descriptions for each character, enemy, platform, and items that will be used in the game

## Game Overview

The goal of the game is to reach the end of the level by dodging enemies and collecting as many items as possible.

The player will be transported to a level map, which is decorated with platforms of different colors. The player's goal is to complete the level map by running on top of platforms. The player must dodge or kill the enemies to get past them. The player also must collect items to increase their game score.

There will be 4 different types of platforms in the game. These platforms will be more thoroughly explained in the [Game World](#) section of the Game Design Document.

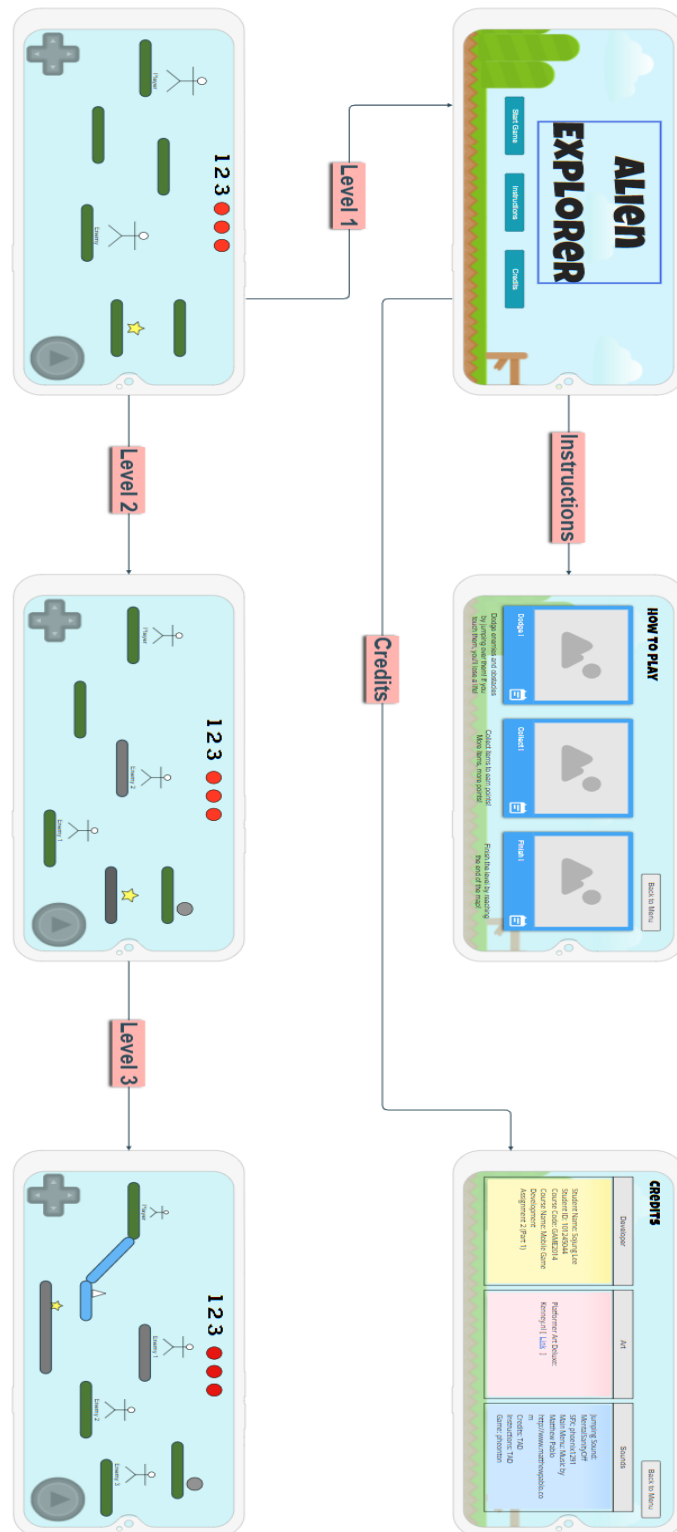
Once the player starts playing the game, they will be transported to the first level. Once they completed the first level of the game, they will move on to the second level, and so forth. If the player dies in any of the levels, the player will be transported back to the Game Over screen. The user will have the option to restart the game from Level 1 or to the Menu screen.

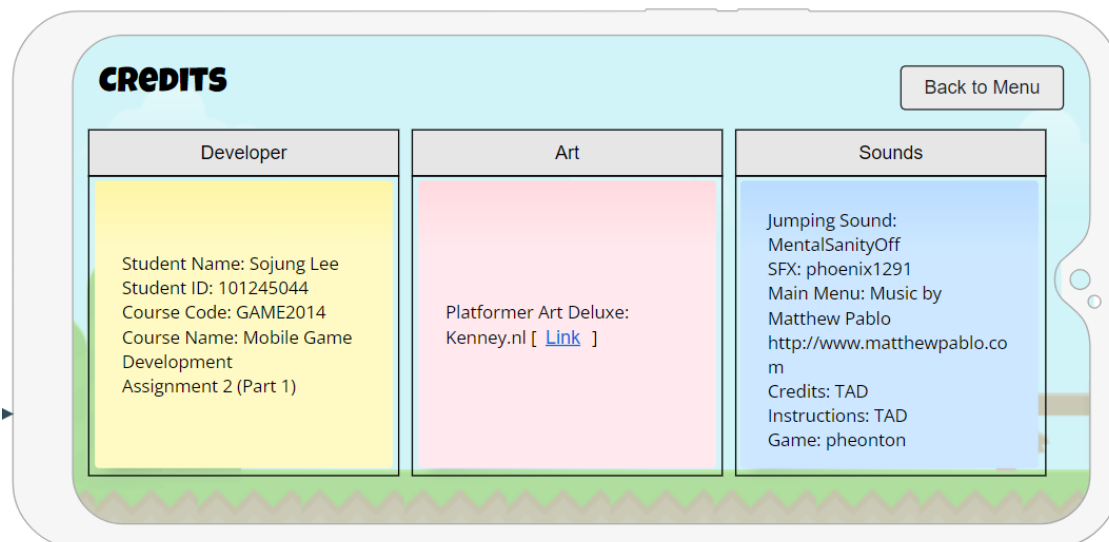
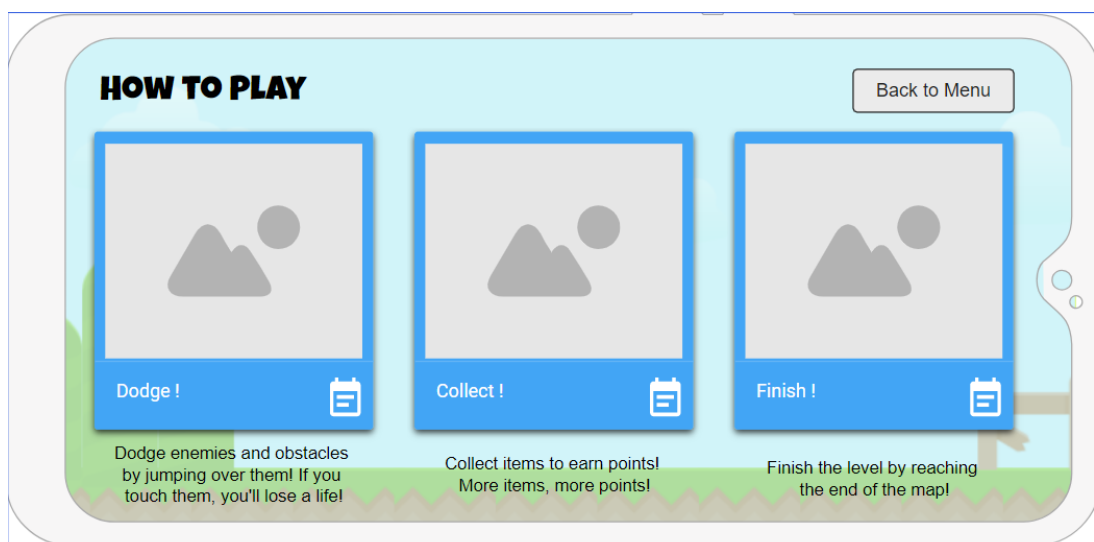
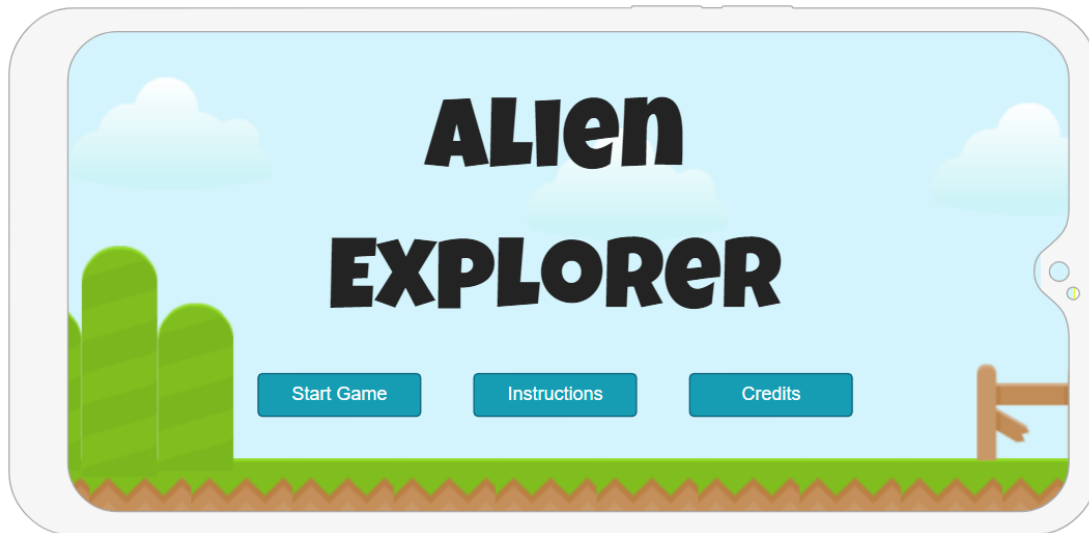
The player can die from losing all 3 health hearts. The player can lose 1 heart health icon by touching an enemy or falling off their platform and touching the death plane/floor down below.

## Controls

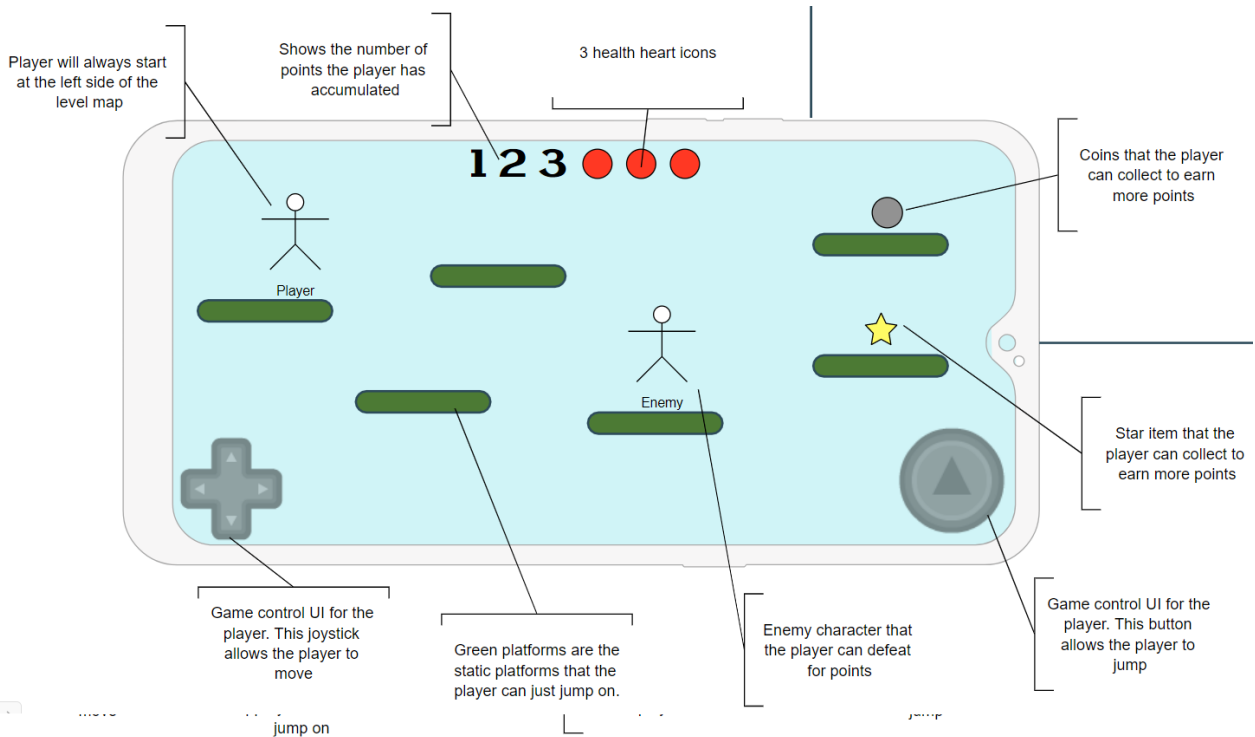
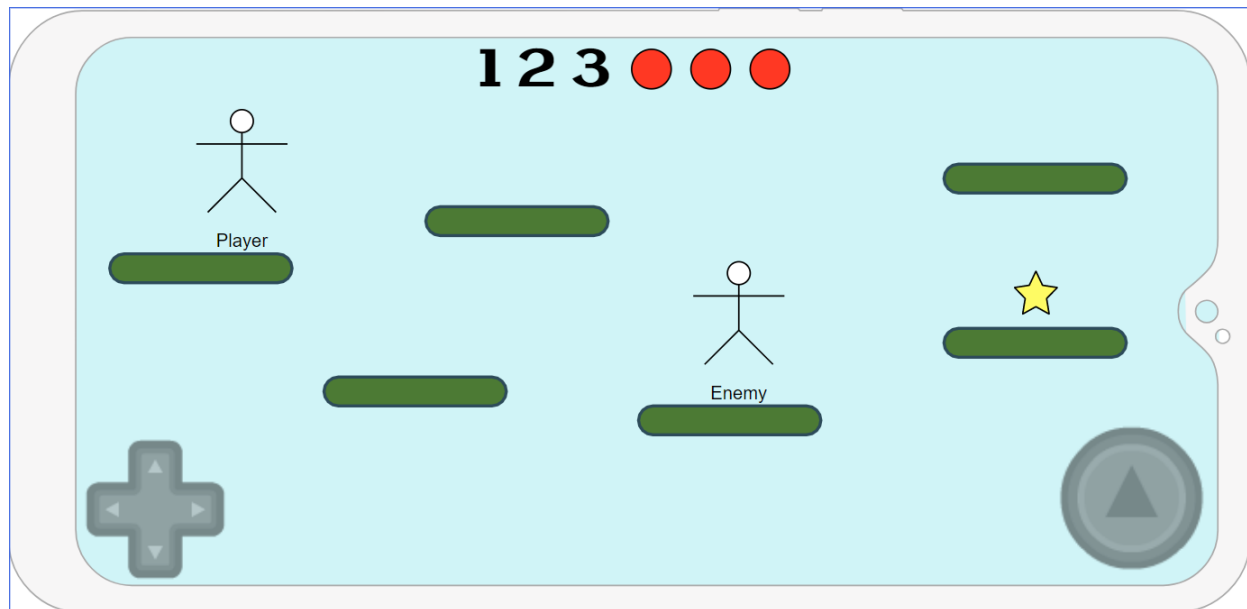
The game controls include the mobile device touch screen. The user can click buttons on the mobile device touch screen to move the player. The mobile device touch screen will display the control joysticks and/or buttons. For example, the mobile device touch screen will display one joystick for player movement and another button for the player to jump. There will be one joystick button for the player to move the game avatar. It will be placed on the left side of the screen. There will be another button on the right side of the screen. It allows the player to jump.

## Interface Sketch

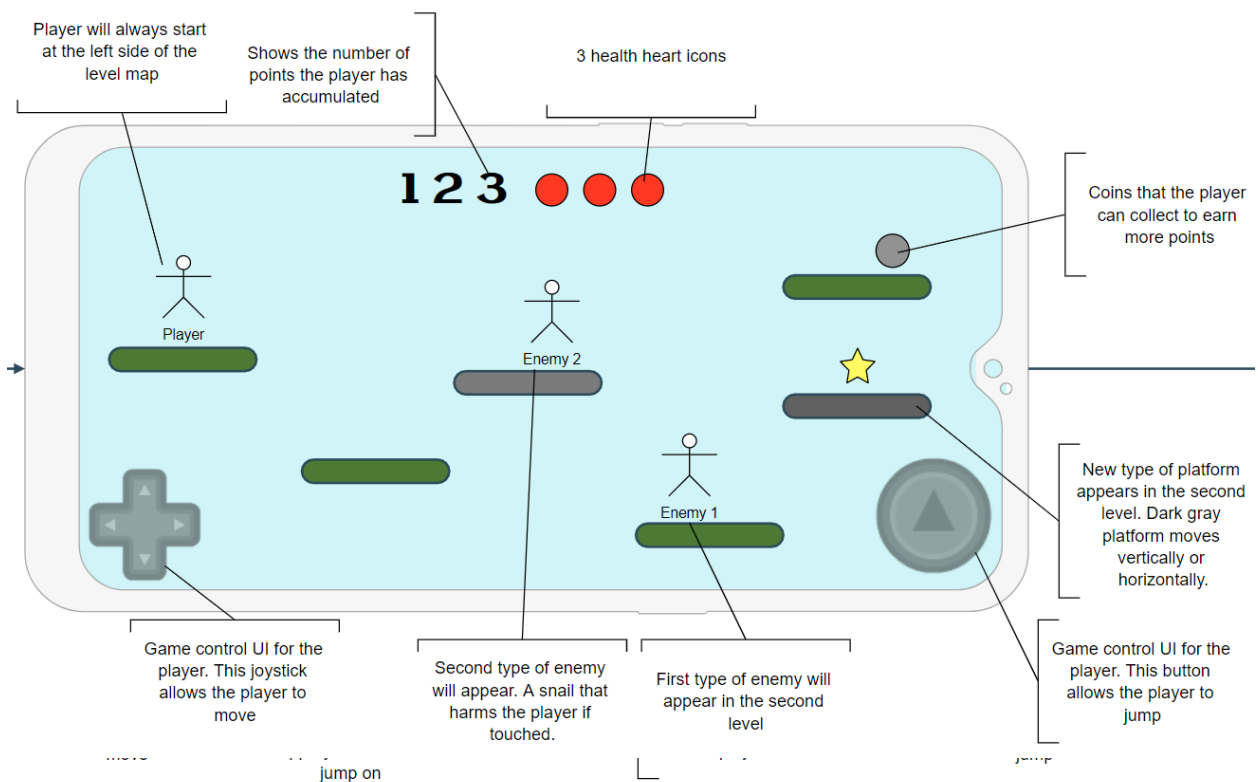
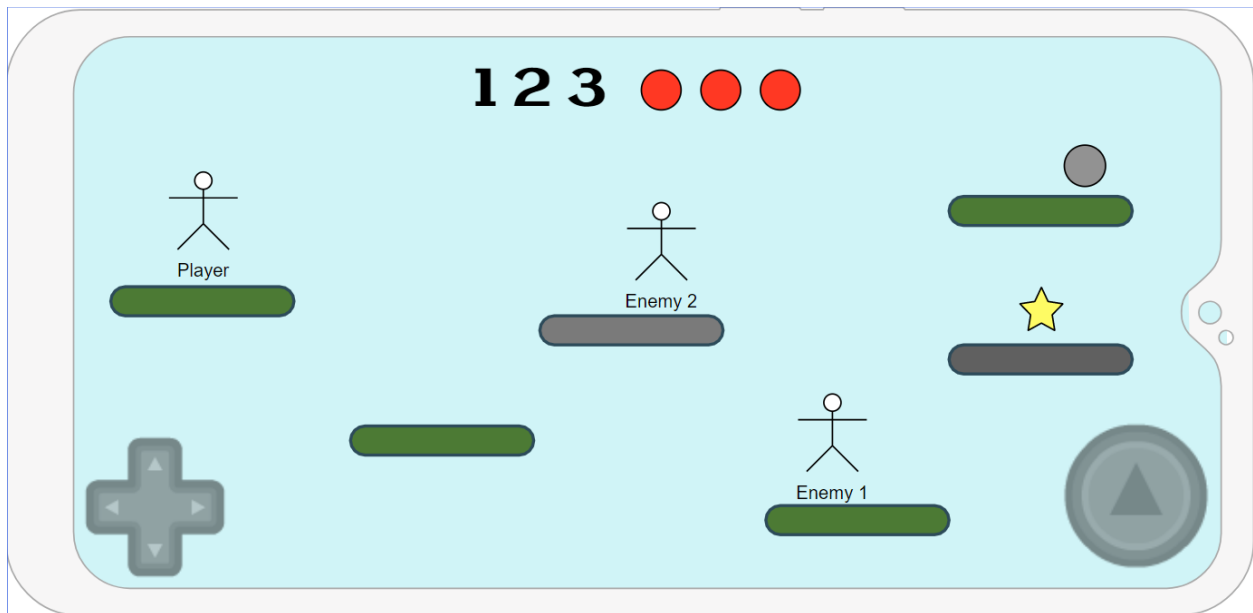




## Level 1

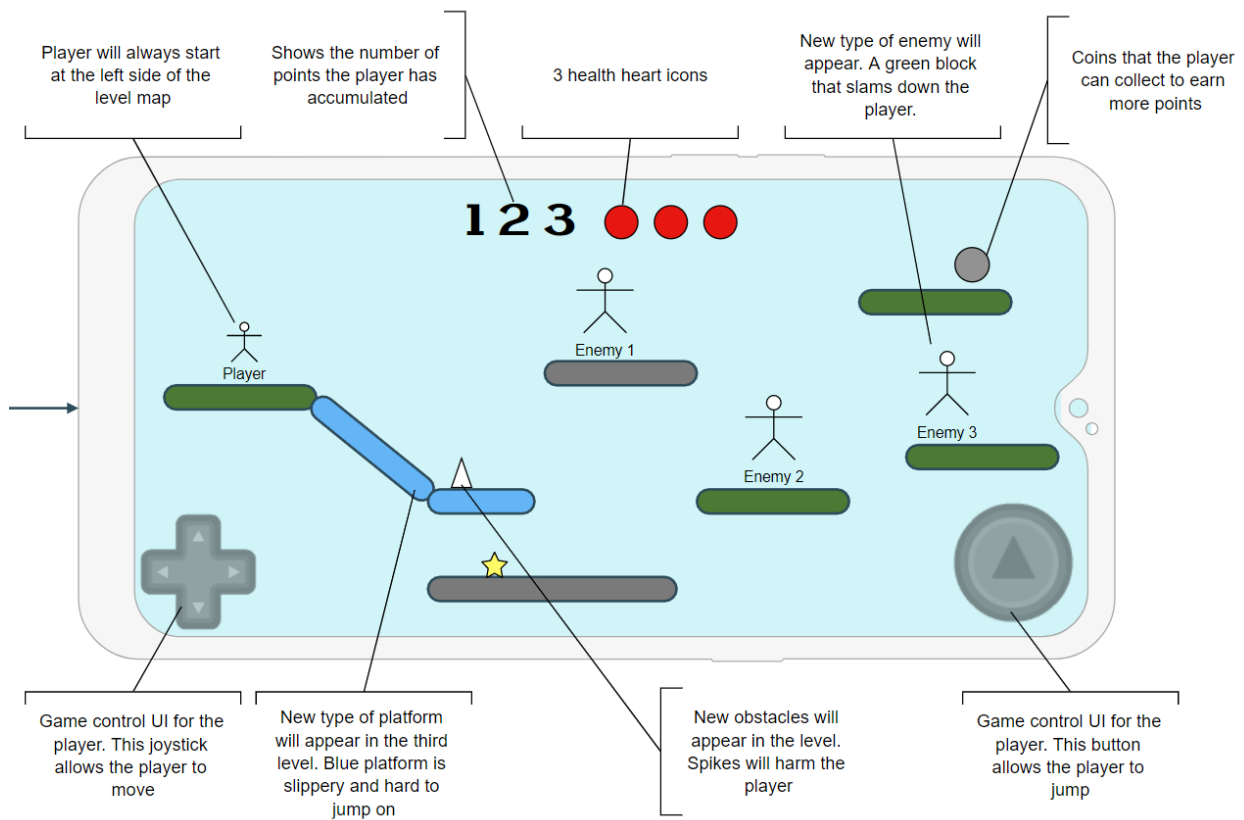
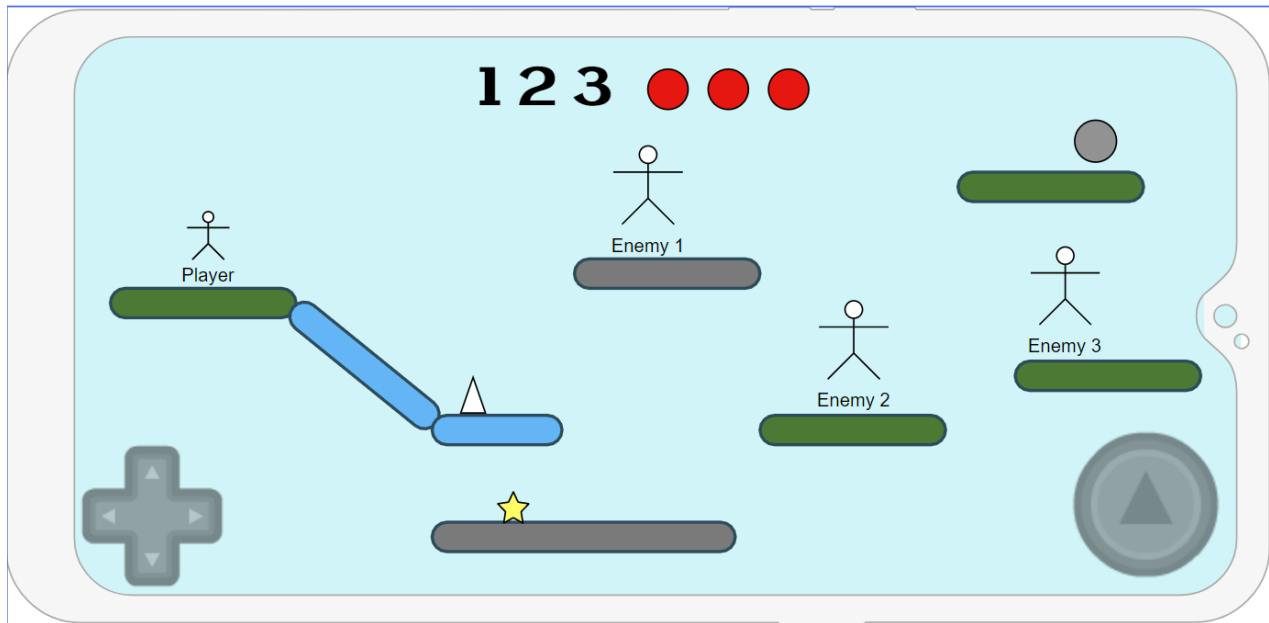


## Level 2

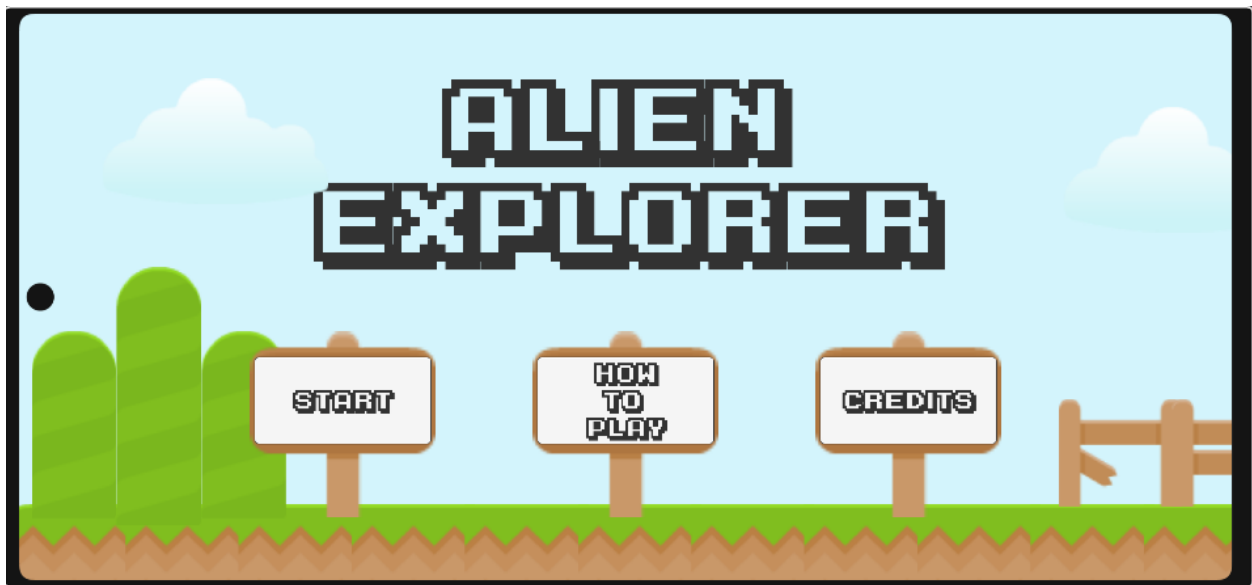




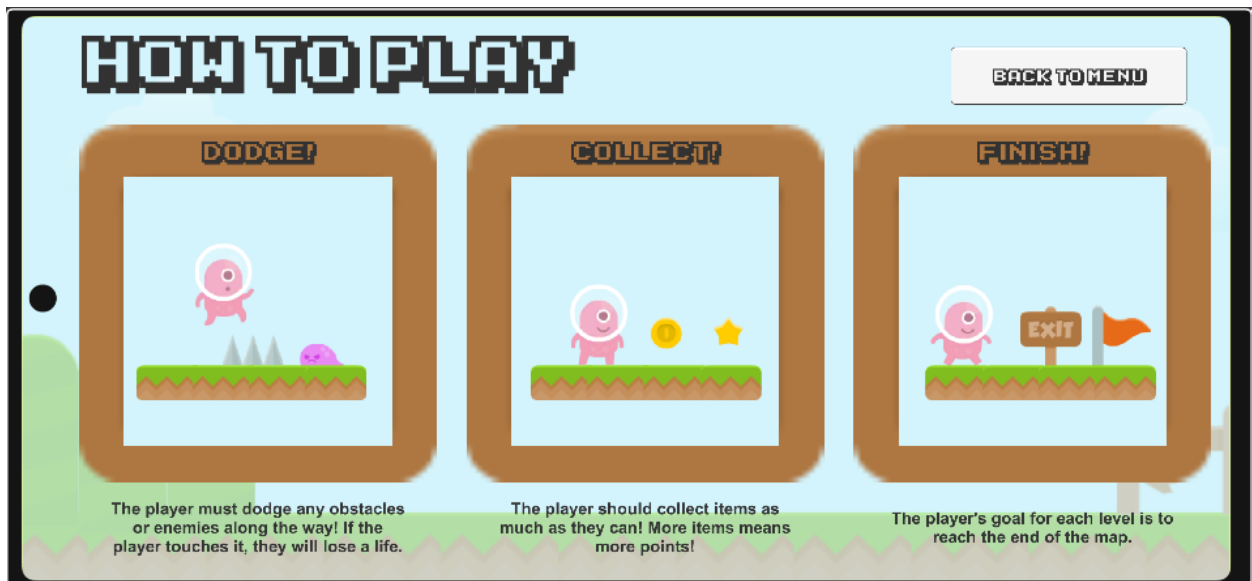
## Level 3



## Menu and Screen Descriptions



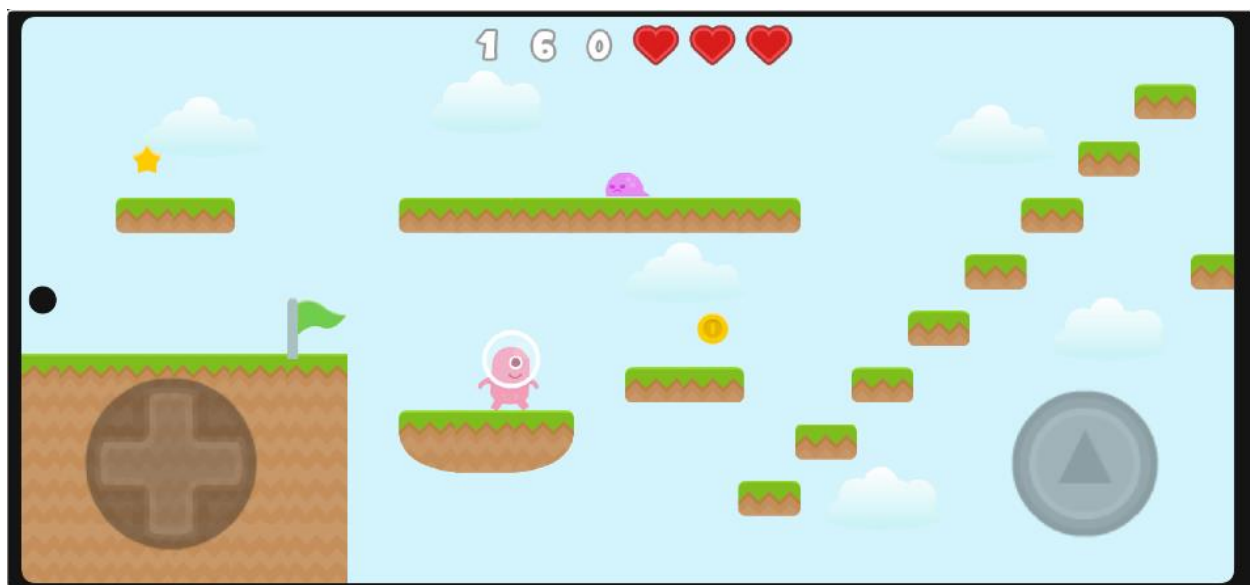
This is the main menu screen. It demonstrates 3 different buttons: "Start", "How to Play", and "Credits". The start button takes the player to the main game screen. The "How to Play" button takes the player to the instructions screen. The "Credits" button takes the player to the credits screen.



This is the instructions screen that tells the player how to play the game. The three main goals for the game are to dodge the enemies and the obstacles, collect items and coins for more points, and to finish the game level map. Under each image there is a description just in case the player needs more help to understand the goals of the game.



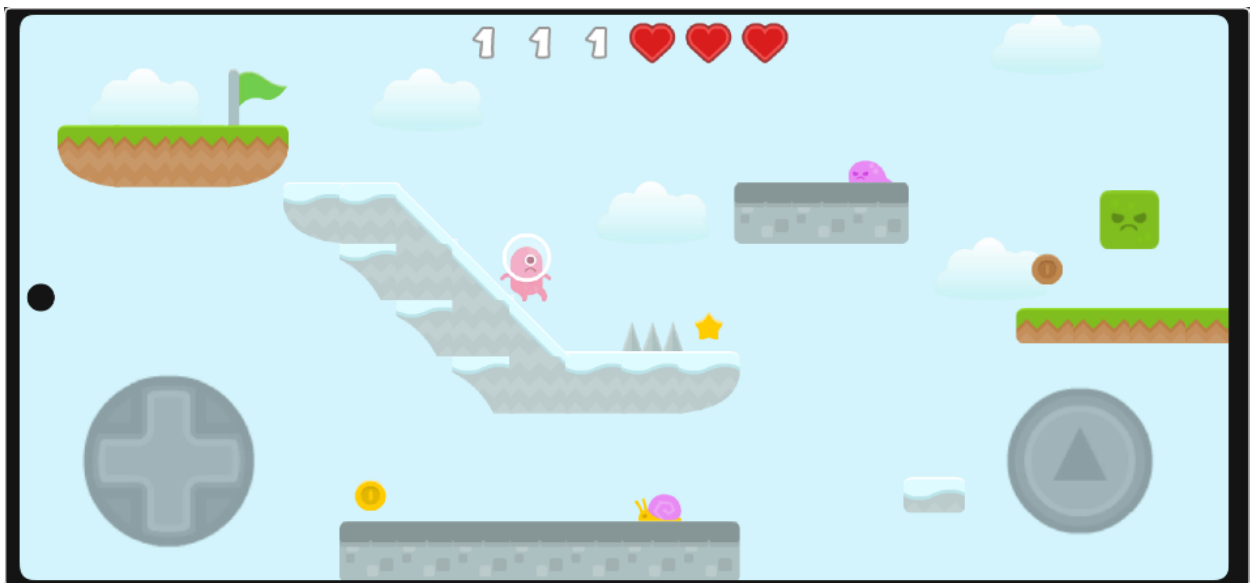
This is the credits page of the game. It shows the developer credits (game developer and programmer), also giving information about the creator of the game. It also shows the creator for the art (artist) and the name of the art asset package. The last box shows the credits for the music used for the game. Different sound effect musicians and game background music musicians were credited to their own liking.



This is the first level of the game. It shows the player the game UI controls on the screen, shows the green flag (where the player first starts in the game), the type of platform used in the first level, what items would be available to the player, and what type of enemy will be placed. So far, the player will only be exposed to one type of enemy and platform to make sure the player understands the basic mechanics of the game. The heart health icons and number of points will be placed on top of the screen.



This is the second level of the game. This shows new types of platforms used in the game, as well as the new type of enemy. The types of items will be the same in the level. The dark gray platform will be the new type of platform that will be exposed to the player. It will move vertically or horizontally. The player will need to have good timing to jump onto the platforms to successfully pass this level. The heart health icons and number of points will be placed on top of the screen.



This is the third and last level of the game. It will introduce a new type of enemy and platform. The light gray icy platform will have a slippery material so the player might have difficulty jumping and landing onto the new platform. This level will introduce new types of obstacles such as the spike. The green block will be the new enemy that will be placed in the level. The green block will have a different mechanic and attack than the first two types of enemies. It will detect the player's location and try to slam the player down. The heart health icons and number of points will be placed on top of the screen.



This is the game over screen. This screen will appear whenever the player runs out of the health heart icons. It will show the player the accumulative number of points the player gained throughout the entire game they will live. The game over screen will then show 3 buttons: “Restart”, “Main Menu”, and “Credits”. The “Restart” button will take the player back to the first level so that they can restart the game with zero points and full 3 heart health. The “Main Menu” button allows the player to go back to the main menu screen. The “Credits” button allows the player to see the credits. If they were to go back to the credits screen, the player will go back to the main menu from there.

## Game World

The game world will have different types of platforms decorated throughout each level. The platforms and the game world will have pastel, light-colored themed platforms, and background.

There will be 4 different types of platforms – each will have their own unique color to represent the different types.

The first type of platform is the normal floating static platform. This basic platform will have no movement and will have no special characteristics. It will be the first platform the player will be introduced to. It will have no special materials. It will have green grass on top and brown color for the platform land. [\[Link\]](#) for the image.

The second type of platform is the horizontal movement platform. This platform will move horizontally only. The player must use timing techniques to take advantage of this platform. This platform will have a bouncy special material. The speed of the platform moving horizontally will vary between each platform and/or level. In the early stages of the gameplay,

this type of horizontal platform will move slowly. However, as the game progresses, the speed of this platform will move faster to add challenges for the player. It will have a gray stone texture. [\[Link\]](#) for the image.

The third type of platform is the vertical movement platform. This platform will move vertically only. This platform will act like the horizontal-moving platform. The player must use timing techniques to take advantage of this platform. This platform will have no special materials. The speed of the platform will vary between levels and each platform has the possibility to be different as well. As the game progresses, the speed of this platform will increase. It will have a gray stone texture. [\[Link\]](#) for the image.

The fourth, and last, type of platform will be the slippery platform. It will be a slope with a special material. The special material will have little to no friction. This will allow the player to slide down the platform. The player will have to carefully tread upon this platform as there could be a possibility that an enemy or an obstacle will be placed at the end. It will have an icy texture and theme to the platform to indicate the platform will be slippery. [\[Link\]](#) for the image.

## Levels

There will be 3 levels in total for this gameplay.

The first level will introduce the player to the new game world. It will have the first type of platform (static movement). It will also have basic enemies to dodge and simple obstacles that the player will have avoid. This will introduce basic gameplay mechanics to the player. Obtainable objects, such as coins, will be introduced as well. The goal of this level is to introduce the player to the new game world, get used to the game play mechanics, and understand how to complete the level.

The second level will introduce the player to new platform types. This level will have 2 more types of platforms, along with the first type of platform. The goal of this level will be to introduce the players new types of platforms, enemies, and obstacles. There will be several static platforms, vertical-moving platforms, and horizontal-moving platforms. The level will increase in difficulty with the new platforms and enemies.

The third level will introduce the platform to one more new platform type. This level will have all types of platforms and will be significantly longer than the first two levels.

## Characters

The player avatar will be a pink alien that will match the theme of the game. It will have jumping capabilities to jump on top of the platforms. There will be no special material attached to the player. The player will be able not be able to kill any enemies. The player can only dodge. The player will not have any special abilities through the game. This will add difficulty to the game play.

## Enemies

There will be three types of enemies: slime, snail, and green block.

The first type of enemy would be a simple slime. The slime is a traditional enemy that moves slowly so it allows the player to test out the jumping functionality and the dodging game play mechanic. It should move horizontally across the platform. If the player touches the slime, then it will hurt the player and the player will lose 1 heart health icon. The slime will use line of sight to patrol its own platform and not fall off its platform.

The second type of enemy is a fast snail. The snail will move horizontally across any platform (except the slippery platform). This snail has a line of detection towards the player. The snail will not move if the player is nearby. This will cause the player to time the dodging well. The snail can move fast enough so if the player misjudges the dodge or the jump, the snail can attack the player. However, if the player is not nearby, the snail will use line of sight to try to patrol its own platform.

The third, and last, type of enemy is a green block. This green block will use player detection to detect is in the area. If the player is in the area, the green block will try to smash the player. The green block will move vertically down to attack the player. The green block will time its attack carefully so the player will have to guess when it will smash.

## Weapons

The player will not have any weapons to use.

## Scoring

The scoring will be based off the items the player collected and how many obstacles and enemies the player dodged.

Items	Points
Gold Coins	15 Points
Silver Coins	10 Points
Bronze Coins	5 Points

For every enemy and obstacle, the player dodged, it will range between 10 points to 50 points.

Enemies or Obstacles Dodged	Points
Slime	10
Snail	25
Green Block	50
Spikes	10
Rock	10

## Sound Index






Character	Action	Link
Player	Player jumping	<a href="https://opengameart.org/content/jump-landing-sound">https://opengameart.org/content/jump-landing-sound</a>
Player	Player obtaining coin	<a href="https://opengameart.org/content/sound-effects-pack-2">https://opengameart.org/content/sound-effects-pack-2</a> (Coin 2)
Player	Player obtaining star	<a href="https://opengameart.org/content/sound-effects-pack-2">https://opengameart.org/content/sound-effects-pack-2</a> (Coin 4)
Player & Enemy	Player colliding with Slime or Snail	<a href="https://opengameart.org/content/sound-effects-pack-2">https://opengameart.org/content/sound-effects-pack-2</a> (Hit 2)
Player & Enemy	Player colliding with Green Block	<a href="https://opengameart.org/content/sound-effects-pack-2">https://opengameart.org/content/sound-effects-pack-2</a> (Hit 5)
Player	Player dies	<a href="https://opengameart.org/content/sound-effects-pack-2">https://opengameart.org/content/sound-effects-pack-2</a> (Lose 9)
Player	Player wins	<a href="https://opengameart.org/content/sound-effects-pack-2">https://opengameart.org/content/sound-effects-pack-2</a> (1up 1)



Screen	Link
Main Menu Screen	<a href="https://opengameart.org/content/pleasant-creek">https://opengameart.org/content/pleasant-creek</a>
Credits Screen	<a href="https://opengameart.org/content/lofi-compilation">https://opengameart.org/content/lofi-compilation</a> (Bartender)
Instructions Screen	<a href="https://opengameart.org/content/8-bit-lofi-ice-cave">https://opengameart.org/content/8-bit-lofi-ice-cave</a>
Game Play Screen	<a href="https://opengameart.org/content/one">https://opengameart.org/content/one</a>

## Art / Multimedia Index

Description (Player, Enemy, Item, Obstacle, Platform)	Image
Player	
Enemy – Slime	
Enemy – Snail	
Enemy – Green Block	
Item – Bronze Coin	
Item – Silver Coin	
Item – Gold Coin	
Obstacle – Spikes	

Obstacle – Rock	
Platform – Static (Non-Moving)	
Platform – Horizontally Moving	
Platform – Vertically Moving	
Platform – Slippery	
Décor – Exit Sign	