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Logo, company name

Description automatically generated with medium confidence

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| November 21st, 2021 |

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# **Version History**

# **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](#_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.

# Interface Sketch

*(What does the game interface look like? Provide a screen shot or sketch)*

# Menu and Screen Descriptions

*(Include additional screen shots and accompanying descriptions for any menus and additional screen)*

# Game World

The game world will differently 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](#_Art_/_Multimedia)] 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](#_Art_/_Multimedia)] 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](#_Art_/_Multimedia)] 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 a 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](#_Art_/_Multimedia)] 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.

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| 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.

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

# Sound Index

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

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

# Art / Multimedia Index

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| 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 |  |