**Characters:**

Hub The Robot – main player

Hub begins with 3 lives

Hub must collect logic gates throughout game level scenes 1 – 3.

Hub must avoid being caught by the AI Alien

AI Alien – Enemy (bad guy)

AI Alien is Hubs enemy

AI Alien can deduct items and health from Hub

AI Alien can kill hub if he has 1 life bar and no items in inventory

**Scenes:**

**Scene0 – Main Menu**

This scene will be the load screen that the player will interface with upon starting the game. The scene will be a 2D scene with clickable text to allow the player to select a level. Unless the player has completed the level, they will only be allowed to select the level they are currently have in progress.

Clickable options – levels 1 – 4, instructions, leader board

**Scene1 – Keith’s level**

Hub is in a water world on planet Aquaria

Hub is visible in third person mode with camera behind him

This level will feature AI Aliens that will try to catch Hub The Robot. AI Alien can take items from Hub and if Hub has no Items then collisions with the AI will diminish Hubs health. In this level Hub is must collect all the logic gates as the water rises from below him. As the water rises, hub can use platforms to manoeuvre his way to safety. If the water reaches Hub before he can collect all items and get to safety on the top platform his circuits will fry.

WIN: Avoid the rising water and collect all the needed logic gates while avoiding AI Alien

Advance to next level – Save progress

LOSE: Get hit by AI Alien too many times, Get short circuited by rising water

Option to retry / Return to main menu

**Scene2 – Dmitrij’s level**

Hub is visible in third person mode with camera behind him

This level will …….

WIN:

Advance to next level – Save progress

LOSE:

Option to retry / Return to main menu

**Scene3 – Eduardo’s level**

Hub is in a Rock world on planet Terra Firma

Hub is visible in third person mode with camera in **FRONT** of him

This level will feature a change in camera as Hub must to escape a rock fall. The level starts with Hub looking at the camera as rocks fall behind him. Hub must out run the rock fall and collect all the logic gate items. As Hub runs through the level the rocks continue to chase him. The ground in front of Hub is dynamically created to have pitfalls and AI Alien traps that can kill Hub if he falls in or deduct items if AI Alien collides with him.

WIN: Avoid the rock fall and collect all the needed logic gates while avoiding AI Alien/Pitfall

Advance to next level – Save progress

LOSE: Get hit by AI Alien too many times, Get crushed by rock fall, Fall in pit

Option to retry / Return to main menu

**Scene4 – David’s level**

Hub is in AI Aliens Laboratory on planet Zog

Hub is visible in third person mode with camera behind him

This level will feature a logic gate puzzle. As Hub reaches the final mission before getting to his space ship he must use all the Logic gates collected in the previous levels and arrange them on a circuit board. The position of the logic gates and the type of logic gate Hub positions on the circuit board allow him to conduct electricity and jump start his space ship.

WIN: Connect the correct logic gates to the correct flowing electricity

Advance to credits – Save progress and Return to Scene0 – Main Menu

**Scene5 – credits**

Hub has completed all the levels and powered his spaceship. Hub did it!

Clickable options – Scene0 – Main Menu, leader board, End Game

**Progression system:**

Level 1 will have 4 logic gate items to collect

Level 2 will have 4 logic gate items to collect

Level 3 will have 4 logic gate items to collect

Hub must collect all 4 logic gates on each level in order to access level 4

(potentially Hub could escape level 1 with 3 items, but must replay level until he gets 4)

*HUB CAN GET A FORCEFIELD TO PREVENT HIM BEING COLLIDED WITH BY AI?*

Level 4 will have 12 logic gate items that can be picked up, moved and positioned to connect the circuit.

**Pickups:**

Logic gates

ForceField?

**Other Objects:**

Level 1 – Water, Platforms

Level 2 –

Level 3 – Pitfall

Level 4 – Spaceship

**User Controls:**

Directional arrows for relative movement

Space bar to jump

Shift key to walk slow

**Game Modes:**

Single player – best time stored on leader bored