**Game Design Document for:**

Platformer

**One Liner, i.e., Platformer**

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Version # 1.00

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# Project Management

## Version 1.10

Version 1.10 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

I used Kanban as my project management template. I mapped out the Important things that I needed to include in my project and then made targets and milestones accordingly. After I had completed the task, I just dragged done into the boxes and it would show me that that task was finished.

Using this template has been handy to see what needs to be done and what has been done, this template was also handy as I could add others to the timetable to add and complete tasks. In the future I will use this template again and especially if I’m working in a small team. The only down fall is that it only allows 3 people to access it at once without upgrading your package.

Here is my project management.

<https://trello.com/invite/b/EM16I7Uh/250b168ffe420d2d90150112ee6269c1/programming-project>

# Game Overview

### What is the game?

**Concepts**

Tower Defense

2D or 3D Like BTD, plants vs zombies and clash of clans.

Base game: Waves of enemy’s zombies, soldiers, aliens etc. towers to kill the enemies and waves or objectives.

More advanced: Towers that cost different amounts, a money system, or a points system.

Advanced: Upgrades, for the towers special ability’s freeze, double damage, reverse time etc.

**Platformer**

2D like Mario or donkey Kong.

Base game: Having an objective and enemies to avoid or interact with. Having different Hight

platforms to jump to avoid enemies.

More advanced: adding weapons and objects to interact with. Maybe an inventory system or collectables.

Advanced: probable won’t get to this point: grapple hooks, portals, grenades.

Final idea

Platformer is the game that I chose to make. I started by making the game outline of what I wanted to make, then I chose to cut it down into sections and outlined the most important things I needed to implement and then added things like, grapple hooks, portals, grenade to the least important and jumping collisions etc. to most important.

I then asked myself what “What do platformers usually have in them?” and looked at what theme’s platformers had and made a list, of what I found during my research. Here is the list.

* What do platformers usually have in them
* Jumping, double jump
* Sliding
* Collectables
* Time trophies
* Movable objects
* puzzles
* music
* blocking, reduced damage
* lives, coins, etc.

### 

### Who is the target audience?

Consider the brief, genre, and use of IP- discuss your created target demographic and why/ how you will target them.

My main target audience is 12- to 34-year-olds because of the PG nature of my game. I decided to make my 12- to 34-year-olds game because I can then market my game to a wider target audience. Mario, Donkey Kong, and Ray Man are verry successful platformers that are targeted at kids.

# 

## 

## General Features

You can add or take away features in this section

Brief overview:

* Collectibles
* Jumping
* Moving

One of the main parts of the game is its collectable. You need the collectable to complete the mission.

The obstacles on the first level are easy and won’t be able to kill you but ass you progress I would like to make the levels higher so that if you fall you have to do it again, I would also like to add death into the game via objects like spikes and exploding platforms.

I could even add other modes like rising lava or a co op mode where you must work together to escape.

I believe that adding multiple objectives to the game keeps it fun and fresh.

The gameplay loop is:

1. to get past obstacles
2. collect the collectable
3. get passed obstacles
4. then get to the objective

**Black box testing**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Test number | Input and scenario | Expected Outcome | Actual Outcome | Comment |
| 1 | Jumping | Jump smoothly | Jumped smoothly | Jumped hoe I wanted it to dose clip into buildings occasionally. |
| 2 | Moving | Moved with no problems. | Moves and stops consistently | Moved and stopped, |
| 3 | Moving platform | Moves at a steady speed. | Moves steady. | Moves a little fat maybe ill slow it down. |
| 4 | Collectables | The collectable will be picked up. | The Collectibles picked up. | The collectable picked up, but I wanted it to have a animation. |
| 5 | Colliders | The colliders are working. No clipping through the floor. | The colliders work but the bottom can clip through. | Didn’t have time to fix the problem. |

**Git hub**

Git hub source control has been handy as I can keep all my work together and make notes as I go. I used it to keep track of adjustments and I could access my work from wherever.

Git is an open-source version control system. Git hub allows you to update your work and push it. This means that you or anyone can access that work at any point intime. For instance, if I was working in a team then it would be useful as all members of my team would be able to see what has been done in comments and could access and upload there work on the same repository.

Graphical user interface, application

Description automatically generated with medium confidence

