Brainstorming Lab Report

**Phase 1 – Game Mechanic**

There are three core mechanics: progression, platforming, and collection. There are two types of levels: hub levels and domain levels. Hub levels have entry points to multiple domain levels and obstacles. They do not have enemies or a set end location. Domain levels are entered by set entry points in their respective hub level. They have a set end location, obstacles, enemies, and core path can branch into secondary paths. All levels have a primary item set and a generic item set. All levels are completed by collecting all primary items in the level. A bonus stat is rewarded for collecting all generic items in a level. Primary items are always on or near the core path, except for hub levels which have no core path. Generic items are on both the core path and secondary paths. Generic items are also rewarded for defeating enemies - defeated enemies respawn upon reloading the level and do not drop items. Domain levels have a unique item that grants the player a new or upgraded ability. The game is completed when all primary items from all hub and domain levels are collected.

**Phase 2 – Game States**

* Player health
* Player location
* Player speed
* Player jump
* Enemies defeated
* Primary items collected
* Generic items collected
* Abilities obtained
* Bonus stats obtained
* Current level
* Levels completed

**Phase 3 – Game Features**

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| Platforming | Player can walk and run.  Player can jump.  Levels contain obstacles |
| Collection | All levels have primary items.  All levels have generic items.  All domains have an upgrade item.  Collecting 100% of the primary items is the main goal.  Collecting 100% of generic items in a domain rewards a bonus stat.  Collecting an upgrade item grants a new ability.  Enemies drop generic items when defeated. |
| Combat | Player has a melee attack.  Player has a ranged attack.  Player respawns at starting location in domain upon death.  Enemies spawn in domains.  Enemies respawn upon reloading the domain.  Enemies exist as one of three types: normal, immune to melee attacks, and immune to ranged attacks.  Enemies respawn upon player death. |
| Levels | Levels are split into hubs and domains.  Hubs contain entry points to domains.  Domains contain exit points to their respective hub.  Domains have core paths plus secondary paths.  Hubs have no set path. |

**Phase 4 – Board Game**

[two paragraphs of boardgame experience]