Milestone
Concept / Story

CS 470 - Game Development
Design Document
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Group: 5

Game Name: Aqueduct Adventures

Game Synopsis:
An explorer travels the course of the LA Aqueduct, clearing various channels to allow water to flow to various parts of LA. Each successful level unlocks a factoid about the history or persons involved in the construction of the aqueduct. The game environment simulates both underground and aboveground infrastructure for the aqueduct. The overall aim of the game is to get water flowing through all the channels in the aqueduct within reasonable time.
Short-term goal: create satisfactory aqueduct water flow for the current level of gameplay to progress in the storyline.
Long-term goal: successfully deliver water to all areas served by the LA Aqueduct while learning about its extensive history.

Game Genre: Adventure / Educational / Puzzle / Strategy

Game Setting:
Obviously, it will be a water-based game. The water will be simulated using the Corona Box2D-based engine and numerous "water particles."
We plan to use elements such as ramps, blocks, valves, pumps, pipes, and wells to manipulate the water and simulate the LA Aqueduct. Each level will consist of some mixture of these elements and will provide a puzzle for the player to solve in order to clear the way for the water.
The game world as a whole will be seen from the main map, and each level will represent an aboveground or underground portion of the aqueduct. We will place the levels in geographically meaningful places relevant to the LA Aqueduct system.
Sound and visual effects may include anything to do with water flow.
The levels will become progressively more difficult as the game progresses.