

Some Knights Can Fly

Game Design Document

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1-) Overview

When you look the game firstly, it looks like a ordinary platform game but just read more to see what's happening.

If you are interested with flying and knights I hope you will enjoy with this game. Let's see what we have?

Our character has a sword and flying skill, just you need to do is kill all enemies and pass the levels but sametime to make the game experience and enjoy much there is some secrets..

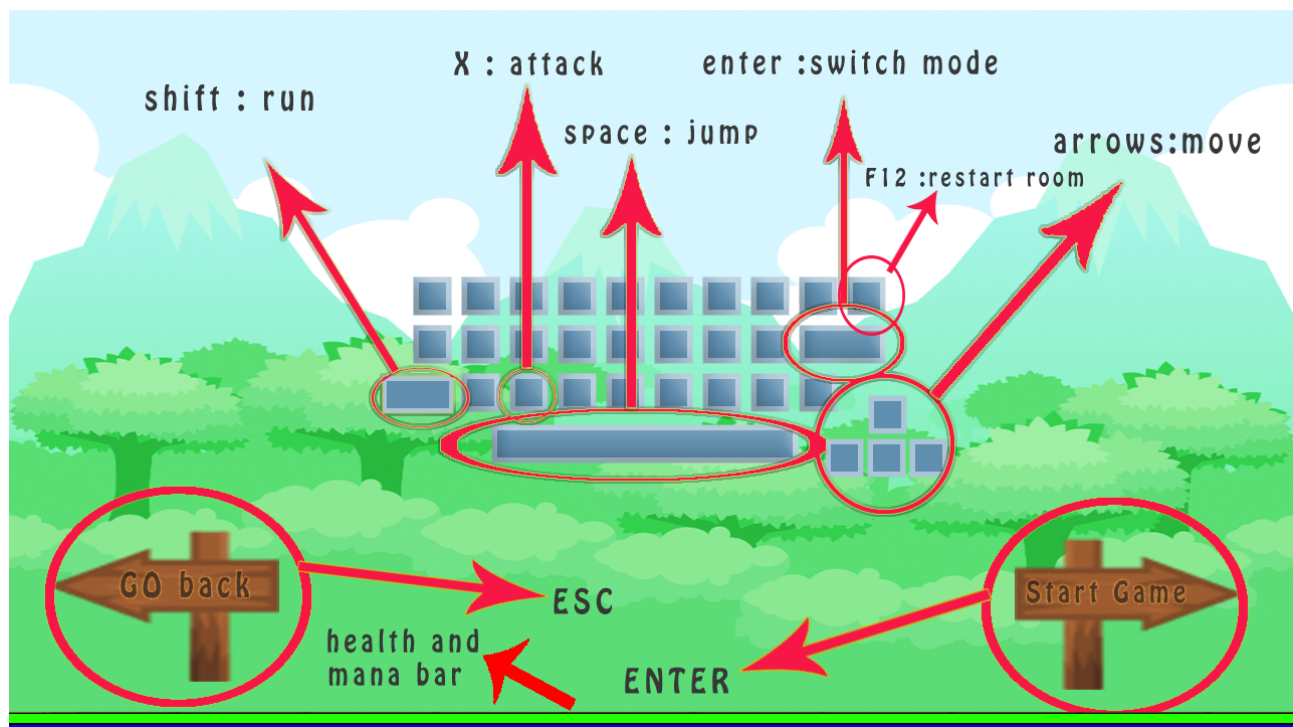
2-) Game Structure

a-) How to Play ?

All controls are based on keyboard. A short table to understand easily.

Left Arrow	Walk to left
Right Arrow	Walk to right
Shift	Run
Space	Jump
X	Attack
ENTER	Switch Mode
F12	Restart Room
ESC	Quit Game

Also there is more graphical explanation. (prepared to use in the game)



b-) Live Point

In game , you can see easily a character head image right top corner of the screen. It shows you the live point. Live points are very very important because , when you started to play you have just 3 live point and if you lose all these 3 lives point, you will lose the game and game will over.

How Seem the Live Points



c-) Halth Point

In game , you can see easily a healht bar bottom of the screen , it is very very important because if your health bar got all red (it means you dead) you will lose a character live point. You can use healht potions in the game to get some health.

How Seem the Healht Bar



d-) Mana Point

In game , you can see easily a healht bar bottom of the screen , it is very very important because if you mana bar got all white(it means you exhausted) you can not attack anymore or fly, you need to wait little bit for regerenation again or you can use the mana potions in the game to get some mana point.

How Seem the Mana Bar

e-) Character

Let's introduce with the our character. He is so strong and has some incredible skills.



f-) Enemy





Enemy has an AI(artificial intelligent) , there is a range to see the character and to follow it. If it came to near the character it starts to attack to character.

How Seem the Enemy



g-) Objects

Also There are extra object , these are ..

Castle	
Ship	
Mana Potion	
Health Potion	
Place Shower	
Dialog Box	

3-) Switch Mode

a-) Floor Mode

When you start to play game , you start on the ground so it is floor mode. You don't need to use mana or anything. When you are moving on the floor mode you can regenerate you healht and mana point automatically.

How Seem the Floor mode



b-) Fly Mode

If you have enough mana point when you press the “ENTER” key , you will be switched to fly mode and start to fly. You can attack to enemy while you are flying, but do not forget you consume the mana point always while you are flying because of that be careful while you are flying. Also you can't regenerate you health point, you have to be on the ground to regenerate you health.

How Seem the Fly Mode



4-) **Attack**

You can attack in both mode.

In the floor mode, you need to hit the enemy several times, but in fly mode if you can hit the enemy it will kill the enemy directly as your sword touched to enemy.




How Seem Attack Scene on Floor Mode





How Seem Attack Scene on Fly Mode

5-) Major Game Objects

	<p>Dialog Box</p> <p>Dialog Boxes are very very important because when you need to know what is your mission you can read and understand what you need to do.</p>
	<p>Health Potion</p> <p>Health Potions are placed game by level designer with thought about when you can be need to use it. When player used the health potion then get 60 health point (max health point is 100).If you have full hp you cannot get the health potion.</p>
	<p>Health Potion</p> <p>Mana Potions are placed game by level designer with thought about when you can be need to use it. When player used the mana potion then get 60 mana point (max mana point is 100).If you have full mp you cannot get the mana potion.</p>

6-) What I used to Create Animation and Graphics ? (include references)

a-)Softwares

2D Game Engine : Gamemaker 8.0 Pro (yoyogames)

Image Editing : Photoshop CS6 (Adobe)

Sprite Animation : DragonBones v5.2 (egret) (opensource project)

Audio Editing : Audacity (opensource project)

b-)References

Character draws and environment tiles i used freebies

<http://www.gameart2d.com/freebies.html>