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CAP3032 - Final Project

Your designing documents should have a general answer for each of the following questions.

1. What is the nature of the gameplay? That is, what challenges will the player face? What actions will the player take to overcome those challenges?

Get past obstacles to the door. They will overcome these obstacles by using levers/buttons and jumping.

2. What is the victory condition for the game? What is the player trying to achieve?

The victory condition of the game is for the players to successfully navigate the level and reach the door/cave at the end.

3. What is the player's interaction model (mouse/keyboard)?

Keyboard - The player's interaction model for this game is keyboard-only. The players will need to use the arrow keys or WASD keys to move their dinosaur character

4. What is the general structure of the game? What is going on in each mode, and what function does each mode fulfill?

The general structure of the game is a series of levels that the players must complete to progress through the game. Each level will have a unique layout, obstacles, and challenges that the players must overcome. There may also be puzzles and other obstacles that require the players to work together and collaborate to solve.

5. Does the game have a narrative or story as it goes along? If so, summarize the plot.

The dinosaurs are trying to escape the meteor extinction by reaching the safety of a cave. The players must help the dinosaurs navigate through various obstacles to reach the cave and survive

6. Why would anyone want to play this game? What sort of people would be attracted to this game?

Players who enjoy cooperative gameplay and platformer games will be attracted to this game. The game requires players to work together to solve puzzles and overcome obstacles, which can be rewarding and fun for players who enjoy teamwork and collaboration. Additionally, the colorful dinosaur characters may appeal to younger audiences.