Kara L’roft: Room Taider

**Team Double Gloucester**

**Revision: 1.0.0**

**Group Members: Robert Hill 15003814, Matthew Cheeseman 15018712, Josh Trowell 15004393, Sam Horner 16000931**

**Northumbria University 2018**

**Section Breakdown**

1. Game Overview/In brief.
2. Aim of the Game
3. Conditions of Winning/Losing
4. Cheat
5. Story/Setting of the Game
6. Game Timeline
7. Player Interaction
8. Mechanics

**1.Game Overview**

Puzzle/platforming game with elements lent from classic platforming games that exist already. The game will have a story told through optional collectables that will be strong throughout the level for both storytelling and to act as a contextual tutorial or hints on how to solve the things. The game will be divided into two sections a linear platforming sections that transitions into an indoor puzzle platforming section.

**2.Aim of the Game**

The aim of the game is to overcome the platforming and puzzles that confront the player and obtain the MacGuffin at the end of the game. The player will need to simply follow the path and the instructions given to reach the end. A secondary aim is for the player to keep their avatar alive.

**3.Conditions of Winning/Losing**

To win you need to get the MacGuffin and get out of the temple, failing any obstacle will result in a loss and put you back to the nearest checkpoint if you fail too many times you will be given a game over screen and be put back to the start

**4.Cheat**

The game will also feature a cheat which will allow the player to enter which checkpoint they want to be on, allowing them to freely move through the game. This will be done by pressing ‘enter’ and bringing up a dialog box for the player to enter in which checkpoint they would like to be teleported to. Another advantage of this is it will ease the testing section of creating the game.

**5.Story Setting In context**

The story follows a downtrodden, out of work archaeologist who has got themselves into a huge debt to a loan shark. After missing payment after payment, they are given one last chance to clear the debt. Hidden in an unknown location on an uncharted island is a mysterious temple, the cause of the disappearance of explorers and archaeologists alike. No one knows the extent of what is contained in the ruins, But the loan sharks want it. The archaeologist will be taken to the island but can’t know where it is, so they will be blindfolded until they reach it and left on the beach. From there they will need to find their way to the temple and search for the hidden treasures within. Once they have the treasure they will return to the surface where the courier will be waiting to collect the treasure and clear the debt.

**6.Game Timeline**

The game opens to a main menu, from this the player can click to start the game.

Once the game starts the screen fades to black and an audio cutscene plays depicting the beginning of the story. Once the cutscene has finished the screen fades from black, presenting the player with the beginning of the playable game.

The first area the player is presented with is a beach area which leads to a linear forest dirt path. This forest section will serve to teach the player about the basic mechanics of the game. At the end of the forest section the player will be presented with a large temple door which will load a new map.

When the new map loads the player will be presented with a large temple door, they will be prompted to take a different linear path to get a key for the door. As the player heads to the key, the floor behind them collapses in certain areas. The player picks up the key which triggers and earthquake, breaking areas of the temple and allowing wind to blow through places in the temple.

This wind will help or hinder the players’ progression and will allow them to return along the path then came on and float over the collapsed areas in the floor. Once the player returns to the temple door, the door will open allowing the player to proceed.

Once the player enters the door they will be presented with the final platforming section to get the final area in the temple and get the MacGuffin. Once the item is taken the temple begins the collapse and the player is required to ascend out of the temple using the wind mechanic.

Finally, once the player is out of the temple they will be presented with a figure stood looking at them. Once the player walks towards him the screen fades to black and a gunshot is heard. The game then loads back into the menu.

**7.Player Interaction**

The player interacts with the game through using the keyboard to command the avatar the player will be able to click to interact with objects in the environment and a mouse to move around. The player will also interact with menus through a mouse point and click to do things like start the game or change setting such as sound.

**8.Mechanics**

The game will feature several mechanics which the player will use to traverse the level. These include;

**Jumping**

The player will be able to press the space bar to make their character jump. This will be used as the basic mechanic to jump from platform to platform and deal with the challenges of the environment.

**Double jump**

The player will also be able to perform a double jump by pressing the space bar twice in quick succession. This will allow the user to reach platforms which would be out of reach for the basic jump, featuring a new animation to make it clear that they’re performing this mechanic instead of the basic jump.

**Wind**

The player will be able interact with the wind to reach platforms which are even out of reach for the double jump mechanic. To do this the player can jump in the direction of the wind in an environment which allows this. This will be introduced to the player in the tutorial section.

**Puzzles**

Player will interact with puzzles so that they can progress through to the next section of the game. These include; Falling Tiles On the platforms there will be certain tiles which will drop from under the player, sending them to their untimely death. There will be small clues of which tiles are dangerous through notes shown to the player earlier in the game. E.g a small symbol in some part of the tile