

GAMLE3 Feature design document

Introduction

Halo ´s Edge is set in a Sky City filled with mythical and bizarre structures; it is a place where angels are stationed to work in Heaven to manage the affairs of the mortal world. The theme of my map is therefore a Sky City with Mythical / bizarre structures.

The story follows the protagonist Sam, a once-prominent Archangel who has recently been demoted for napping on the job, during the CEOs speech. Stripped of both their Halo and Wing powers, Sam is now relegated to the role of an assistant manager, grounded and now unable to fly. As they struggle with their reduced status, Sam discovers an unexpected truth despite their perceived laziness, they were, in fact, the most hardworking Angel in keeping Angel Corp running smoothly. Sam needs to find a way to regain their former glory by reaching the boss by the end of the day before the company and the whole world goes down.

Player Powers

FDD: Glide (Active Ability)

Intent/Goal

The Glide ability is designed to give the player an option to traverse distances where there is no ground or reach faraway places, allowing for better mobility across Sky City. It's aimed at players who want to maintain control over their position in the air, aiding in exploration or evading enemies. Glide allows and is used for strategic positioning while providing a slower, controlled descent.



Summary

Grants the ability to glide for as long the player has the glide active(holds the space button down), offering more mobility than just falling and more horizontal distance.

Breakdown

Player needs to press space while in midair to activate the ability and space to deactivate it (by letting go).

Mechanics

Movement Speed: Slower than normal walking about 3 units horizontal and 0.5 block vertical.

Cooldown: 3 seconds between uses.

FDD: Fly / Item Pickup - "Coffee"

Intent/Goal

Fly is a short, boost-oriented ability granted through the pickup "Coffee" which can be found throughout the level. This ability offers a burst of flight for reaching high areas quickly or making maneuvers, designed for players seeking temporary boost in power for short time.

Summary:

Allows players to fly for a limited duration after consuming the "Coffee" item.

Good for quick accessing hard to reach spots. Once the player picks up coffee, their tiny wings go into overdrive, and they can fly for a short amount of time until the lack of sleep from the previous night and the 7 hours of work kicks in and makes them fall.

Breakdown

Once the player picks up the coffee, their wings grow, and they can fly via. Pressing spacebar. The ability works like gliding. The only difference being that with flying you can reach an infinite amount of height if it is active. (A little like flying in Flappy Bird)

Mechanic

The player flies with each flap 3.5 Units in the air.

Activation: The player consumes the "Coffee" item to gain a temporary flight boost.

Duration: Fly lasts for 10 seconds.

Flight Speed: Moderate speed upwards or forward while flying. 4 units horizontally.

Cooldown: Can't be used again until the item is respawned / if the player resets.



FDD: Double Jump / Flap (Active Ability)

Intent/Goal

The Double Jump / Flap ability is designed to provide players with enhanced vertical mobility, allowing them to reach higher platforms or slightly larger gaps. It's for players who prefer a high-mobility playstyle as it is faster than the glide and gives them some height, also being like a safety net in case they miss a jump.

Summary

Provides an additional jump or flap in mid-air, letting players reach unreachable heights or escape danger.

Breakdown

The flap only works if the player is not gliding, it works by short tapping jump instead of holding it down. It cannot be used again when the ground has not been touched before they had flapped before.

Mechanics

They gain an additional 3 units of height.

Primary Activation: Pressing the jump button a second time in mid-air triggers the flap or double jump.

Cooldown: None; the ability can be used if the player is in the air and hasn't already used it.

Player

Speed: 3 units /s

Jump height: 3 Units high / 5 units far

Player model: 1.8 Units tall / 0.4 Units Wide (Without wings)

Collectibles

Feathers: Give more score at the end of the game.

Parts of a halo in total 10 pieces scattered around the map. Unlocks something.

Gimmick

FDD: Jump pads / Jump Objects

Some platforms can make the player jump up into the air. The height of these jump pads vary , therefore no fixed height. Minimum 5 Units.

FDD: Moving platform

A platform that moves around at a speed of 0.5 units per second.

FDD: Fan

A fan that blows the player in a direction, doesn't necessarily have to be horizontal or vertical. Depending on the angle. The power of the fan is also variable.

Sources:

https://www.flaticon.com/free-icon/paper-plane_149446?term=paper+airplane&page=1&position=1&origin=search&related_id=149446

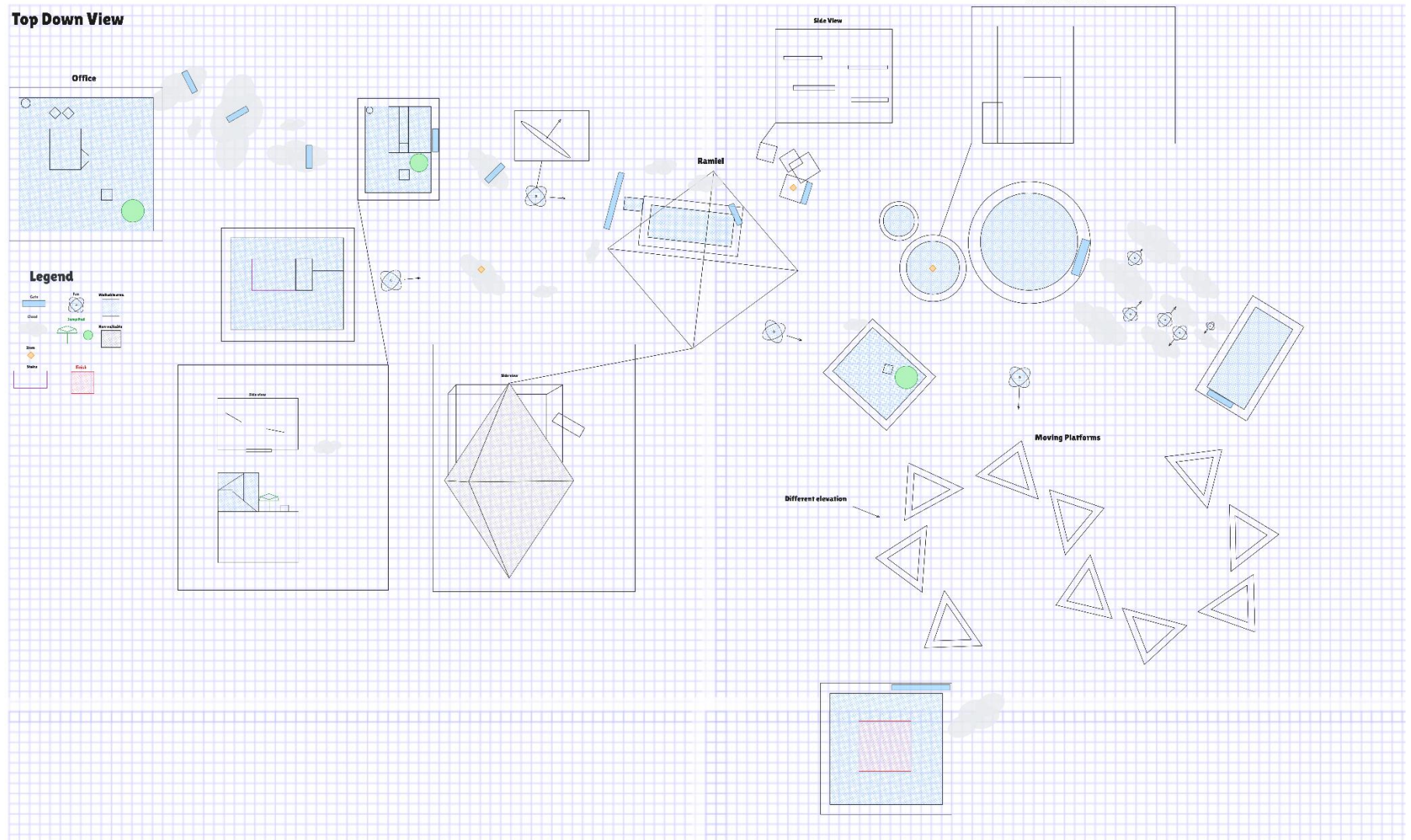
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Rational Level Design

Halo's Edge

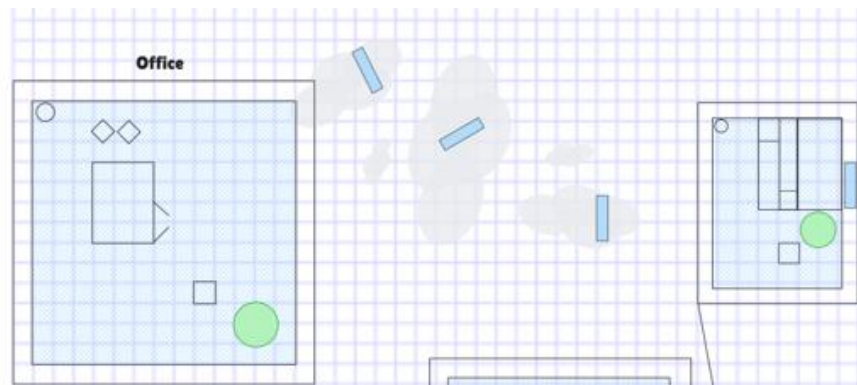
Top Down View



Office to first building:

Time: 13 seconds

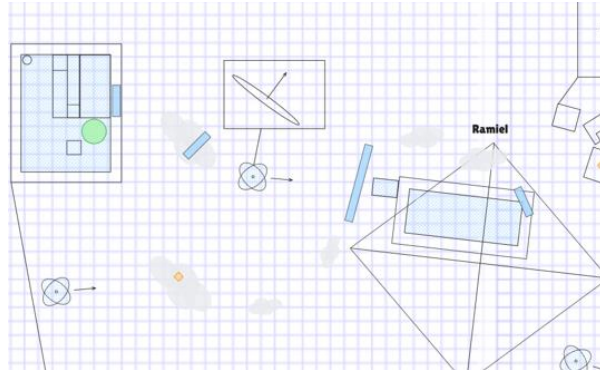
Required actions: Normal



First building to Ramiel:

Time: 15 seconds

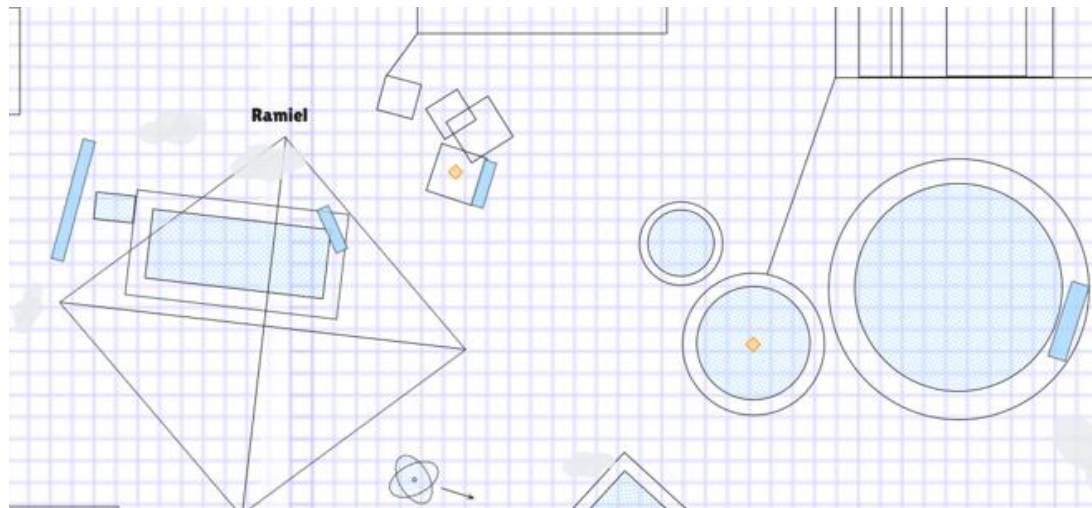
Required actions: Normal, Glide



Ramiel to the circles

Time: 28 seconds

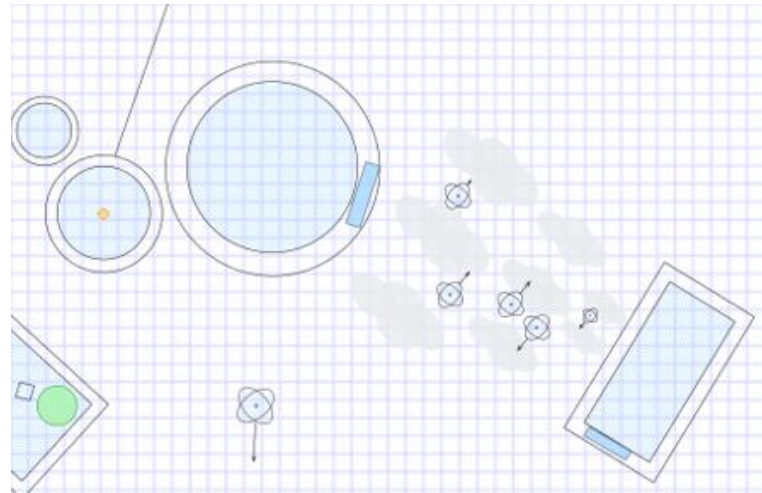
Required actions: Normal, Coffee / Fly



Circles to the after puzzle platform

Time: 40 seconds

Required actions: Normal, Flap , Glide



Bubble Map

