

ESCAPE PLAN

DESIGN DOCUMENT
VERSION 4.0

JUNE 7, 2010

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VERSION HISTORY

Version 4.0 – June 7, 2010

First version of the document. Template based on link noted in "Links" section

Removed "Mods" and replaced a few sections are based on the template in Game Design Workshop by Tracy Fullerton.

Updates for 5/10/10

The team has created a first working demo by using the working prototypes to implement actual levels (skeletons)

The enemies, projectiles, and the Stamina feature of the heroes has been modelled and implemented in this demo.

The artwork for the background of the game was decided, as well as the specific breakdown of levels.

Updates for 5/19/10

The team has fully integrated the game into one functional unit. Graphics and textures are in place and Sprite animation is being investigated. The game is ready for playtesting.

Game logline

A group of animals are trying to escape from a medieval laboratory by collecting items to aid in their exit and using the abilities that are unique to their individual species.

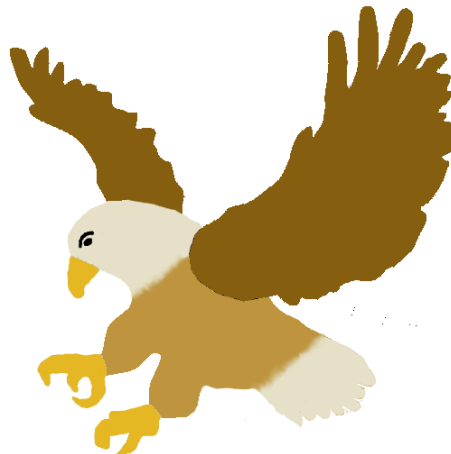
Gameplay synopsis

*There are three animal characters: Cheetah, Frog, and Eagle
Each level is attempted by a different animal, and the level is built to effectively challenge the strengths and abilities of each species:*

Cheetah - The cheetah is the fastest, but can only run for limited distances at high speeds. The cheetah has the least friction of the group.

Frog - The frog can jump the highest, but is also limited by the Stamina in the same way as the Cheetah. The height of the Frog's jump is directly related to his remaining Stamina.
The Frog has the highest friction of the group.

Eagle - The eagle is the most agile of the group, and can maneuver around obstacles the easiest



STAMINA

If the animal's Stamina is completely depleted, it is re-captured by the mad scientists and returns to the beginning of the level. The current Stamina level is always displayed to the screen. There will be food pellets at various locations throughout the game to help restore part of the animal's Stamina after it has been depleted.



GAME WORLD

The game is set inside a medieval castle with a laboratory in the dungeon of the castle. The dungeon is located in the basement underneath the castle.

The game begins here and as each level is completed, the next level is then one floor higher up in the castle.

In order to advance to the next level, the animal must acquire the key item for the current level.

The look and feel of the game will be fairly gothic with strong contrasts and dark overtones.

Game genre?

Adventure

Is this single-player or multiplayer game?

Single Player Game

Is this 2D or 3D?

2 Dimensional

How long the game lasts? Or how long game matches last?

The game should last about 25-30 minutes or so depending on the skill of the player.

Comparisons

Super Mario Brothers, Megaman, Legend of Zelda

Our game is different because each animal has an independent set of strengths that are affected by the Stamina.

Why create this game?

We will create this game to provide an entertaining and challenging experience for others, as well as develop our own skills in video game creation.

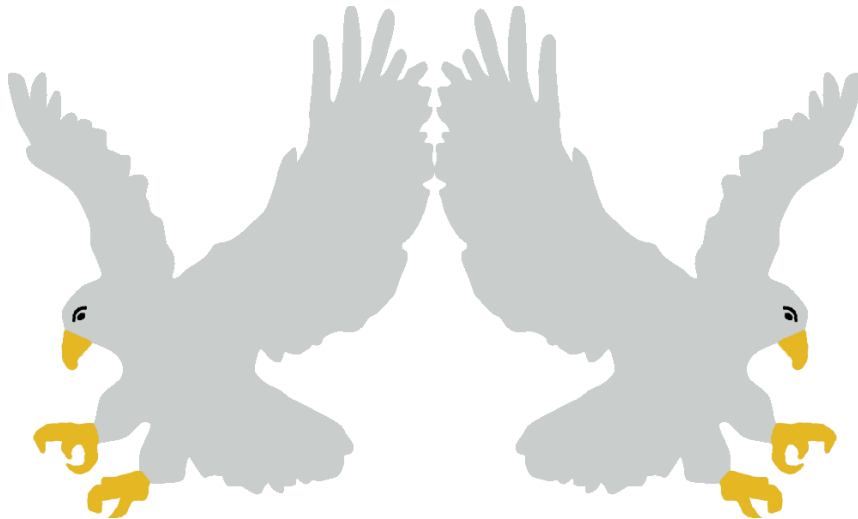
GAME CHARACTERS

Hero (s)

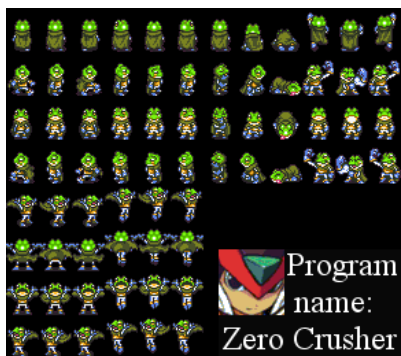
Cheetah:



Eagle:



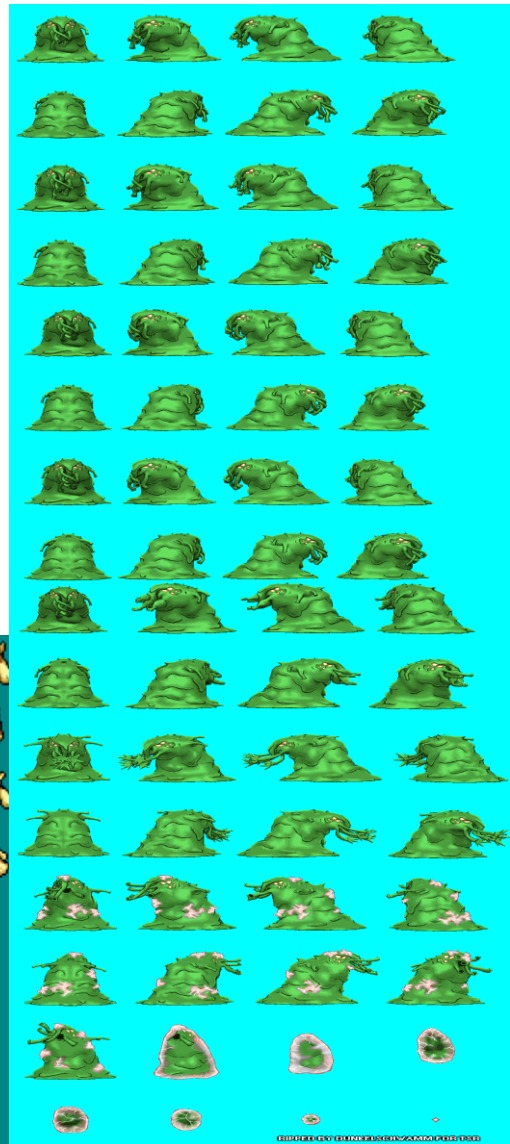
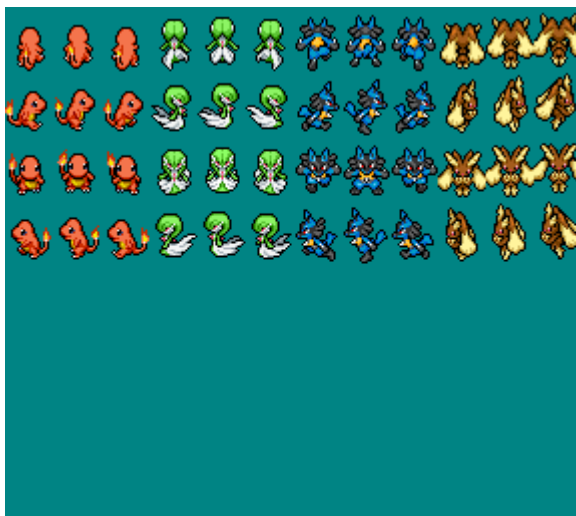
Frog:



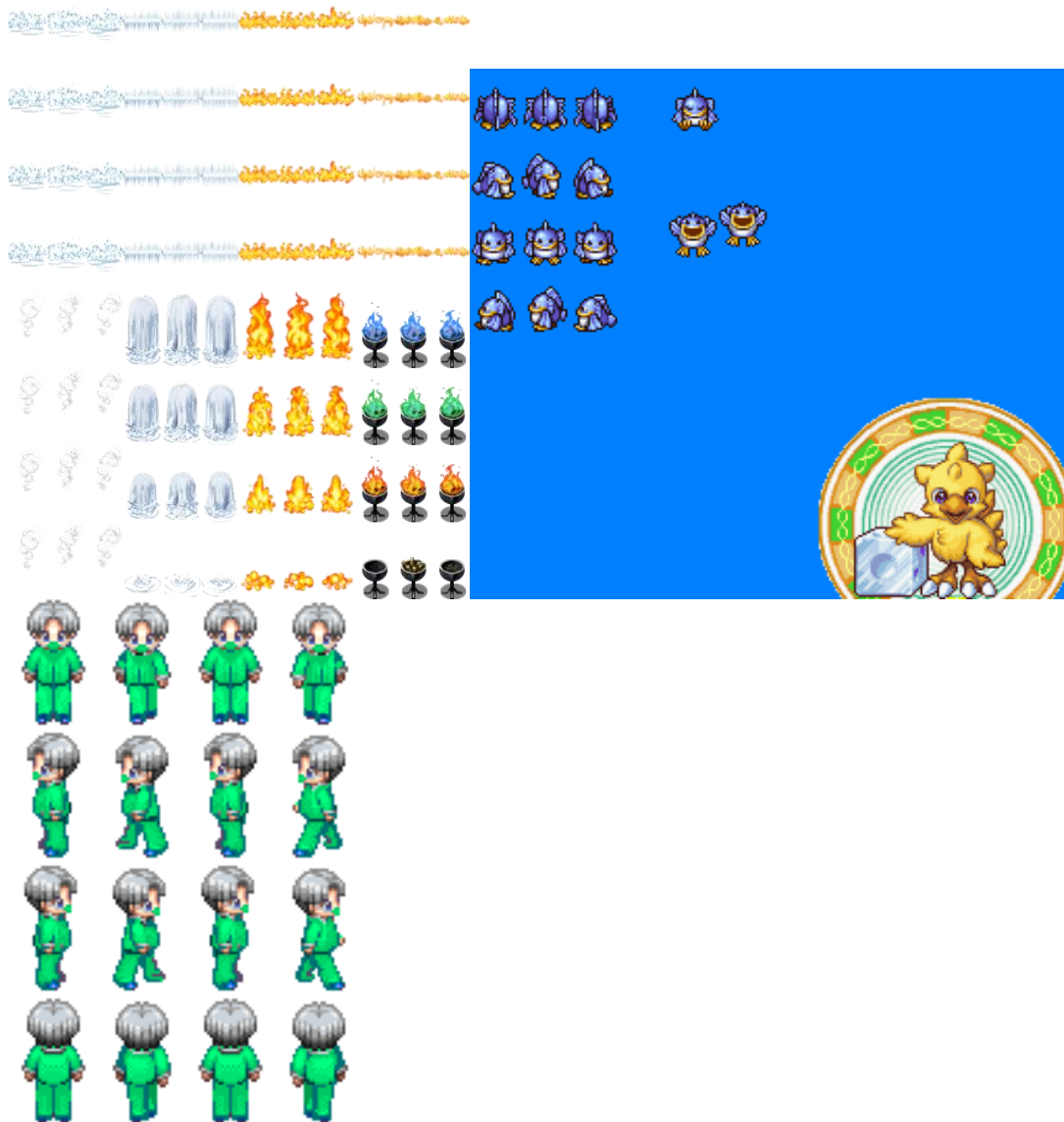
Enemies and Monsters

The enemies will mainly be evil mad scientists who are trying to re-capture the animals so they can continue their experiments. The scientists throw needles full of tranquilizer at the animals, as well as nets to confine the animals. Each of these cause the animal to lose Life, which is also depleted if the mad scientist touches an animal directly.



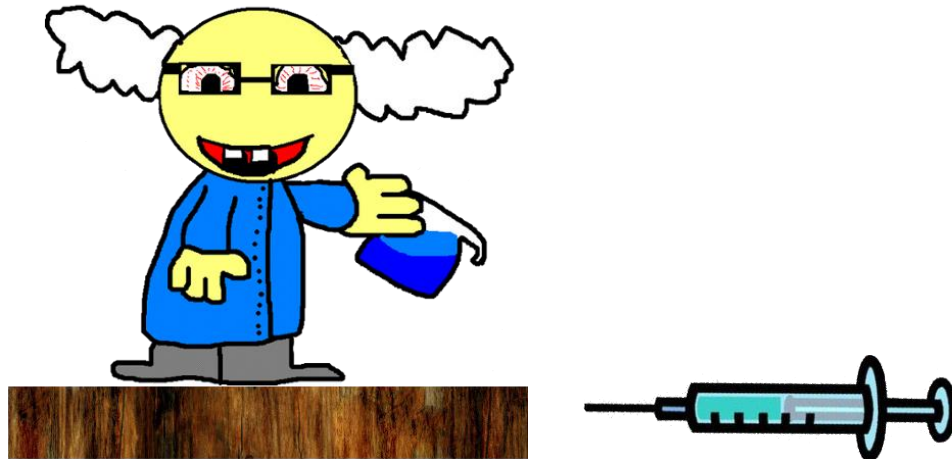








There are also Boss enemies at the end of some levels which the player must defeat in order to move on.

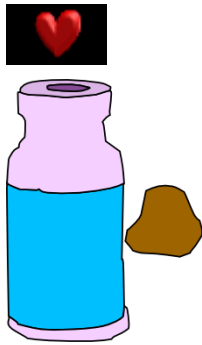


Game World Hazards

Parts of the actual world structure are also dangerous to the animals. Surfaces (platforms, walls, etc.) are "electrified", such that an electric field covers the surface which is harmful to the player. The electric fields can be static (always on) or periodic, and the animals must navigate through without touching the field.

OBJECTS





Each level will have a Key object that must be acquired by the animal in order to advance to the next level. The Key will be in a location that is difficult to reach at the end of the level, and will be guarded by an enemy.

Audio

There will be light background music playing during the game, likely synthesized loops very similar to games on the original NES such as Megaman and Legend of Zelda. The music will be different for each level of the game.

There will also be sound effects for various events of interest, such as when the Hero jumps, when he is hit by a needle or runs into a mad scientist, when the Hero eats a food pellet to replenish part of his Stamina, if the Hero gets captured,

and when the Hero acquires the Key Item at the end of the level. Below is a file listing.

33987__ERH__slow_atmosphere_4

34662__ERH__Nine_Lies_the_Heart_ed_4

35902__Syna_Max__HEY_

46415__jobro__Dramatic_piano_2

61847__simon.rue__Boink_v3

Boink

Eeriepiano

evil_laugh

FrogBackgroundMusic2

Glass

hurt1

hurt3

laugh_1

laugh_2

laugh_5

laugh-12

nicework

squawk

squawk_2

Audience

Our target audience is players who enjoy achievement games and differing strategies across the same game. Also players who like the ability to explore and go anywhere in the level without the camera being confined or scrolled automatically.

References for Textures and Audio

<http://www.freeiconsweb.com/Network-Icons-for-Vista.html>

Shield

<http://www.dreamstime.com/stock-image-gate-silhouette-vector-image12968021>

Gate

<http://icons.mysitemyway.com/free-clipart-icons/1/fancy-skeleton-key-icon-id/111168/style-id/802/glewing-green-neon-icons/business/>

Key

<http://forums.epicgames.com/showthread.php?t=711855>

Eagle Background

<http://www.spritters-resource.com/>

<http://charas-project.net/>

Enemy Sprites, Backgrounds, Audio:

<http://www.presentermedia.com>

Mad Scientist

Audio

<http://www.partnersinrhyme.com/>

Eagle Squawk, Flask Breaking, Evil Laugh