

CENG 361

Innovative Game Design

Term Project

Game Design Document

Escape High Dimension

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Introduction

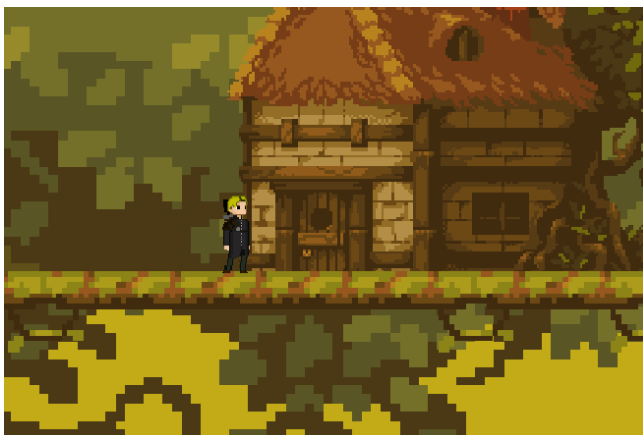
Escape High Dimension Game is a single player game. It's goal is turning to the home because we was trapped in other Dimension. Fighting monsters, finding your way and finish all dimensions.

Genre is 2D Platform Game and play is single player local game.

Game Elements



Player: This is our main character. The whole game and the story are based on the main character. Our character starts on the map, which is our first dimension and home.



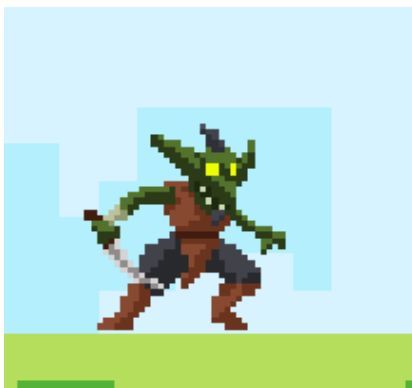
Home: Our character starts and progresses on this map. The camera is not fixed on the map, it moves steadily on the Player.



Big Mushrooms Tree: Our goal is to reach this tree and get mushrooms from there and return home. But because of the game's story, we have to do it last.



Dimension Gate: Our game progresses thanks to these passages. It does not send back to the previous dimension.



Enemy: There is only one monster on all maps and these monsters live on these maps. They can attack and they can show hit animation when taking hit. There are enemies and life units on the move.



Health Bar: We have 5 life in a row and if we lack out of all of life then Game Over condition will occur.



Story Scene: The story of the game takes place in the game as a cutscene.

Technical Sceps

Technical Form: 2D Platformer Game.

View: We have a camera angle that is locked into our character and moves with it.

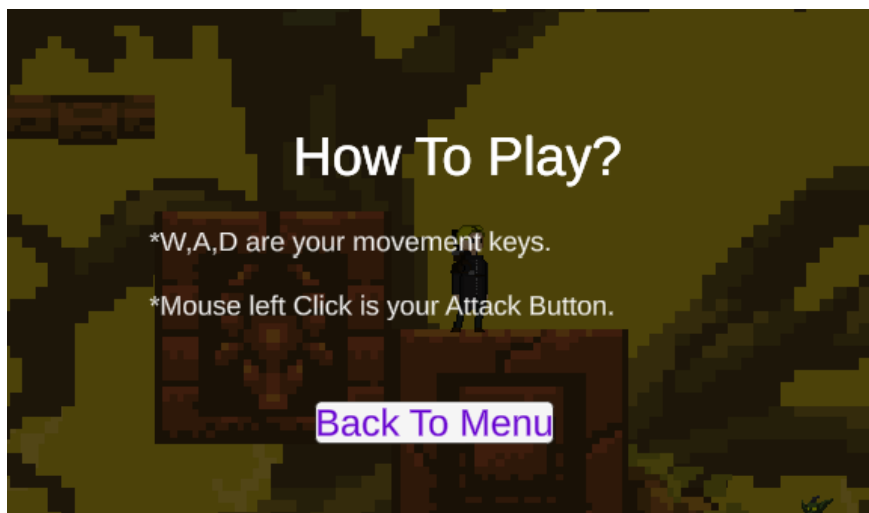
Platform: PC

Language: C#

Device: PC

Game Play

The aim of our game is to return our character, who has been away from his home, back to his home. There are enemies and obstacles on the way. Our character moves with the W, A, D keys and can attack with the left mouse button. If we go out of the map or if all our lives are consumed by an enemy, the game is lost and the player can play the game from the beginning again on the screen that says the game has been lost. In each new scene, our life becomes maximum. Game's Menu gives player to a How to Play scene.



Player's Control

Player can Move with W,A,D and attack with Mouse Left Click. He can fall, run and jump.



JUMP



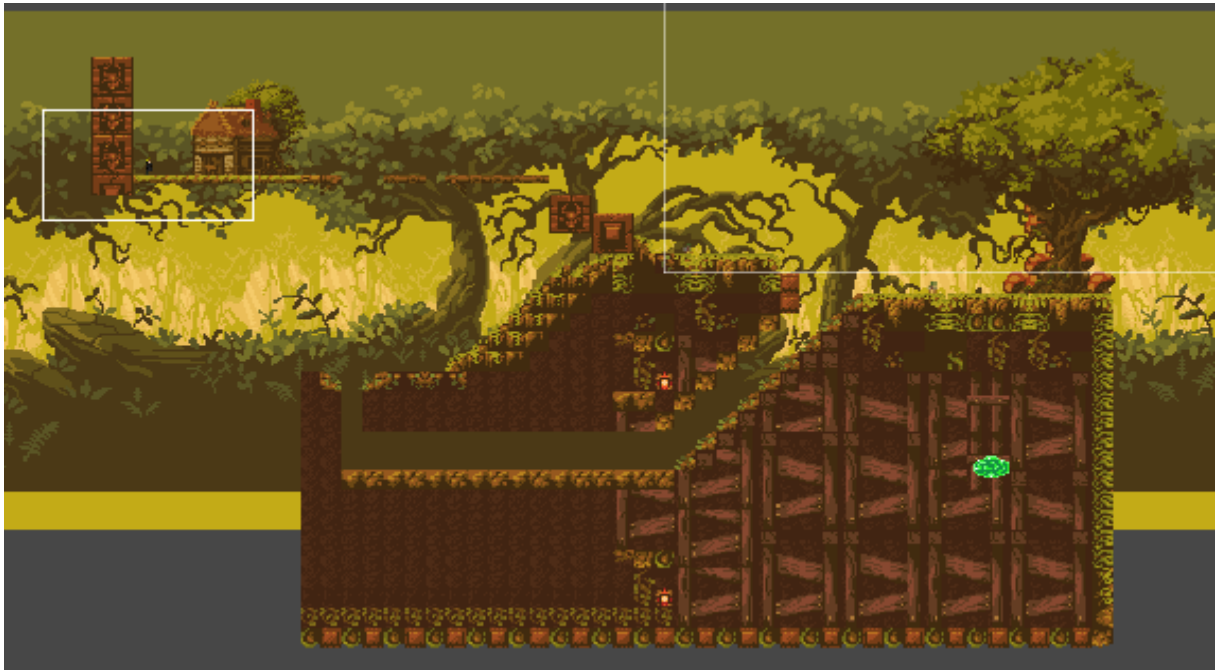
ATTACK



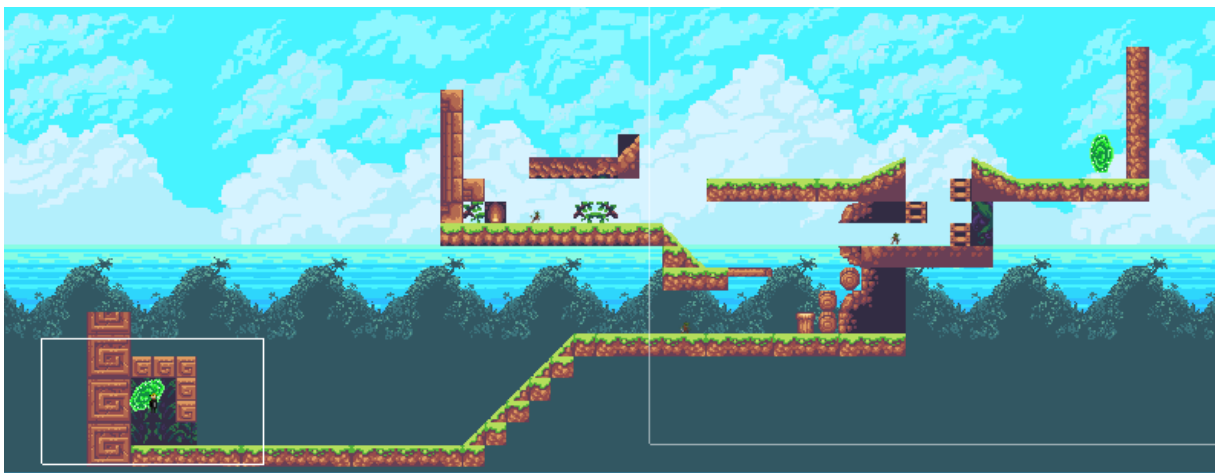
RUN

Game Levels

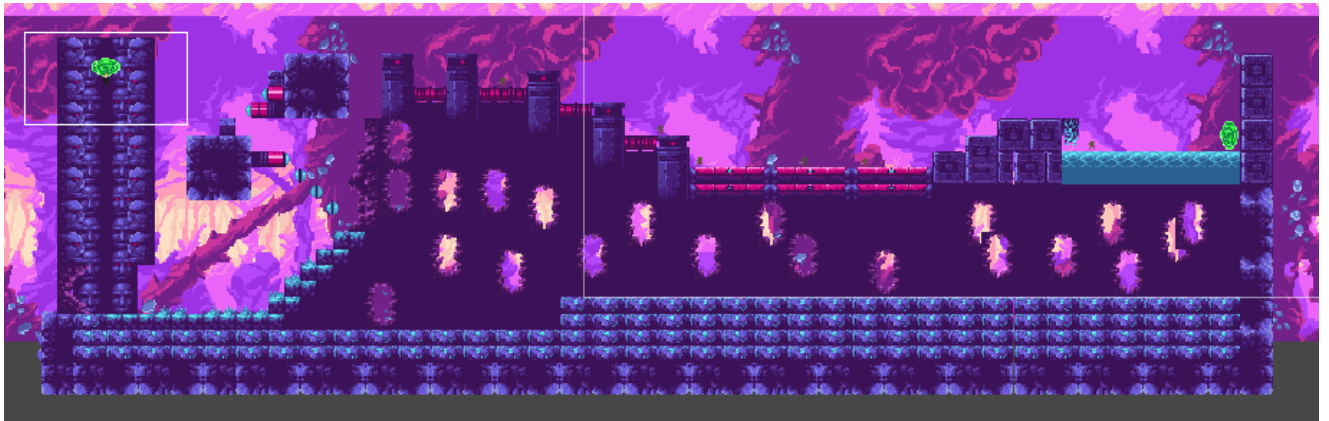
LEVEL 1



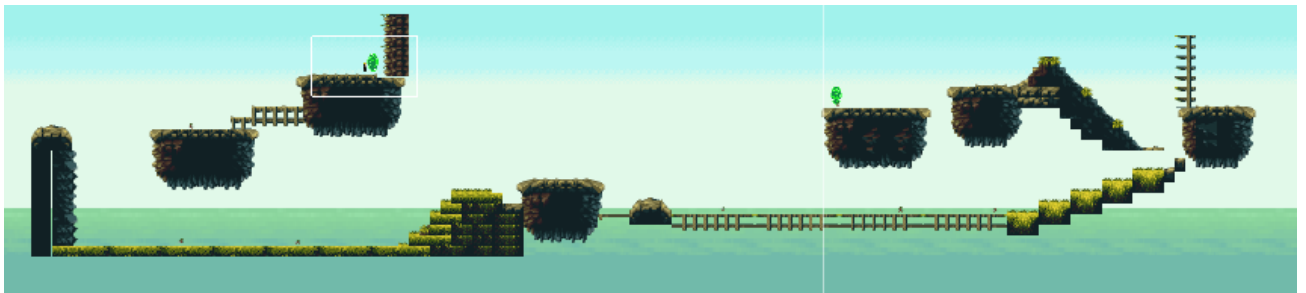
LEVEL 2



LEVEL 3



LEVEL 4



LEVEL 5



Win Condition

There is only one win situation and that is to cross all dimensions without dying and finally come to the door of our house.

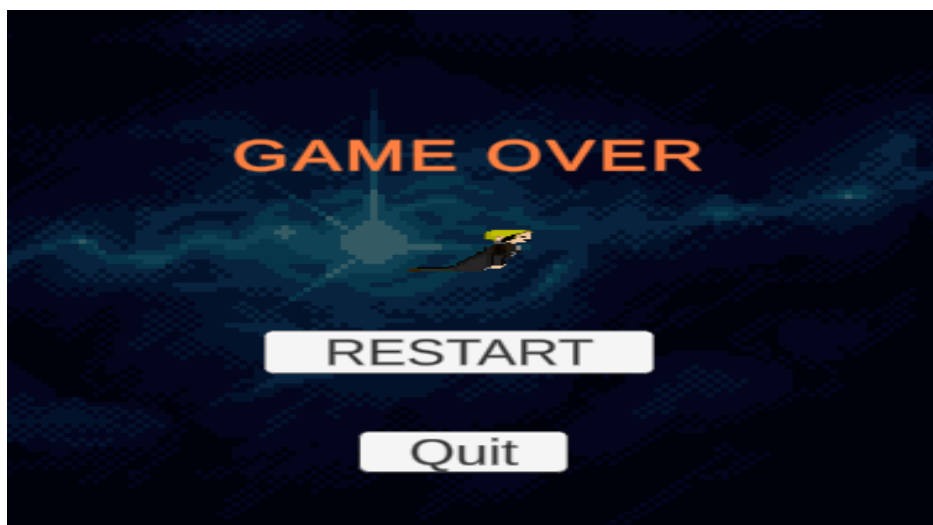


Lose Conditions

There are 2 different losing situations:

First situation, if all our lives are consumed by the enemies, the game is over and we are redirected to the game over screen at the end of the game.

Second situation, if we go too far out of the map we will be taken directly to the game over screen and the game will start again.



References

- https://www.youtube.com/watch?v=oxiPWg8cdRM&list=PLcwAvp7655p26bhC-mfJAm_F5mLgfDp0i&index=8&t=5903s&ab_channel=Chris%27Tutorials
- https://www.youtube.com/watch?v=yxzg8jswZ8A&list=PLcwAvp7655p26bhC-mfJAm_F5mLgfDp0i&index=10&t=294s&ab_channel=Pandemonium
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