

Game Design Document: It Takes a Dot

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Verbs

Basic movement

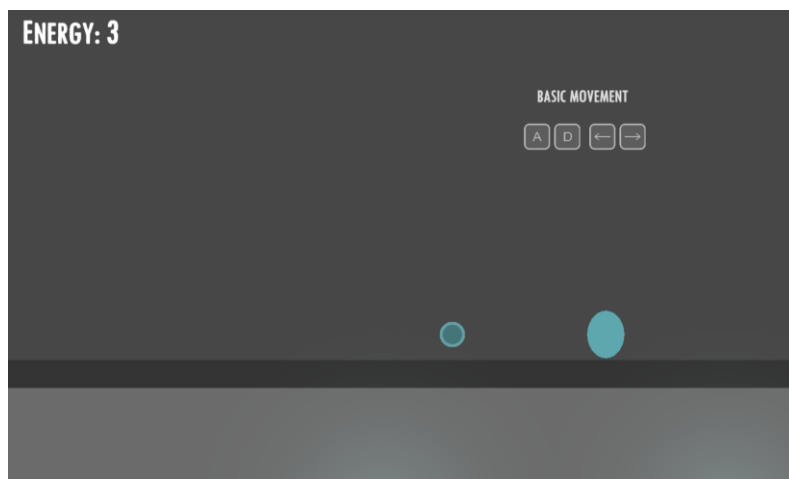
Left and right

Up and down if the environment allows it

Possessing other objects

Players View

Picture of initial view



Gameobjects

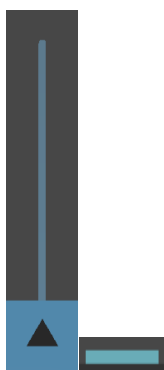
Player



Possessable Blocks



Moving Platform with Button to activate



Goal



Pit



Matrix

	Physical
Skill	Luck
✖	Mental

The Experience of Play

What does the player learn

The player needs to learn what is possible with the given verbs and how to use them to reach the end of the level within the energy movement restriction.

Narrative

Theme

Spirits, statues, and graveyards

Story

The player is a small flame spirit that can possess stone gargoyles and need the reach the oil lamp to light up the graveyard.

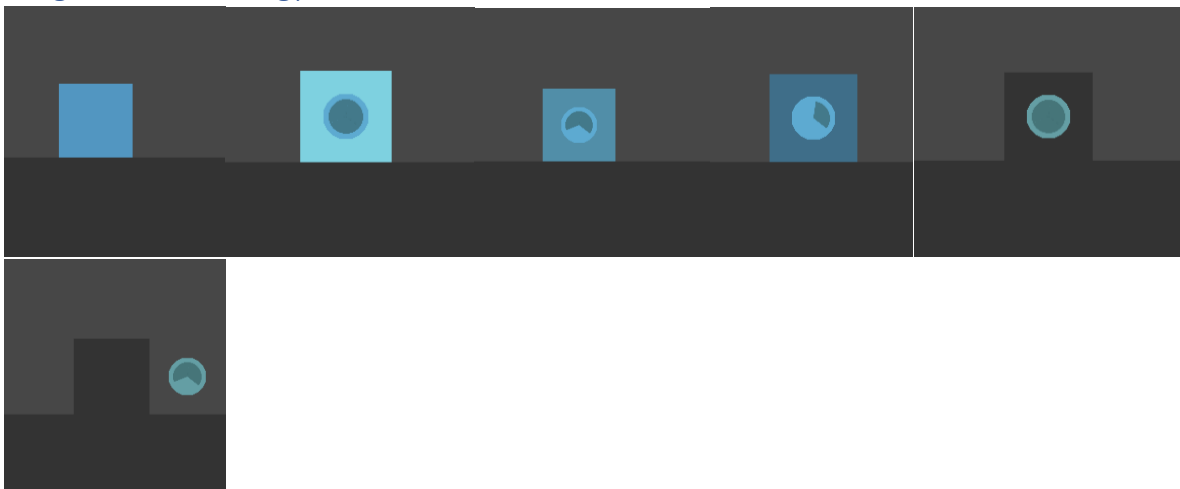
Gameplay Storyboards

Progression of Energy in Player



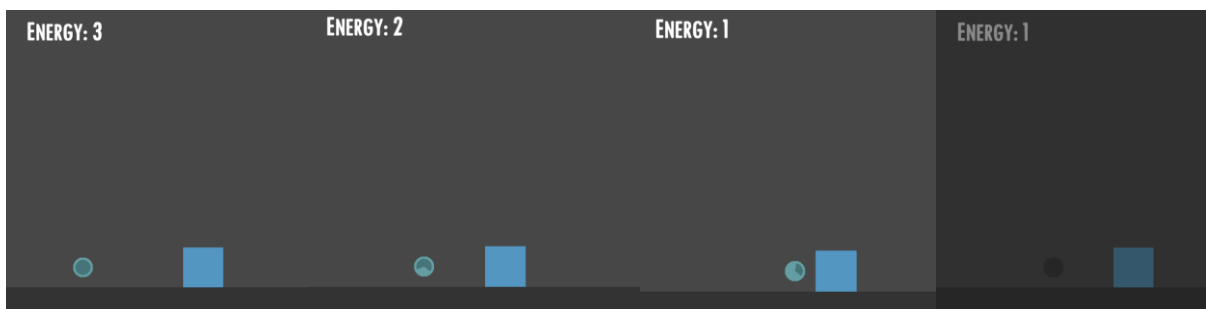
Each input of movement without a possession of a block, will decrease the energy by 1, as seen by the decreasing arrow in the middle of the circle.

Progression of Energy on Possessable Blocks

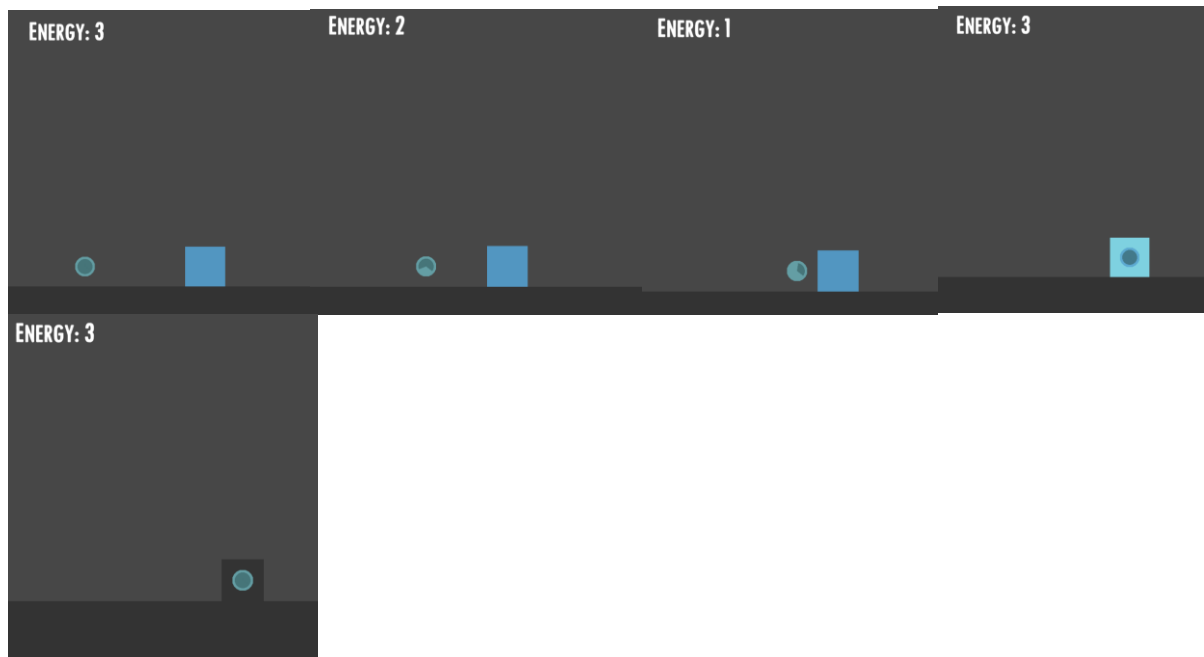


Blocks have three energies, which the player can use to recharge and move. If the blocks turns dark grey they become static.

Basic Movement (restricted to number of energies)

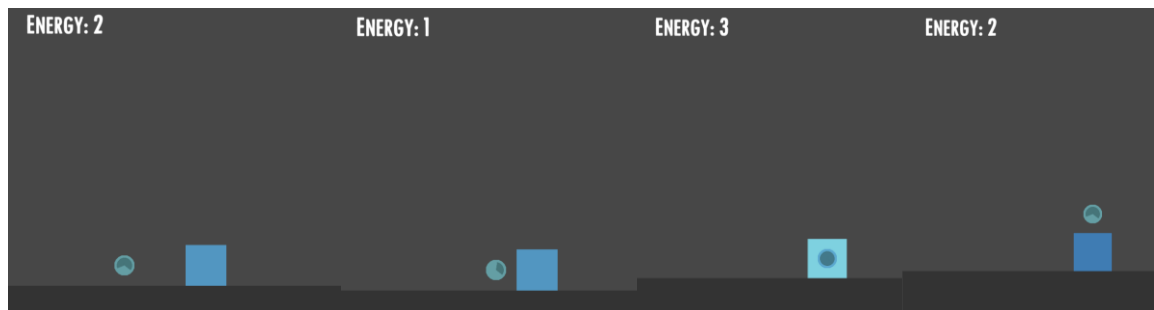


Possession



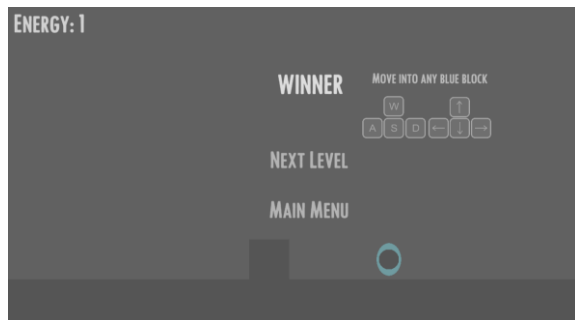
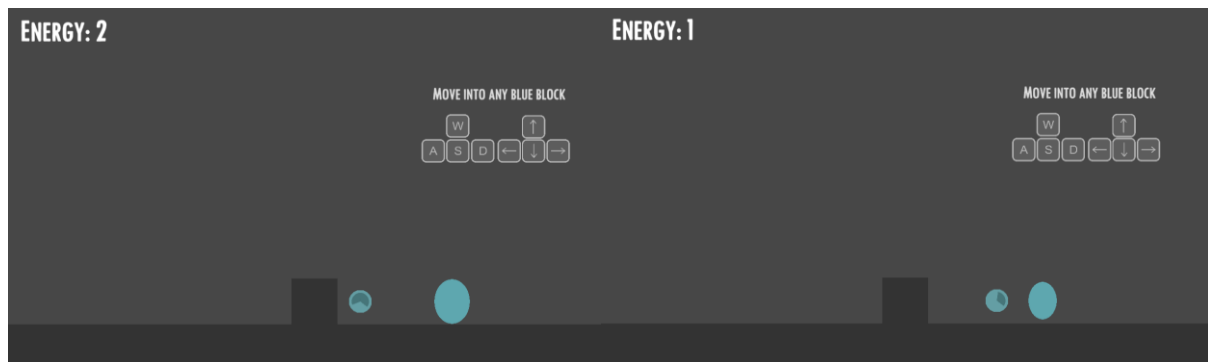
If the player possess the PB the energy will be reset to three and the player can move three moves (dependent on the blocks colour). After the block turns dark grey, the player has three energies again.

Ejection (using hold spacebar + arrow key)



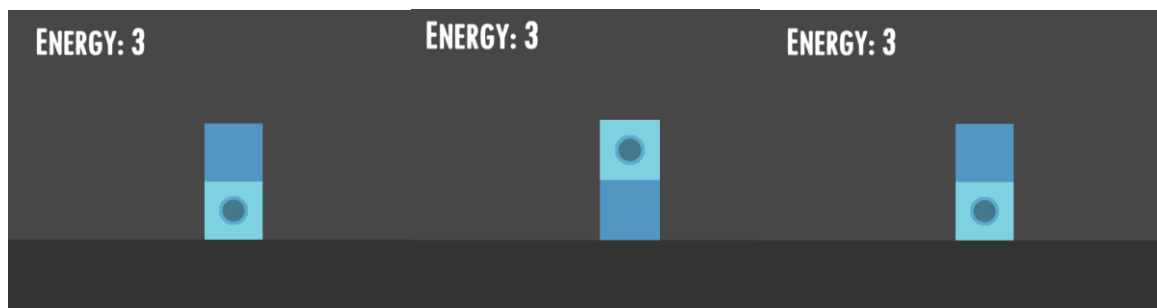
To cancel a possession the player needs to hold the spacebar and use a direction key, where the direction has no obstacles. See above, spacebar + up arrow key, have been used.

Win



Player needs to collide with goal.

Transition



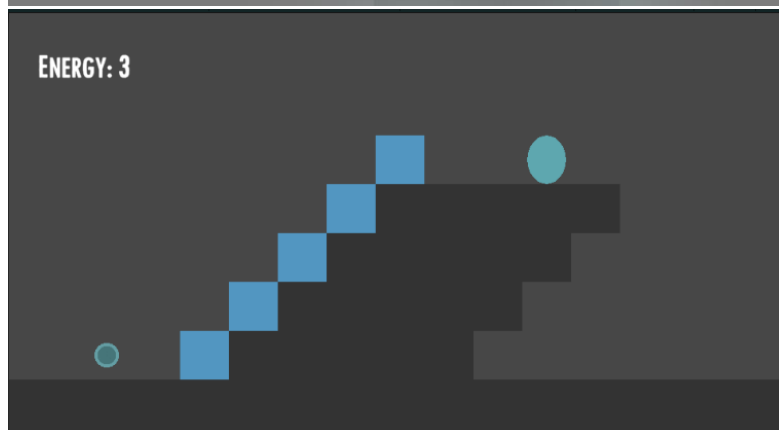
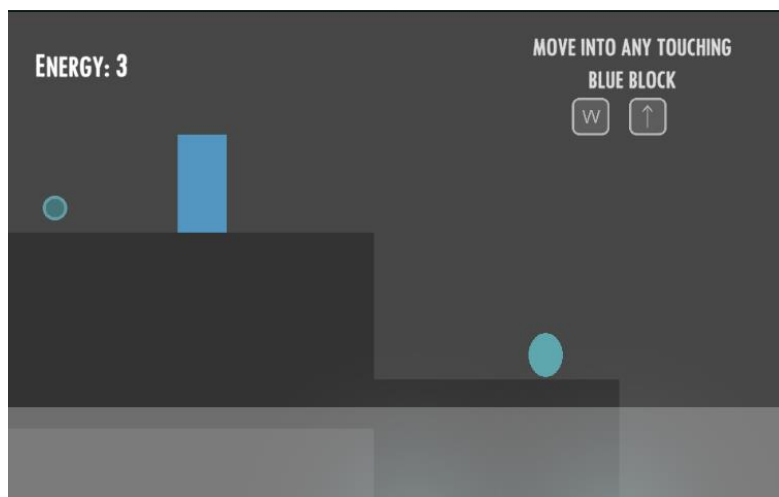
Player can freely move through blocks if they share a side, with no energy loss.

Possible Level Design

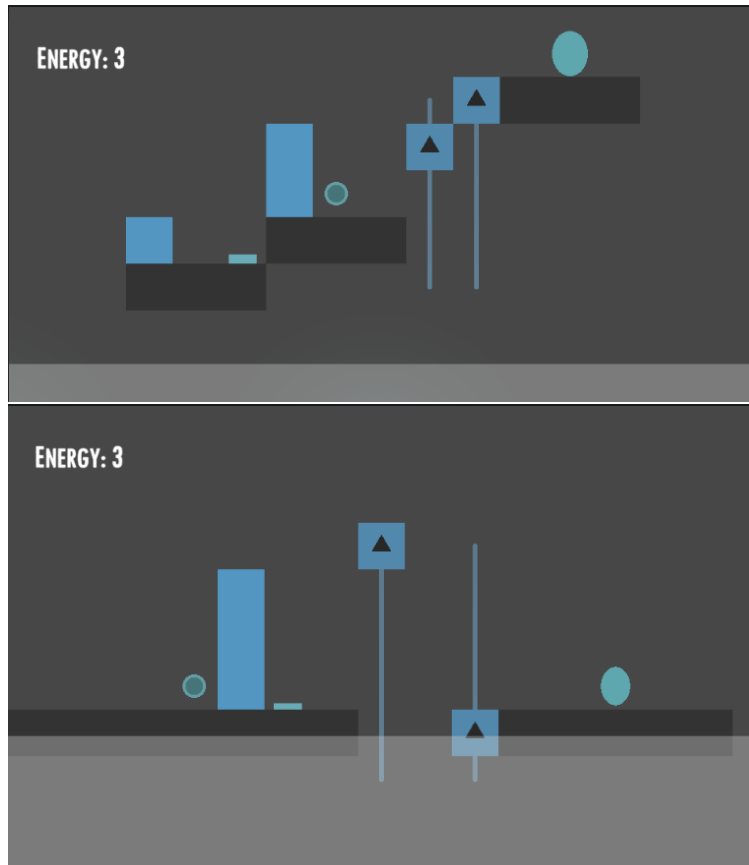
Beginner



Intermediate



Advanced



Conditions

If the player collides with the goal, without energy reaching zero

Then GameState is game over won

If the player has zero energy

Then GameState is game over dead

If player collides with pit

Then GameState is game over dead

Controls

If the player presses A or left arrow

Then player moves left once

If the player presses D or right arrow

Then player moves right once

If the player is possessing block and a PB is on block and player presses up arrow or W

Then player moves up once

If the player is possessing block and a PB is on block and player presses down arrow or S

Then player moves down once

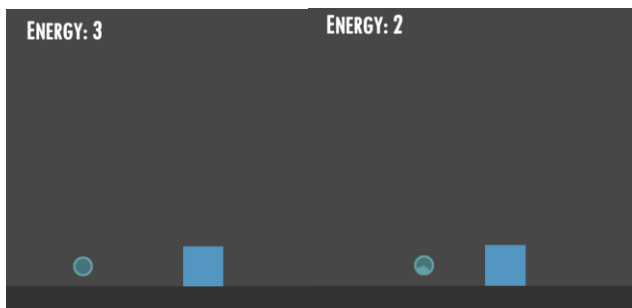
If player possess a block, spacebar is held with input of a direction key (WSAD or arrow keys) where no obstacle is present

Then player will be ejected from blocks

Events and Actions

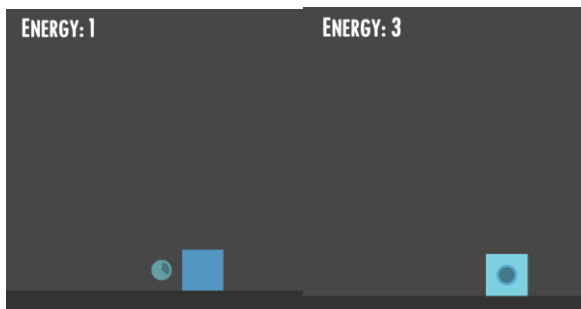
Player

Movement of player



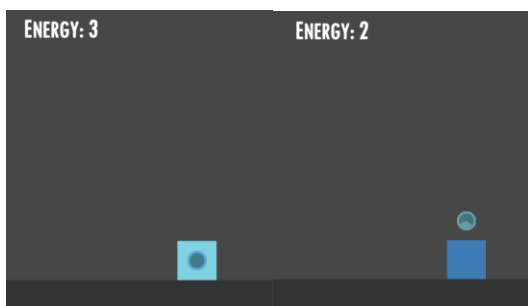
Input D or right arrow key → player will move to the right

Possession



Input D or right arrow key → player will possess block that is in front of them in the inputted direction

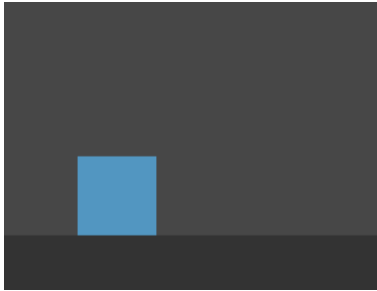
Cancel Possession



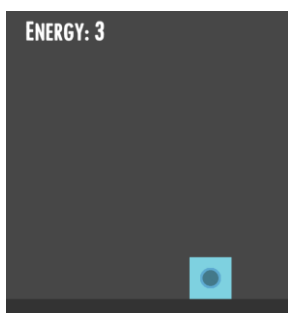
Hold space and direction key with no obstacle to cancel possession.

Possessable Blocks (PB)

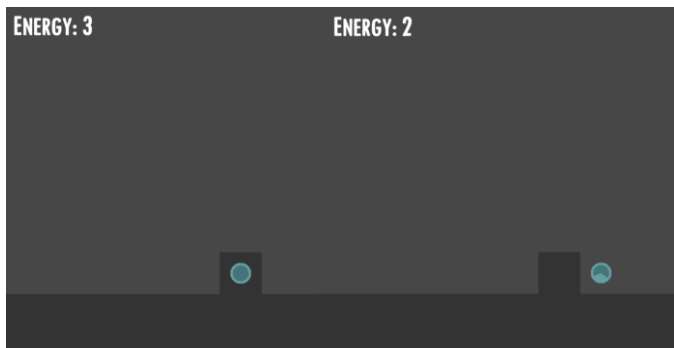
Idle



Possessed

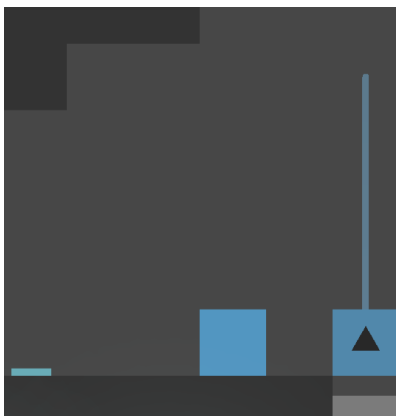


Static



Moving Platforms (MP)

Idle

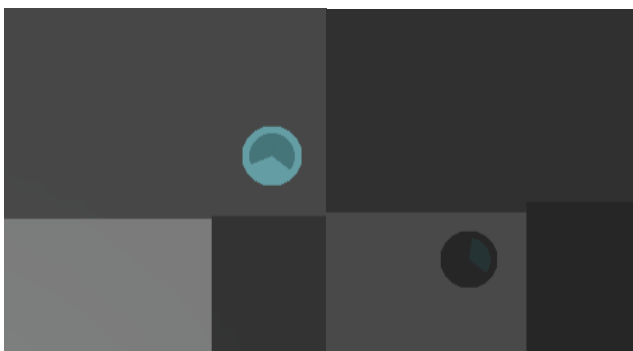


Active



MP is activated by PB that is not static.

Pit

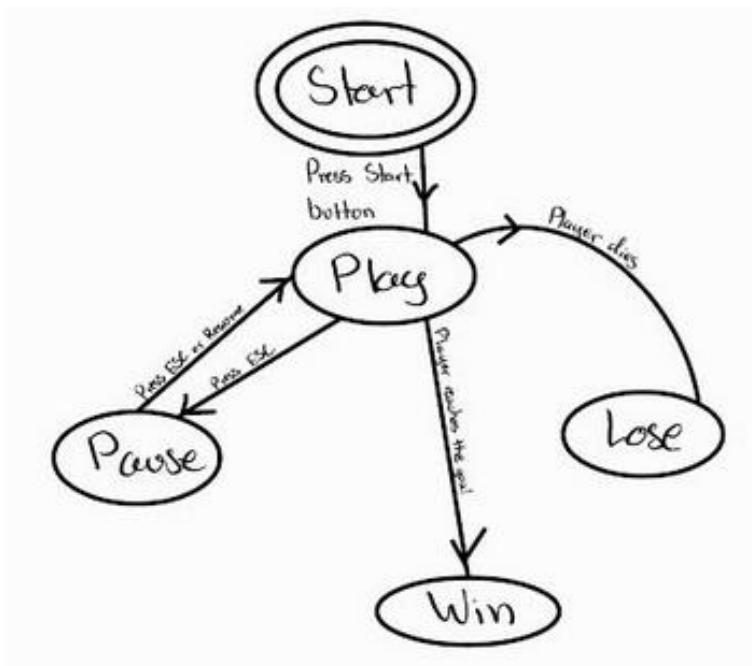


Player dies if it collides with pit.

Game Objects

GameManager

Finite Game States



Player

Entity Relationships

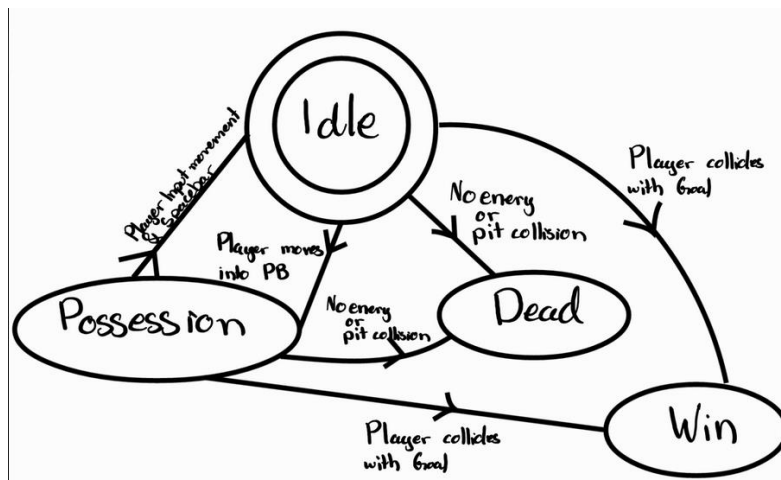
Pit ————— Player

Possessable Blocks ➤———— Player

Goal ————— Player

Sensor ➤———— Player

Finite Game States



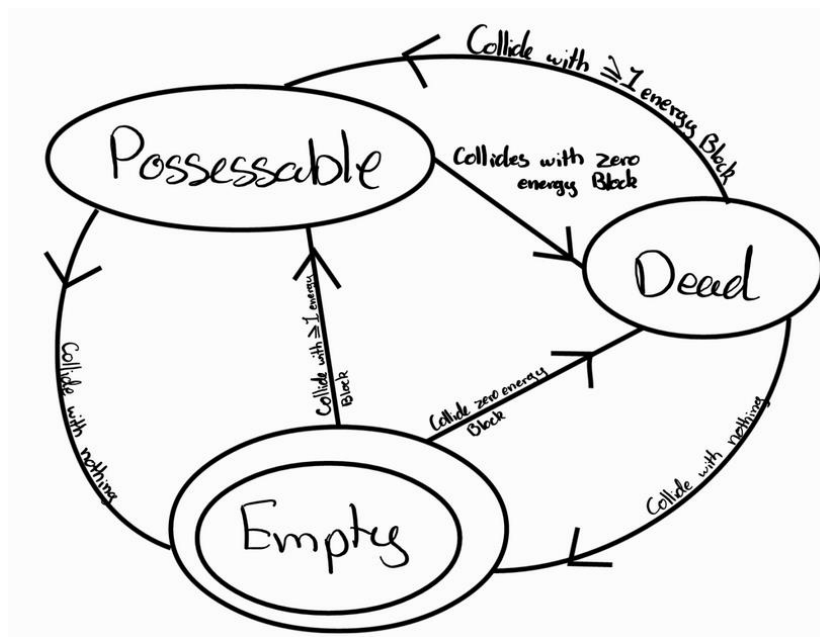
Sensors

Entity Relationships

PB ➤———— Sensor

Player ———— Sensor

Finite Game States



Possessable Blocks

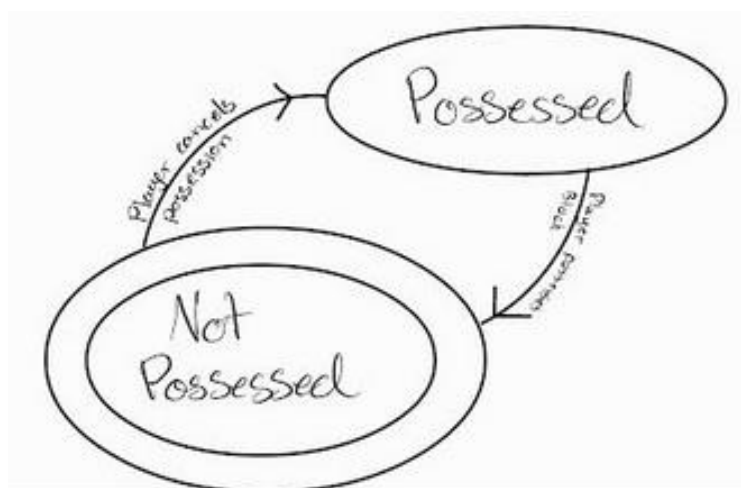
Entity Relationships

Sensor \rhd PB

Player --- PB

PB \rhd PB (player possessed)

Finite Game States



Pit

Pit --- Player

Finite Game States

Goal

Entity Relationships

Player — Goal

Extras

- Add enemies
- Create checkpoints
- Extend levels
- Add in little gravestones where the player died
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