DUNGEON ADVENTURES!

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Programming Lead: David Donangelo
Media Director: Nicos Sampaolo
Programmers: Stefan Harp, James Price

I - Introduction:

Genre: Our game is scheduled to be in the genres of a first person action/adventure and platformer. It will borrow elements from typical platformers such as *Super Mario Bros.* and *Ape Escape.* It will have elements of combat and diversion, platforming and puzzle solving, and competition against time.

Theme: The theme of the game is inspired from Lewis Carrol's *The Adventures of Alice in Wonderland* and Diego Goncalves' artwork. Abandoned by his fellow troops, a lone boy scout attempts to survive a night filled with creatures that potentially pose a threat.

Backstory: The player assumes the role of a boy scout camper who is separated from the rest of the troop and gets lost. After some time going without food, the camper remembers that there are edible mushrooms that he can use to eat. He accidentally eats a hallucinogenic mushroom that makes him slip into a 'bad trip' in which things that would normally appear innocent or malign become horrendous and threatening. His conundrum lands him in a cave for most of his adventure.

II - Aesthetic Goals:

- Fantasy - a make believe adventure
    - If the game can make a player feel he really in the forest all alone it would be a successful
    - If the game can make the player search for hidden items that will help in the game is a success
    - failure would be the player has see the game as being passable realize
- Challenge - by having to overcome puzzles, and enemies will playing
    - successful challenge would to have puzzles that work well world thats not to hard to complete but challenging
    - successful is also having enemies and bosses that provide medium range of difficulty.
    - failure would be to have annoying puzzles everywhere that people get tired of doing and forget about the task and the adventure of what's happen
    - failing to give the player the tools to kill bosses because it was skip in a different level or pass by.
- Narrative - experiencing a set storyline that will put the user in the center of the game
    - Success would be to keep the player interested in what might happen next in the game. wanting the player to keep playing to finish the storyline and the Adventure.
    - Failure would be lack of storyline or no storyline that keep the player from knowing what's to do throughout the game
    - Failure would also be player is board with store and don't want to play anymore.

III - Anticipated Dynamics:

- The player Control in the world
    - First person view
    - Walk, and run options in the world
    - Jump over objects
- Player will interact With Non-Playable Character(NPC)
    - We hope the NPC will sell item in store and give quest so the player can have an adventure
- Collect Item through the game
    - Finding item will make a player want to search uncharted area to see if he can find more thinks that will help throughout the game to make the game exciding
- Collect Acorns and Mushrooms as currency
    - Acorns will be drop my enemies throughout the game so the player can spend them at the shop so the player feels the reason to kill creature in the game.
    - Rare Mushrooms will make players want to complete puzzles because you can diffrent items with mushrooms then just acorns
- Access game store and spend Acorns on Item
    - the store is here to allow player to trade currency for goods and enrich the player sense of adventure because not all store will sale the same item
    - Also different stores may sale the same item but at different prices so it give the player the experience to shop around for cheaper price items.
- Puzzle to solve
    - Puzzle solving to increase the player difficulty and achievements will providing items you may have to by in store for free if you can solve it.
- Kill Enemies and Bosses
    - creature will attack if in range to make the play have to inoce in combat or decide to run and try to get away if maybe will die in a fight.
    - Boss will let them know they engage in a challenging fight that can't be expected from so they there kill the boss or die trying. it will give a the play an emotion if victory
- Advance through storeline
    - The storyline will keep the play wanting to engage in what going to happen next. Also allowing a set of events to happen so you know what needs to be done next.
- Interact with objects
    - Move Objects around the level.
    - Use objects to complete a task,
    - Use object to solve puzzles
- Interact with inventory
    - Interacting with the inventory will help keep track of what the player is caring on them.

IV - Game Mechanics

Gameplay Mechanics:

The player controls a young boy scout who has been separated from his squad, when a normally routine hike goes bad due to a sudden and violent storm. While blindly navigating the forest through the storm, the player stumbles upon a dark cave opening. When entering the dark cave, the player's character automatically equips his torch to illuminate the area, and the player is then free to explore.

Within the cave the player encounters a Giant Talking mushroom that from then on accompanies the player on his t travels. Once the player has taken the Mushroom, the storm subsides and the player will once again be allowed to explore outside, except now the forest will be much more 'magical' i.e. talking animals and fantastic monsters.

The game will end when the player makes his/her way back to the boy scout camp, located on the opposite side of the map that the game starts on. THe

Rules:

Upon player death, the game will automatically load back to the last saved checkpoint. The player can die by jumping onto spikes, or falling down deep pits/chasms, drowning, being crushed by boulders, needle/dart traps, falling into fire, and eating too many mushrooms.
The combat system is still under construction, but if the player dies in combat, the game will still load back to the last checkpoint.
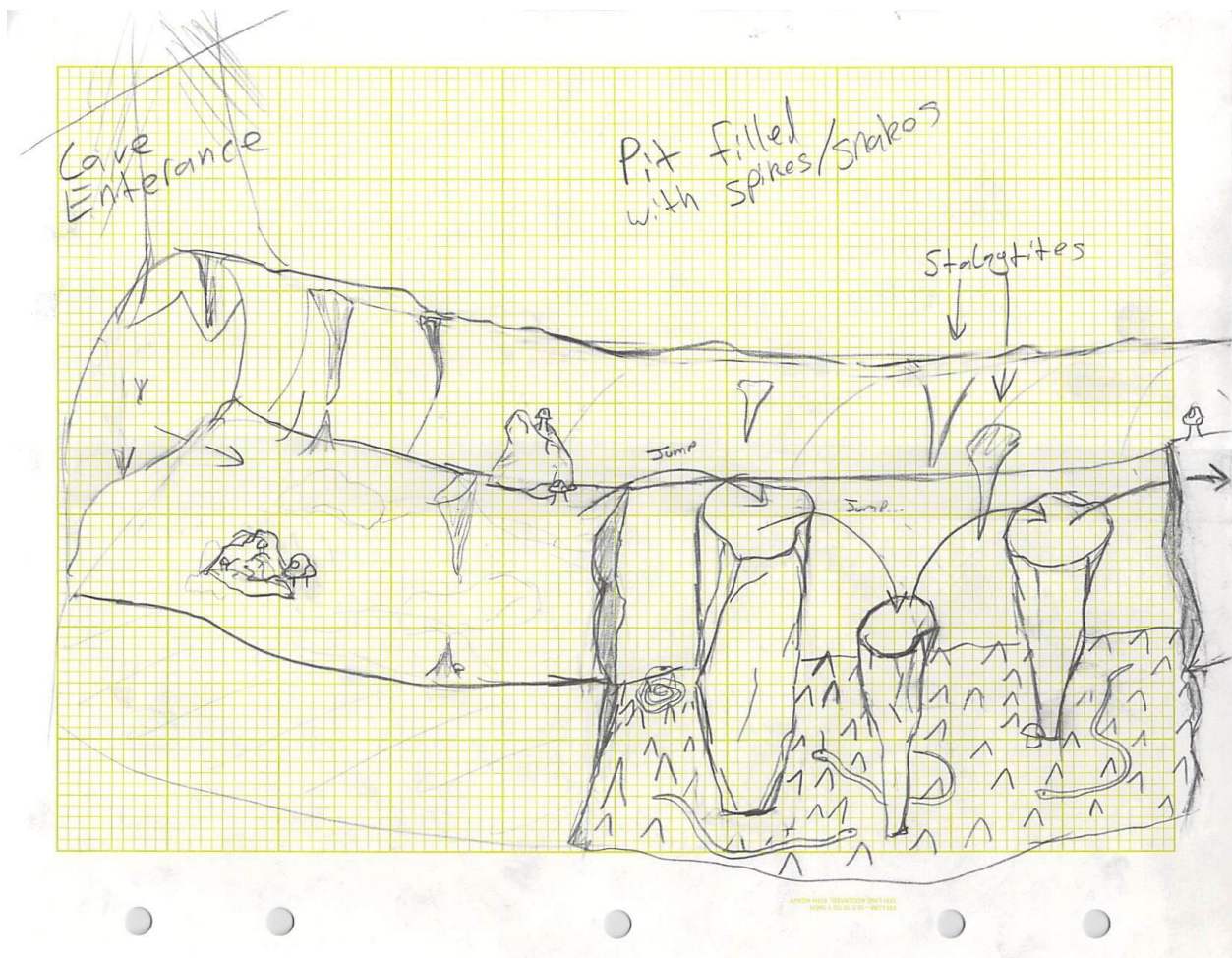
Story Board/Concept Art:
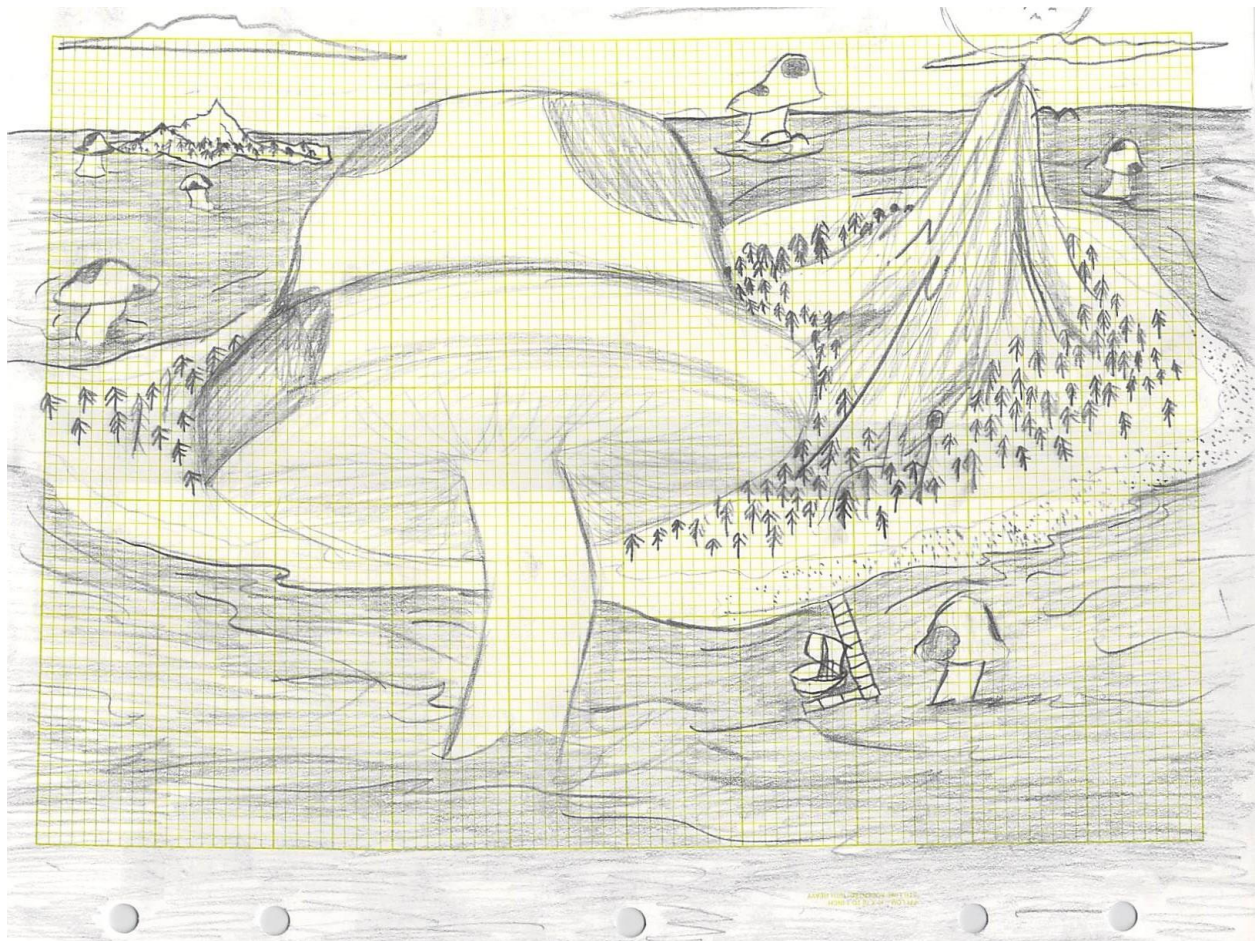
This would be an example of what the island or map would look like after the player has picked up the talking mushroom.
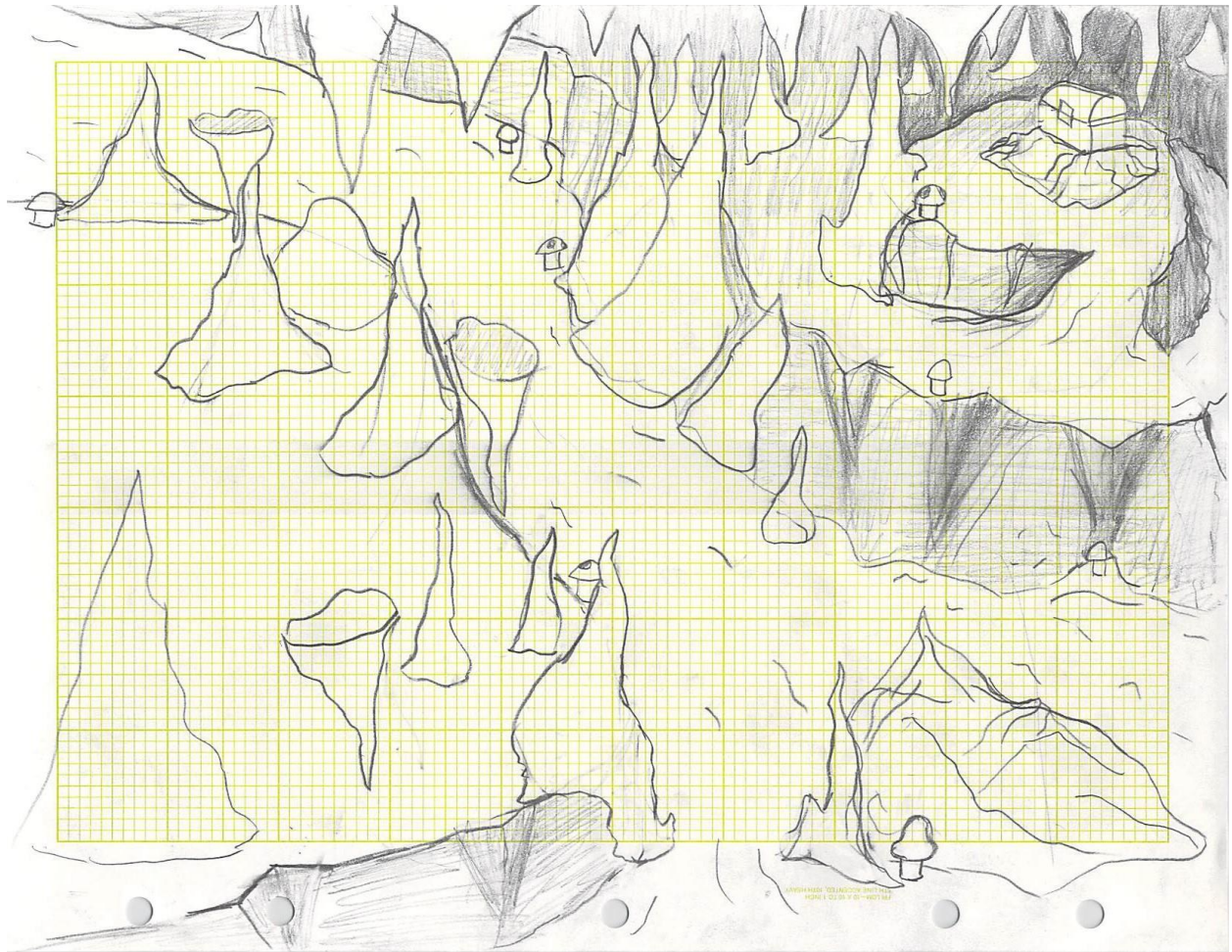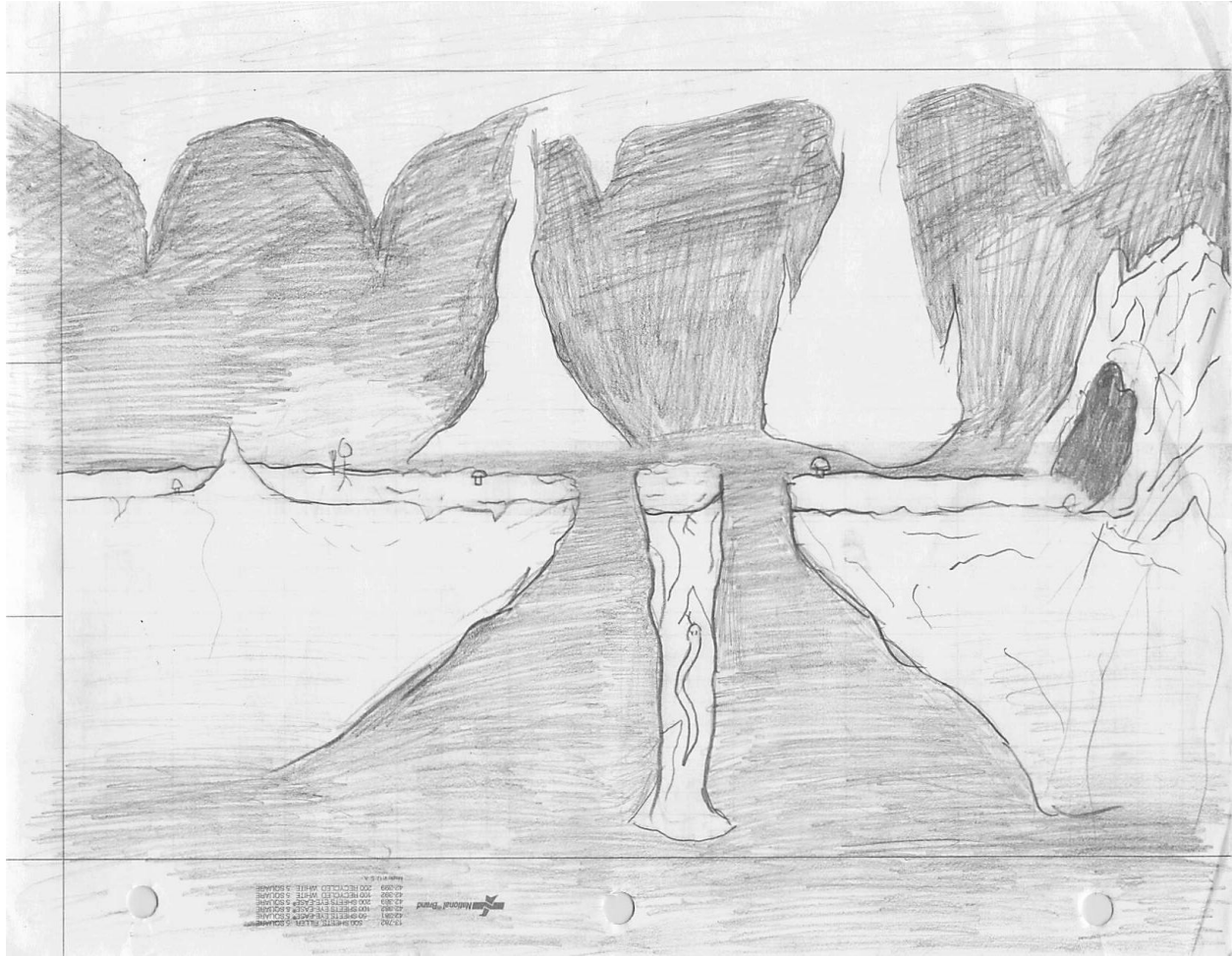
Cave
Enterance

A simple example of a simple jumping puzzle. checkpoint would save the player's progress right before the first jump .

In this scene, the player will be initially walking through the middle path, and will be able to see the treasure chest on the level above. The treasure is inaccessible to the player now at this time.

However, while exploring higher levels of the cave, the player will have the possibility to find a hole that will drop him/her down right in front of the chest.

This scene is important in establishing the immense size of the underground cave network. The player walks a narrow path with a seemingly endless fall on either side. The player's torch is just bright enough to illuminate the outlines of some massive cave structures to either side of the path.
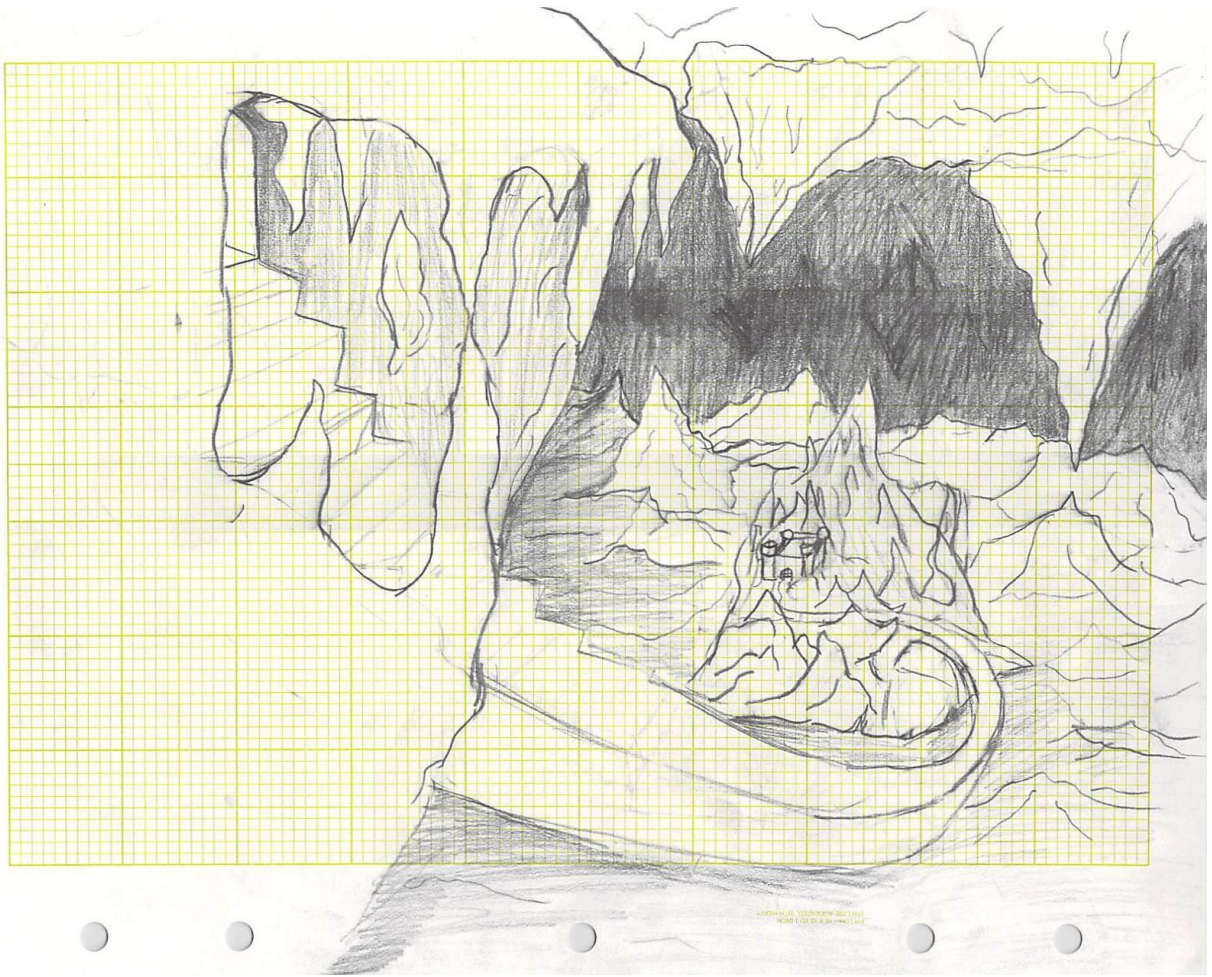
Again, more massive underground cave structures, this scene also hints the the existence of a current or past civilization that has inhabited these caves.
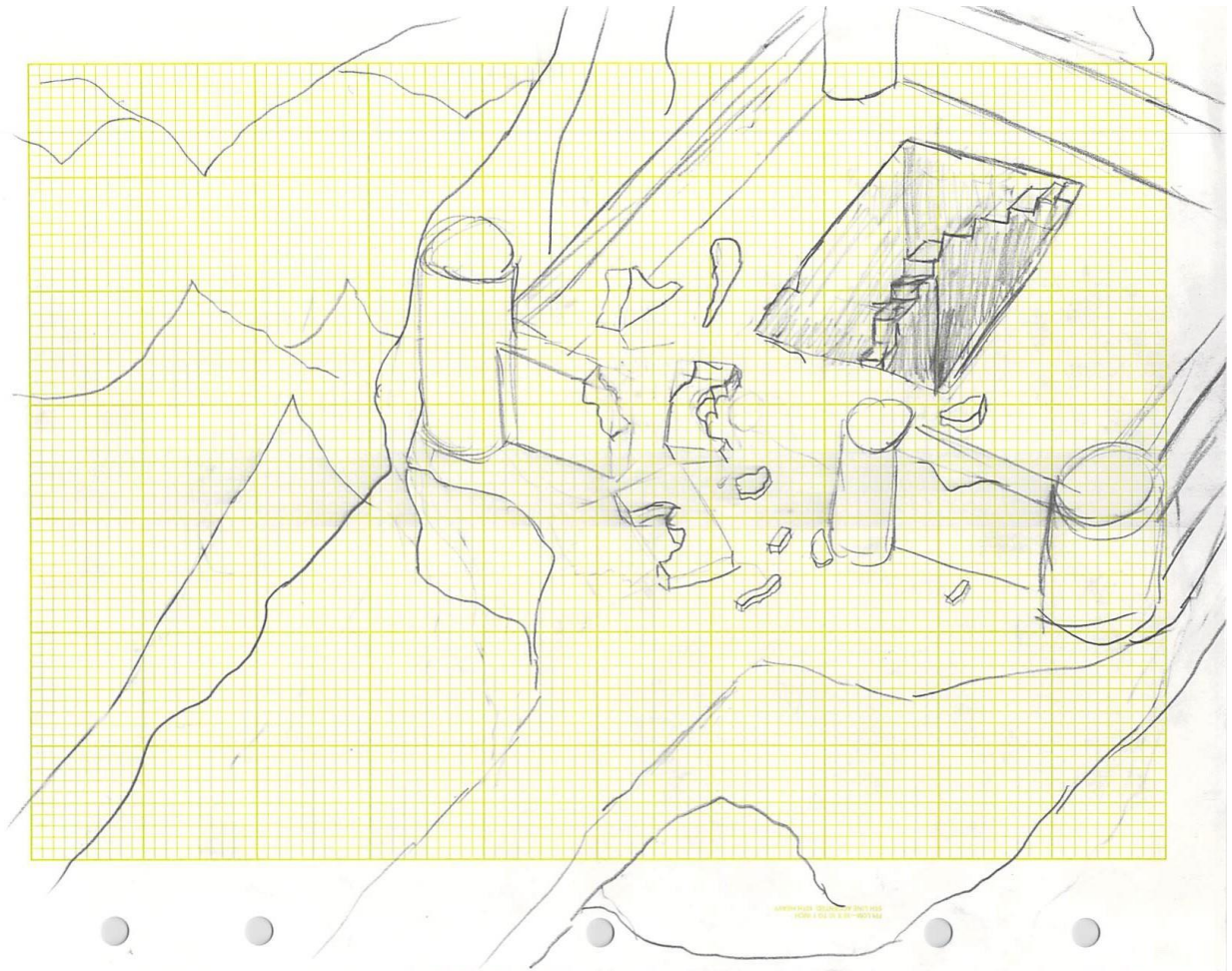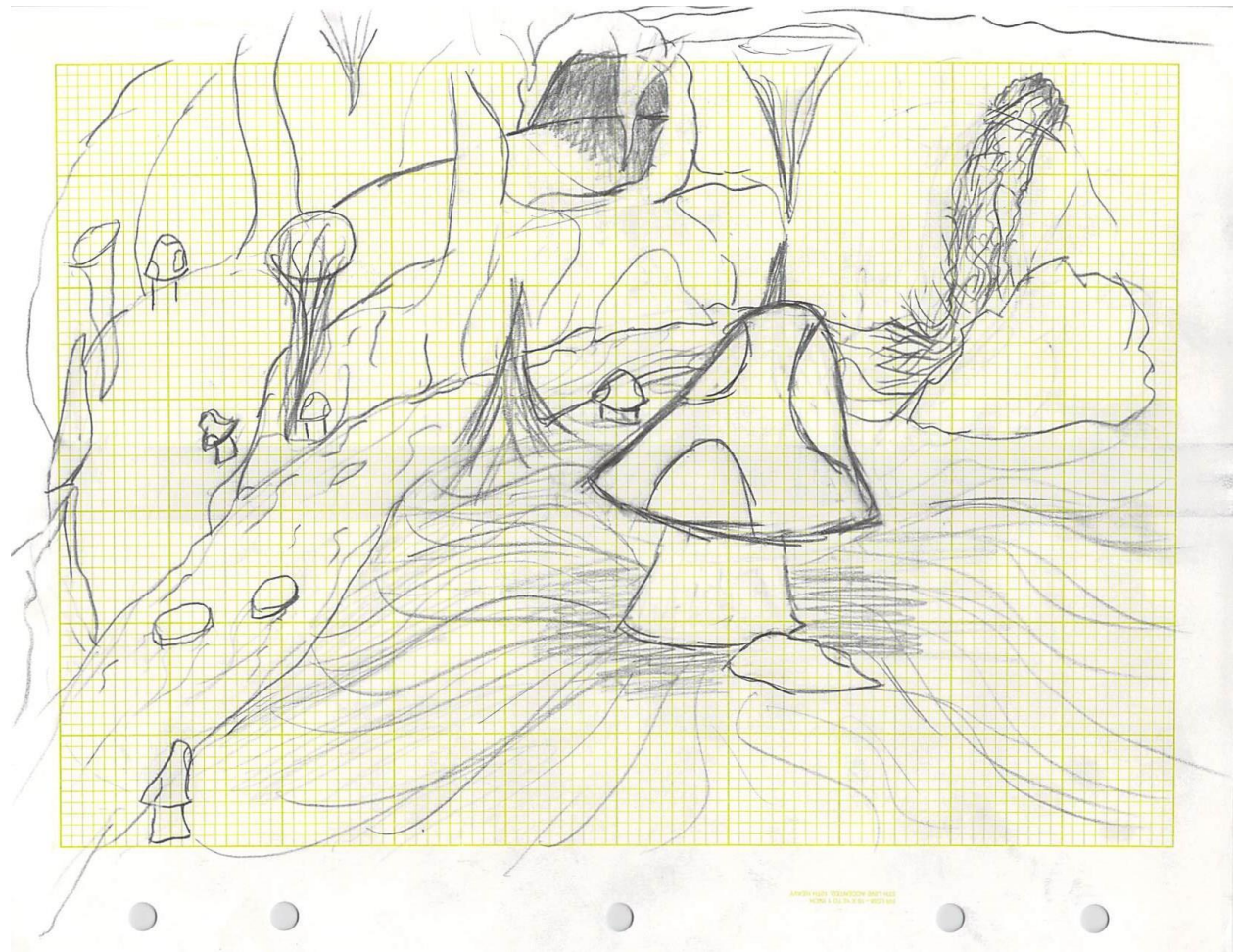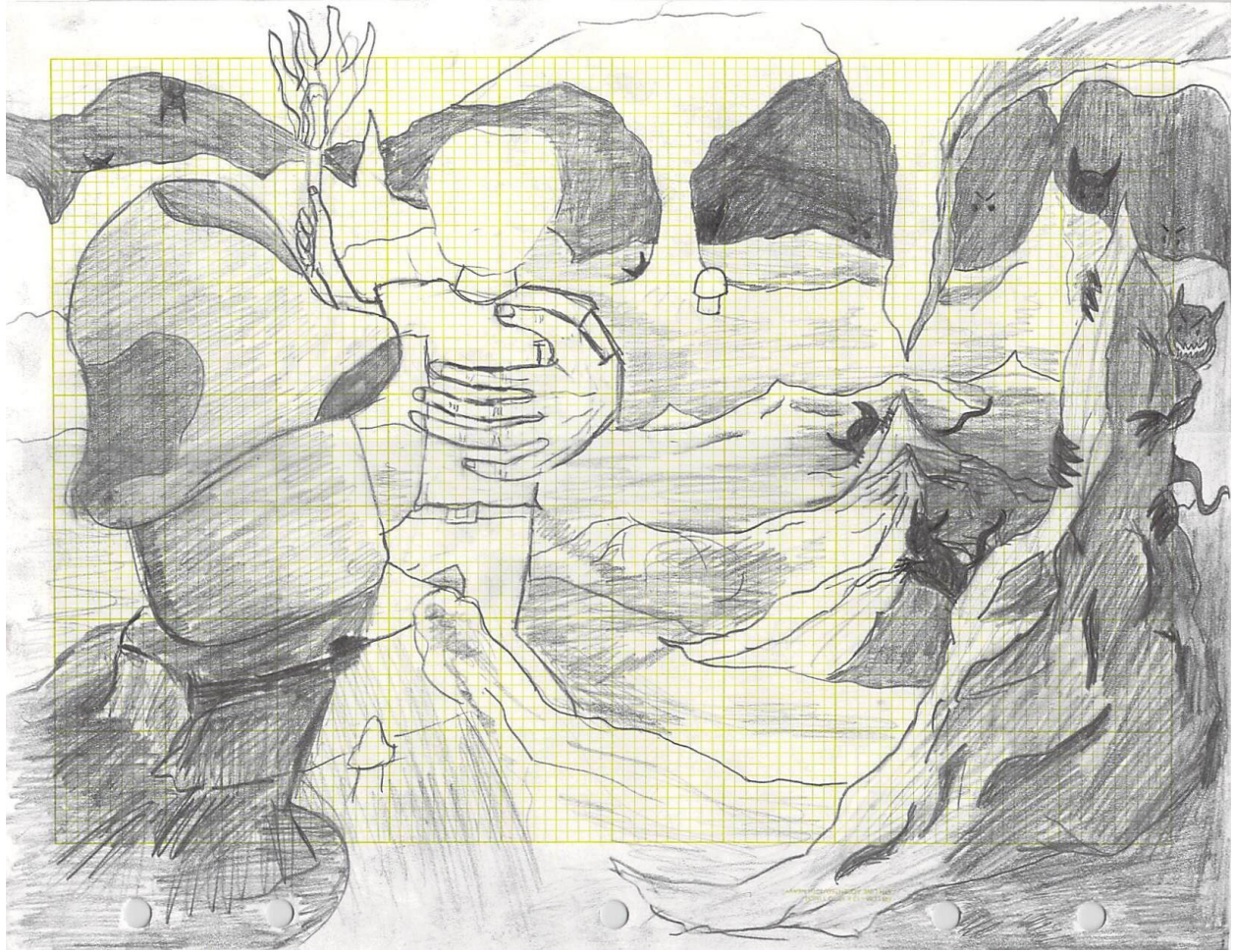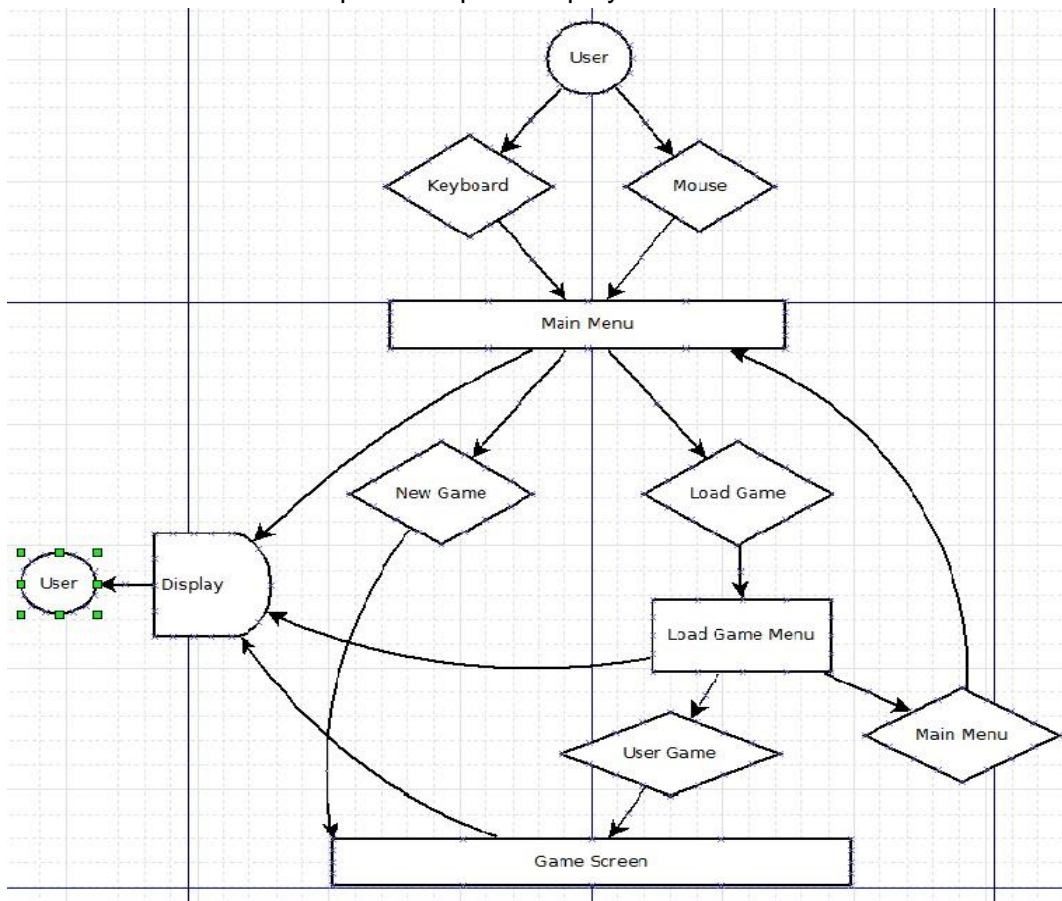
V - User Interface:

- Game controls interface will be mouse, and keyboard
  - Using WSAD keys to move around the world
  - Mouse will look around in first person view
- Game Interface design layout above
  - Circle is User interface
  - Diamond is user input
  - Rectangles are Screens
 - The Arc Square shape is display interface

Main Menu: Main Menu is when you first start the game and it gives you two options. New Game will start a new game for you and let you enjoy the storyline for the start. Load Game will take you to the save game list and allow you to load and play a previous save game from your last spot of saved.

Game Screen: Game screen is where you play the game after you start a new game or load your previous save game. Here you will have a first person player view. Your Health bar on the top right. With your currency Right under showing how many Acorns you can shop with and buy items. Quest mushrooms at the lower right hand so you can read current quest
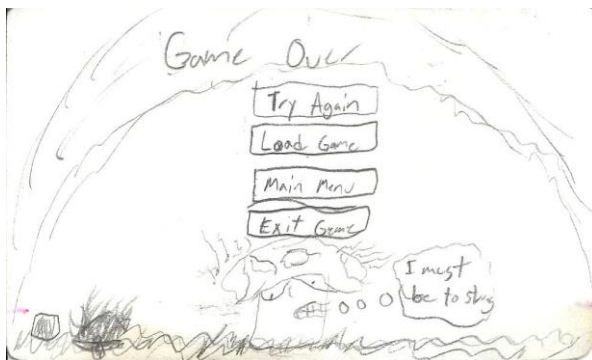
Game Over: After you lose all your life points you died and lose the game. Reach four options: Try Again, Load Game, Main Menu, Exit Game. Try Again will put you at less checkpoint. Load Game will return you to last time you save. Main Menu will take you to the main start screen, and Exit Game will leave game.

VI - Media Assets:

This section of the project development is headed by Nicos Sampaolo. The media assets that will be used for our game will be a combination of models rendered in Blender 3D and sounds that will be downloaded from the Unity store. Other sounds will be created in Garageband such as snippets of in-menu/game music. The models to be implemented include:

- The main protagonist
- Enemies
    - Mushrooms
    - Demented versions of fellow campers (altered from the effects of the hallucinogenic)
    - Demented versions of animals (altered from the effects of the hallucinogenic)
- Environmental objects
    - Trees
    - Platforms
    - Mushrooms
    - Other obstacles the user will interact with for puzzle solving

Sounds that will be used in the game include:

- Noises made by the protagonist
    - Grunts
    - Trumps (if something good is done such as collecting an item)
    - Displeasure (if damage has been taken)
    - Footsteps
    - Ambient noises (rain, rivers, water dripping in caves, etc..)
- Enemy noises
    - A single noise for if they are killed
- Object noises
    - If an item is being shoved
    - If an item has been thrown
    - If an item has been destroyed
    - Containers opening/closing
    - Dropping/picking up objects
- Menu and in-game music (theme)

VII - Scripts:

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- ● Enemy AI - Script allowing enemies to follow and attack the player when in range, collision damage when the player touches an enemy. Should interact with the player script in numerous ways in order to provide challenge to player - James
- ● Environment interaction Scripts - Allow the player to interact with the environment in various ways, be it making a fire or pushing a block. Should interact with the terrain and object in various ways - Stefan
- ● Health system - Script allowing for a player/enemy health system that will change based on damage done and healing items found. Should interact with the player and the enemies in order to provide a working health system - Jerry
- ● Character control scripts - Scripts adding on to basic first person controllers that allow for possibilities of crouching or sprinting. Should interact with the player controller in order to allow for different actions to be taken - David

VIII - Timeline:

1. October 11th, 2013
   - Everyone Have Unity and copy downloaded.
   - Ensure everyone can access the project using Unity and copy to share the file.
   - Basic creation of the Tutorial level.
   - Creating a first person player.
   - Basic character controls (jump, walk, attack, left turn, right turn, ect.)
   - Basic combat (attack, damage, heal, range, invulnerability, and death)
   - Collection of heal.
   - Interactable Objects
   - Basic enemy class (stats, sight range, idle)
2. October 25th, 2013
   - Greater development of the storyline
   - Create 1st Level
   - Create 1st level interactive puzzle's.
   - Design an Inventory System
   - Develop the use of item/and interaction of the item
   - Develop quest for the 1st level/have quest implemented
3. November 8th, 2013
   - Finish developing the storyline
   - Create intro screen with new game and load game options
   - Create store and currency use for game.
   - Finish tutorial with walkthrough tips
4. November 22nd, 2013
   - Have all art and media completed.
   - Complete All world and have an ending created.
   - Have all idea develop and usable for game.
   - Interaction of the game store
5. December 6th, 2013 (should include conducting usability testing and playtesting as milestones)
   - Playtest game and take usability survey
   - Playtest game for glitches
   - NPS AI development completed
   - Finish balancing the game to make it challenging
6. December 11th, 2013 - Games Showcase (entire project must be completed)
   - Smooth out game glitches
   - Fix usability discrepancy from survey
   - Have all credits completed