

Group 9

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2D Game Design Specs

1. **Jungle Escape**
2. Mechanics - swap between 3 animals
 - a. Parrot - Jump -> Dash
 - b. Monkey - Wall Jump
 - c. Snake - can swap to background wall to slither up and around

WASD to move

Space to jump

Mario type battle (Stomp on enemies to defeat them, may include powerups as well)

Mouse for camera pan/ animals

3 heart system with checkpoints - checkpoints look like cool temple gem wall

- Checkpoint refills lives
- Spikes and water take you back to before you ran into it (not necessarily checkpoint)
- When death, explode

Gem collectibles - bragging rights

Game obstacles:

- Platforms are tree branches, canopy, and maybe dilapidated temple bits
- Spikes/thorns
- Temple traps
- Poisonous frogs
- Wasps
- Piranhas in water
- Plant chomp

3. Rules -
 - a. Players can press a button to switch forms
 - i. Each form will allow an ability the others can't
 - ii. If human, can push objects and stomp on enemies
 - iii. If bird, can dash after jumping in air
 - iv. If monkey, can jump while next to walls
 - v. If snake, can slither onto special backgrounds, and fit in small spaces
 - b. Player stomping on enemy as human will kill enemy
 - c. Enemy/obstacle touching player will damage player by 1 heart
 - d. If player loses all hearts, they will get game over

- e. If player falls off the map, they will lose 1 heart and be reset back to previous location
 - f. If player touches a checkpoint, they will heal 1 heart
 - g. If player reaches an end flag, they will beat the level
 - h. If player walks into certain zones, plant obstacles will attempt to damage them.
 - i. Mushrooms bounce the player higher than they would normally jump.
4. The game follows our protagonist as they awake deep in the heart of a temple thought to be lost to time. As they stumble around the dark, unaware of how they came to be or why they're there, they stumble upon an amulet glowing potently. Upon wearing the amulet, the protagonist shifts into a new form as a parrot. Upon another glow, they shift into a monkey. Another, and then a snake. Once more, and back as a human. Lost in a dangerous landscape filled with natural and man-made traps, they must learn to utilize these new powers to escape to the surface and find a way back to civilization.
5. Character sketches
- a. Player forms

Human	
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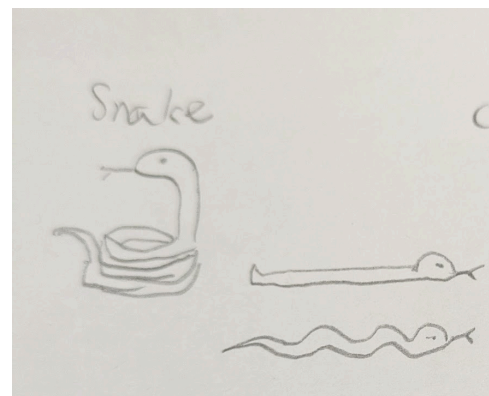
Monkey



Bird

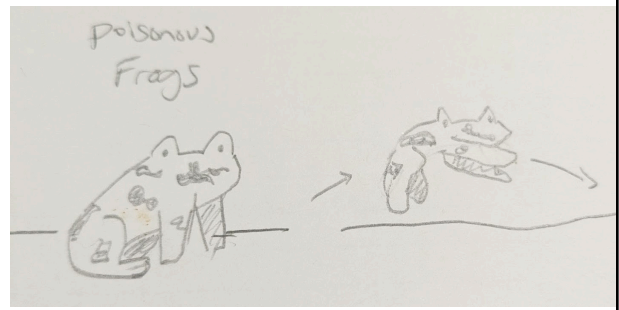


Snake

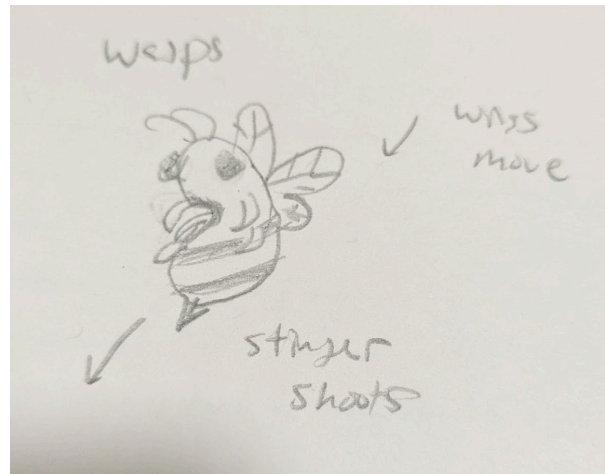


b. Insect enemies - beetles, wasps, etc

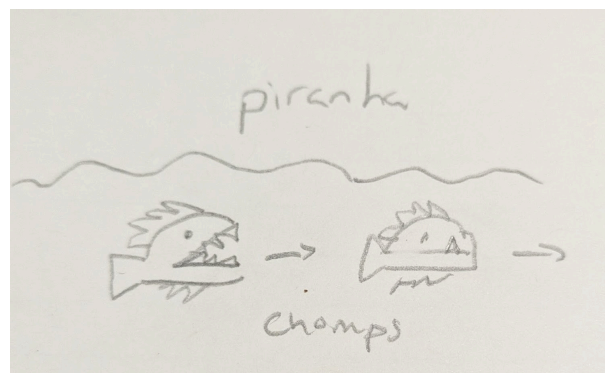
Poisonous Frogs



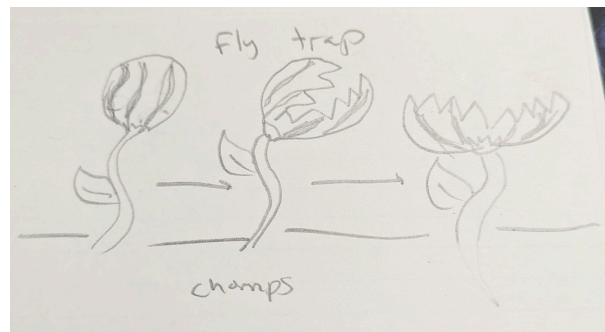
Wasps

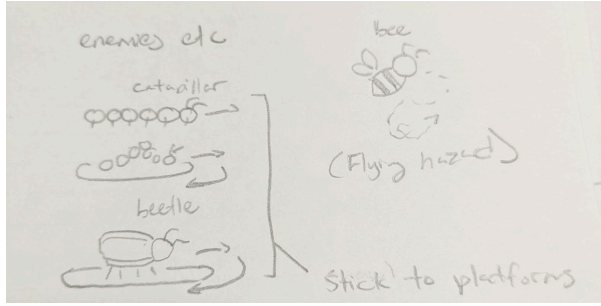


Piranhas

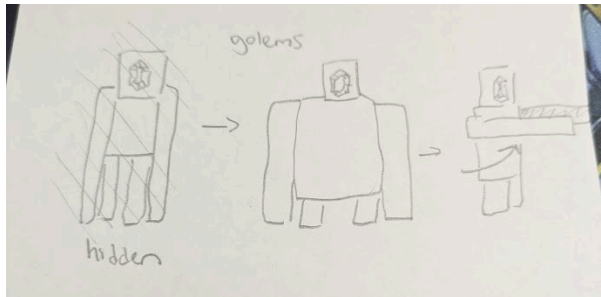
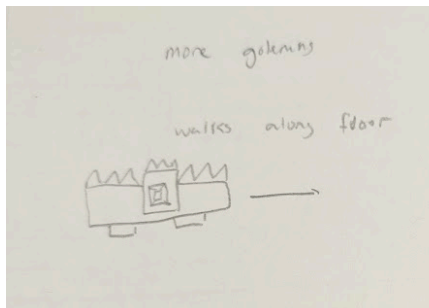


Fly Traps



Etc.	 enemies etc caterpillar beetle bee (Flying hazard) Stick to platforms
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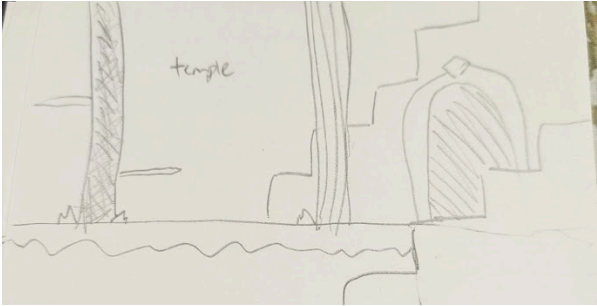
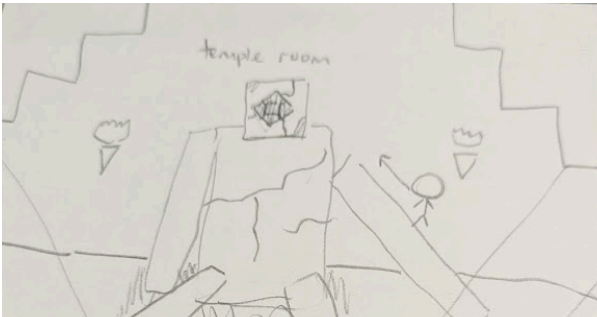
c. Human enemies - temple guardians, golems, etc

Big Golem	 golems hidden
Mini Golem	 more golems walks along floor

6. Environment

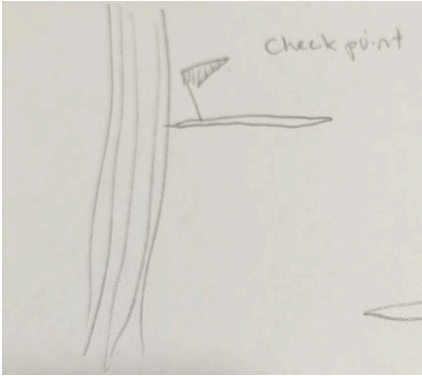
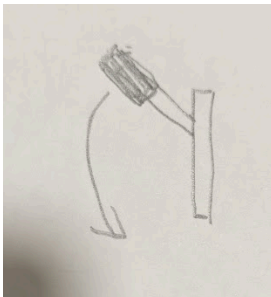
a. Temple ruins

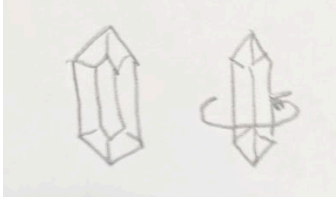
- i. Terrains: Mud brick, marble, rubble, dirt, cobble.

Temple Entrance	
Temple Room where the player gets powers	
Example temple room	

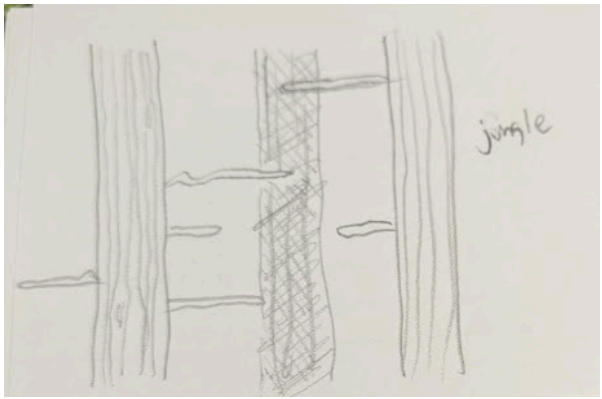
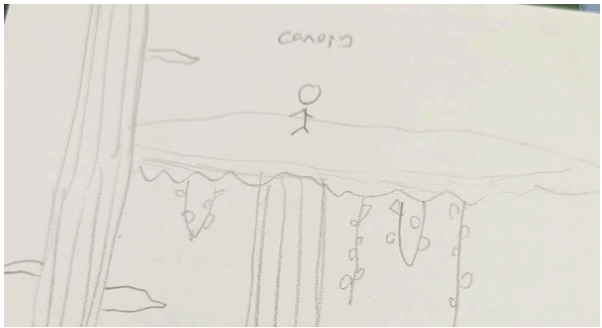
ii. .Decoration

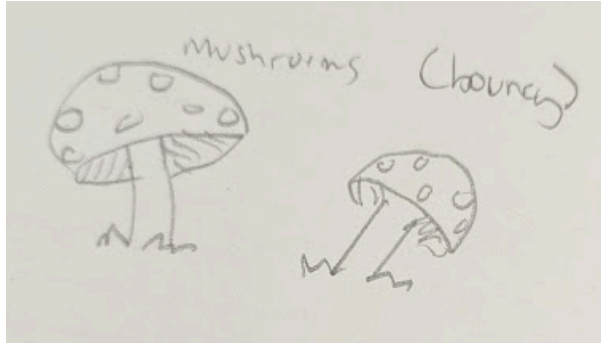
1. Flags, levers, switches, torches

Checkpoint Flag	
Finish Level Flag	
Torches	
Levers	

Gems	
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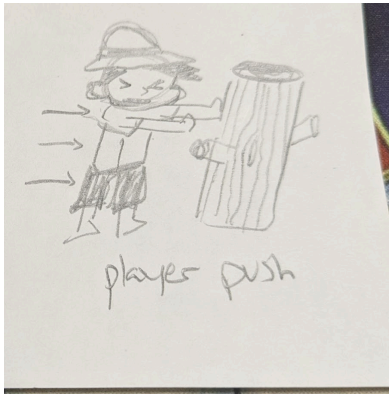
- b. Jungle surface
- i. Jungle foliage, jungle trees, mushroom plants, moss

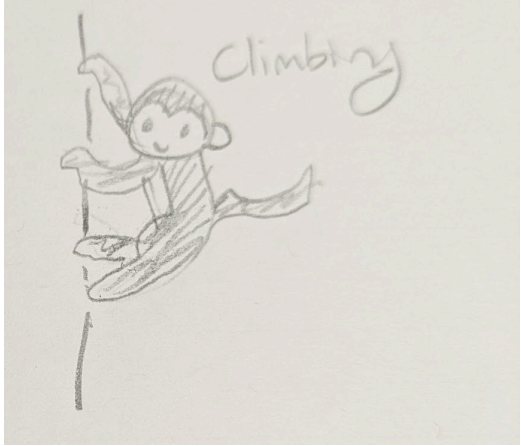
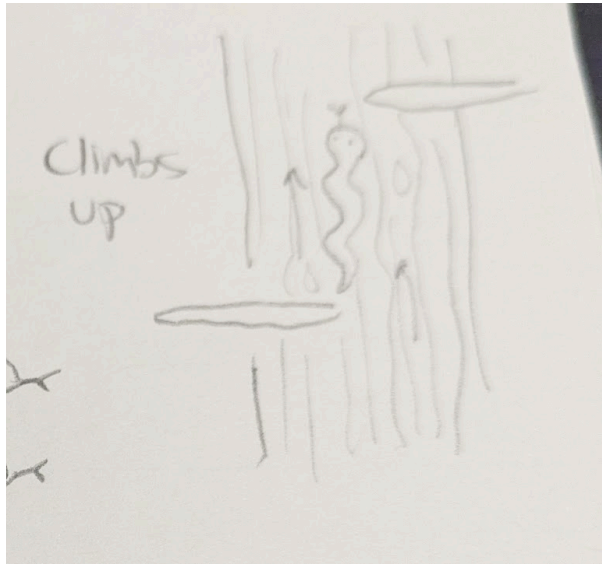
Example Jungle	
Example Shoreline	
Example Canopy	

Mushrooms	
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7. Animations

- See assets list for characters, enemies, environment, and items

Player Push	
Player Jump/Stomp	

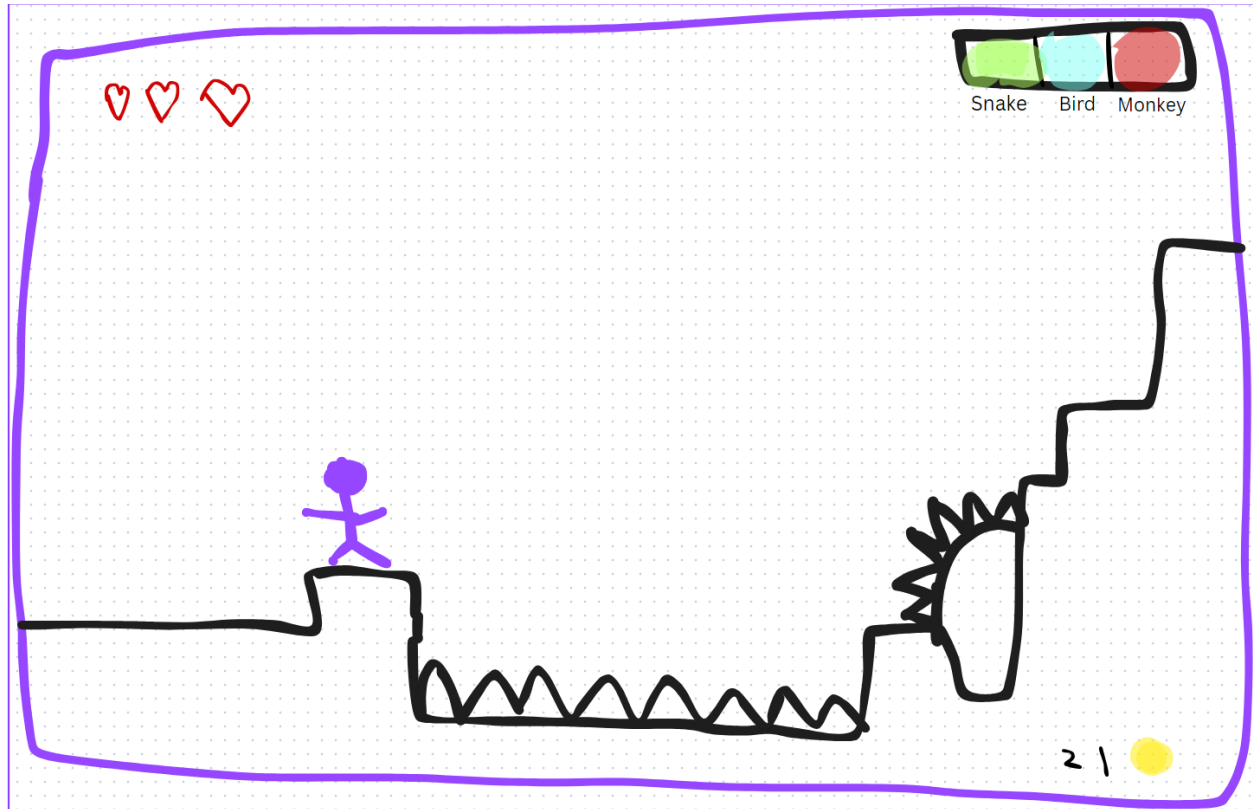
Monkey Climb	
Bird Dash	
Snake Climb	

8. Visual/particle effects
 - a. See assets-> particle effects/lighting
9. Sound effects

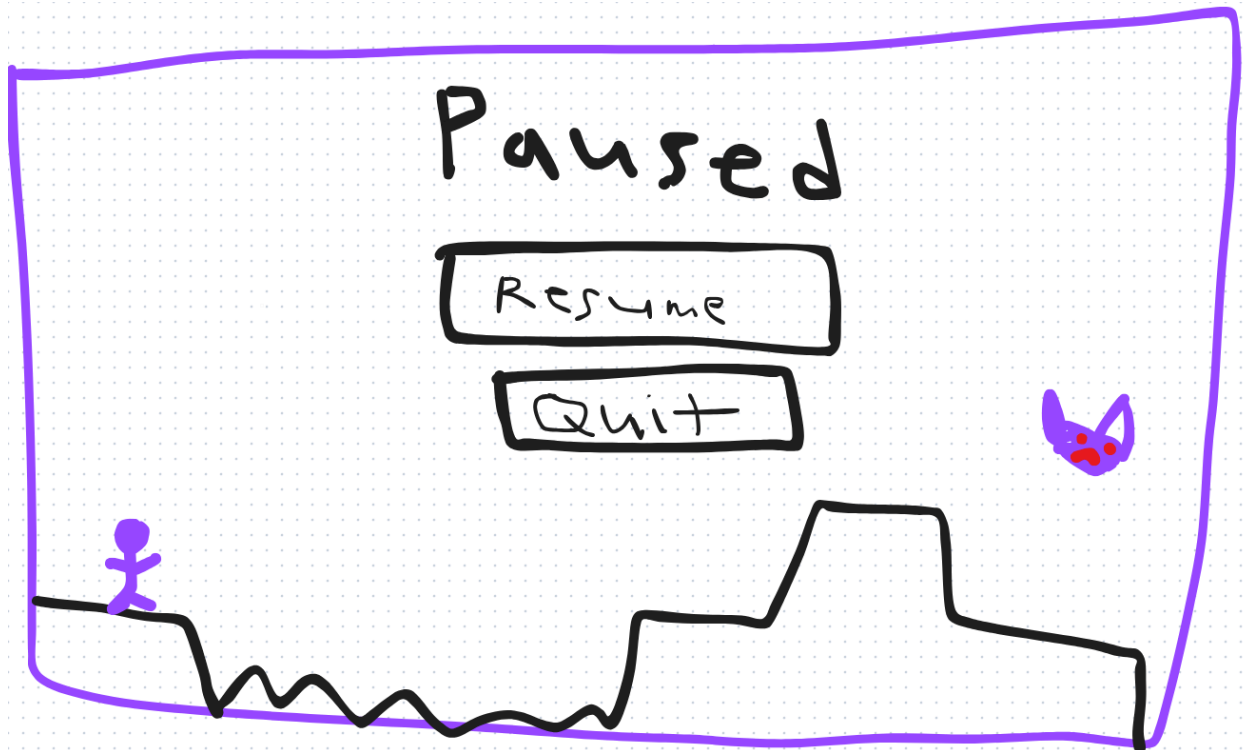
- a. See assets -> Sound effects

10. User Interface

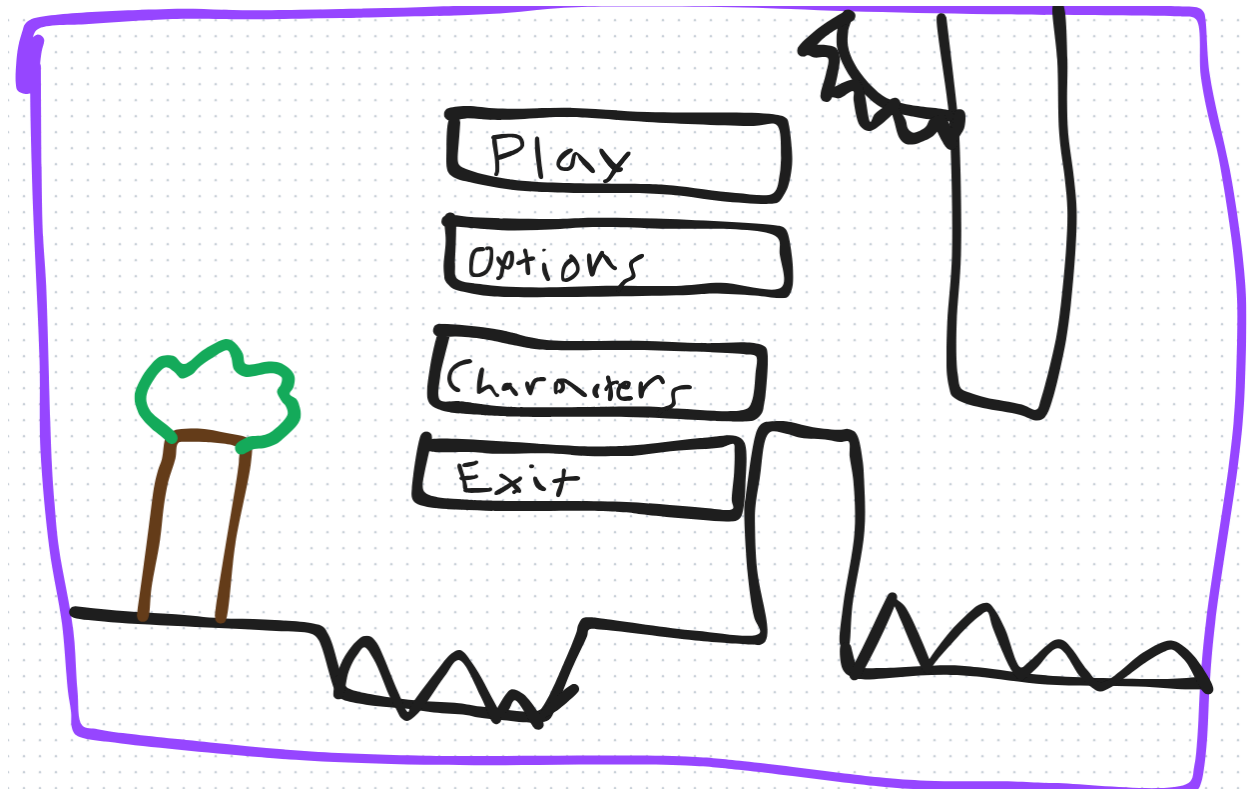
- a. Health bar (top left); collectible count (bottom right), character carousel (top right, lets you see which characters you can switch to)



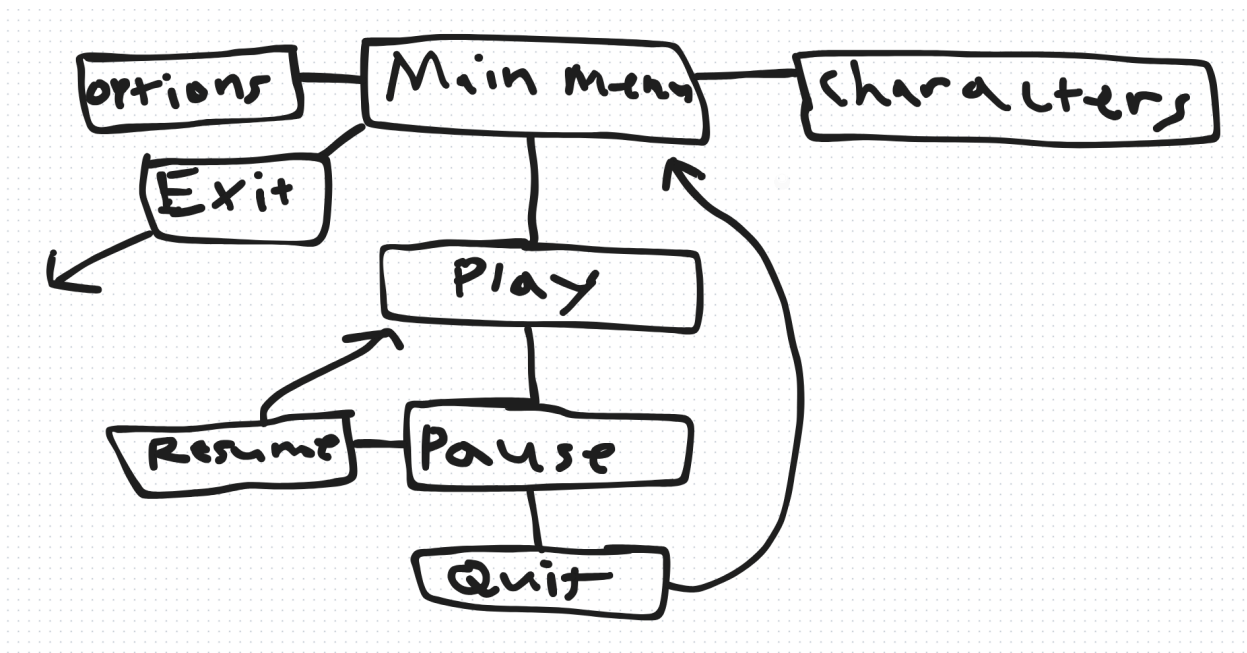
- b. Pause menu



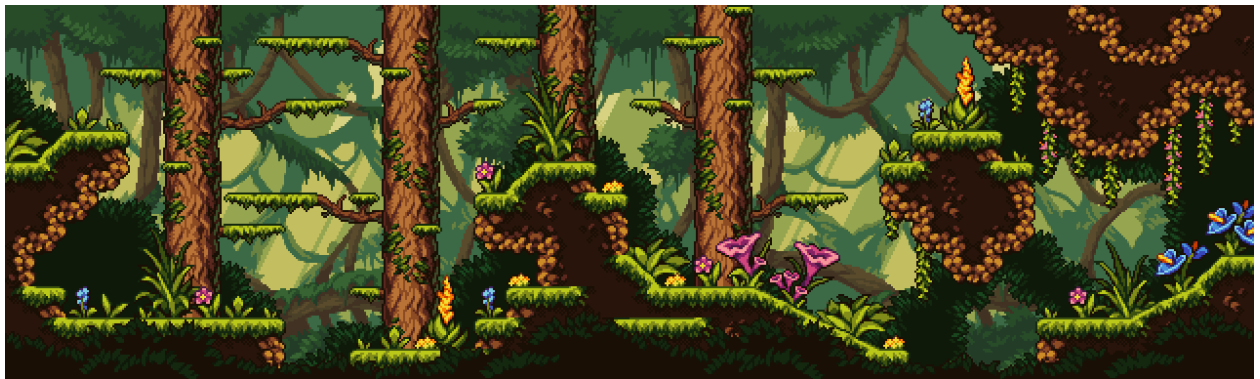
c. Game start menu

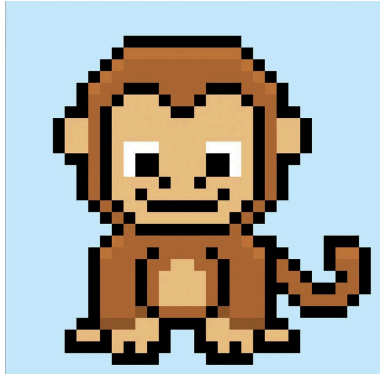


d. Storyboard UI Path



11. Inspo images

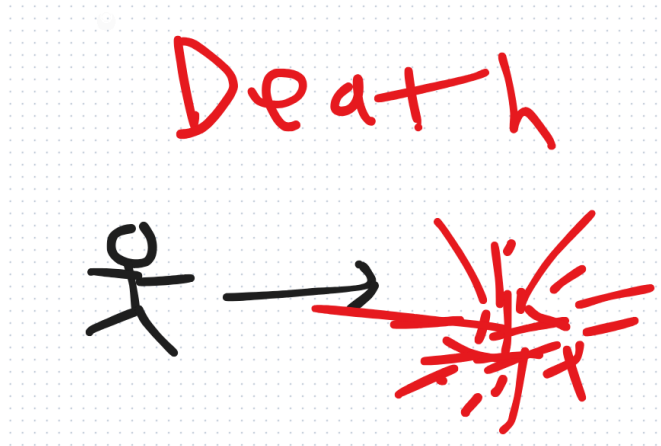




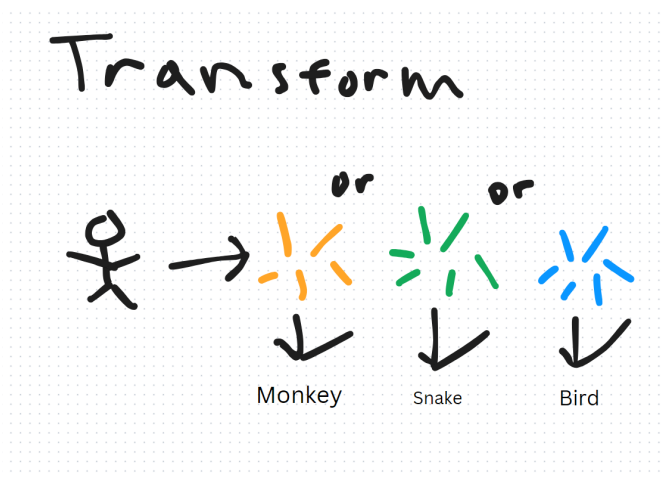
12. Assets

- a. Obstacles
 - i. spikes, spikes that look like vines; rolling border/outrunning mirror clone; poison plants
- b. Enemies
 - i. Giant insects, jungle wildlife, poachers/bandits, golems
- c. Decorations
 - i. Lamps, torches, flags, etc.
- d. Textures
 - i. Grass, dirt, brick
- e. Player Animations
 - i. Taking Damage
 - ii. Transform effect
 - iii. Walking
 - iv. Idle
 - v. Jump (Human, Bird, Monkey)
 - vi. Snake slither
 - vii. Wall jump (Monkey)
 - viii. Falling
 - ix. Attack (if time prevails)
- f. Enemy Animations
 - i. Taking Damage
 - ii. Walking
 - iii. Idle
 - iv. Attack
- g. (Optional) environment animations
- h. Items Animations (spinning consumable for e.g.)
- i. Sound Effects
 - i. Walking sfx. (*softly, dun, dun, dun for brick*) (*softly, crsh, crsh, crsh for plants)
 - ii. Jumping sfx (Boing or bum-p)
 - iii. Taking dmg sfx (“ah”, or urgh)
 - iv. Transforming sfx (shiinnnn, bowowowo)
 - v. Pick up item sfx (da dun!)
 - vi. Enemy “pop” sound on defeat sfx (“pop”, tshk, click)

- vii. Background music sfx (drummy, bass instruments, whistles?)
- viii. Enemy attack sfx ('Rah', 'Hooyah')
- j. Particle System and Lighting
 - i. Particle explosion on death



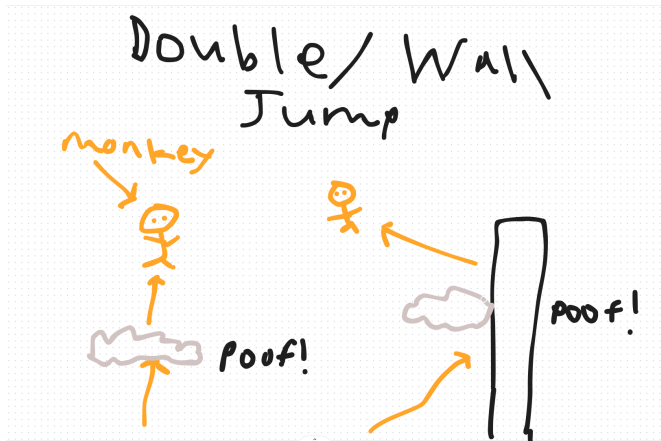
- ii. Particle flash effect on transform



- iii. Particle flash effect on enemy defeat



- iv. Particle effect for double jump/wall jump (Necessary to provide player feedback on actions)



- v. Enemy take damage flash



- vi. Collectable flash/glow/explosion effect on pickup

13. Main deliverables (for playable game)

- a. End goal (Win Condition)
 - i. Something to reach that signifies end of game
- b. Game Over conditions
 - i. Death/no time, etc
- c. Two Areas min
 - i. Stretch goal (any additional areas)
 - ii. Themed areas?
 - 1. Jungle
 - 2. Temple
 - iii. More mario-esque pace/difficulty
 - 1. If time, make a more intense level(celeste)
- d. Main Menu

14. Scenes and Scene transitions\

- a. Instant scene change? 1 big scene with follow camera or many scenes that player can go through (think rooms, do we even need scene transitions for this or can we create an illusion with a fixed camera that moves into the next room when you leave?)

Design Plan

Sprint 1 (Game Design)

1. Player controller (jump, transform, animal controller)
 - a. Capsule = Human Player, Cylinder = Snake, Sphere = Bird, Triangle = Monkey
 - b. Divide each player controller between human, snake, bird, and monkey, each controlling a different asset.
 - c. Make condition where you have to be on the ground to change form?
 - d. Dylan - Focus on basic movement, mechanics in part 2 will be split among group
2. Rough environment (level) design (2 minimum) - include hazards with damage logic
 - a. Penny
3. Main menu
 - a. Josh
 - b. also does UI such as coin count and health
4. Place obstacles/enemies into environment
 - a. Enemies = Diamond.
 - b. Adriana
5. Code health and enemy interactions (Take Damage, gain health, lose health, respawn, despawn enemy on death)
 - a. Health items (square)
 - b. Checkpoints
 - c. Death/Respawn logic
6. Code defeat/win conditions
If extra time?

- Boss
- Collectibles
- Characters selector (for human form)

Sprint 2 (All art/animation)

7. Texture environment
 8. Decorate environment (lighting, assets, make own characters?)
If extra time?
- Alt skin for human form

Sprint 3 (Particles and Sound)

UI Elements:

Animal Rotation Queue

Health

Start menu

Pause menu

Game over

Settings