Slow-Mentum

Game Design Document

Version 1.3

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Game Concept -

The is a SciFi Arena game where each level is an obstacle course for the player to complete within a certain time frame, maneuvering the course with introduced abilities.

Genre : Action Platformer

Target Audience: Rated E 10

Game Flow Summary

The levels will start off easy, introducing abilities available to the player, and will eventually become more difficult as the levels progress with required use of the Slow Motion ability.

The goal of the game is to make it to the end point by using interactable objects without falling off the platforms or being knocked off by the other obstacles. There is a time element to the game, Ranked: Gold, Silver, and Bronze. If the player does not gain at least a Bronze ranking the course is failed, and they must play it again.

The obstacles will be a variety of environmental Hazards. Along the players forearm a slow motion bar will indicate that the ability can be used.

Look and Feel -

The basic look and feel of the game will be a retro futuristic or similar to the Tron Style. The art style will be a dark sci fi look to it, and not realistic looking. There will be lots of neon colors & cyber/ high tech obstacles.

Gameplay and Mechanics

1. Mechanics

    a. SlowMotion - environment moves slow, while player moves at normal speed or faster

    b. Movement - W, A,S,D

    c. Pick up - (RMB) Right Mouse Button

2. Level 1

   a. Mood - calm, and slow pace

   b. Starts on a large platform with some slow moving platforms ahead

   c. The player will learn about slow motion ability

      i. A platform will be moving to fast for the player easily jump onto. A text box will appear telling the player how to use the slow motion ability.

   d. Uses ability to make it through 1 to 2 platforms

   e. End Platform brings you on to the next Arena.

   f. Ranking will be given bronze to gold. Times determined upon testing

3. Level 2

   a. Mood - calm, and a faster pace than level 1

   b. The players traverses a similar track as level 1

   c. Introduces the pickup ability

      i. Allows player to pick an object up and move it to a desired position or objective

4. Level 3

   a. Mood - Gloomy, and very fast paced.

   b. The player starts off in front on a starting platform.

   c. The player will run through the first obstacle using the slow motion ability.

   d. The player will go through a slightly harder obstacle with the platform moving up and down fast. Slow motion ability is used often.

      i.   Obstacles

         1.   A fan obstacle moving fast the player will have jump through.

         2.   3 platforms moving up and down at a varied pace

         3.   3 rotating platforms that must be traversed

         4.   The use of the pickup ability to activate platforms

         5.   Simply climbing up platforms to the final obstacle

         6.   Then the final obstacle will be 3 to 4 fans spinning at a varied speed down a tunnel. The player will jump down from a high up platform through the tunnel using the slow motion ability to avoid the fans.

         7.   The level will end with a portal

5.   Level 4 ++

Story, Setting and Character

- Slow-Mentum is a Virtual Reality obstacle course, created as the paramount entertainment for this futuristic society. The player is just another contestant in Slow-Mentum

- Areas are will look like they may be from a retro futuristic film. Similar to that of Blade Runner or Tron. It will be gloomy with a fast paced techno sound to it. It will look and feel like a cyber game.

Skill Chart

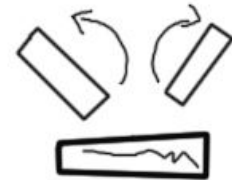|	1	2	3
Move	X	X	X
Jump	X	X	X
Slow	X	X	X
Pick Up		X	X

No more skills passed level 2 be learned
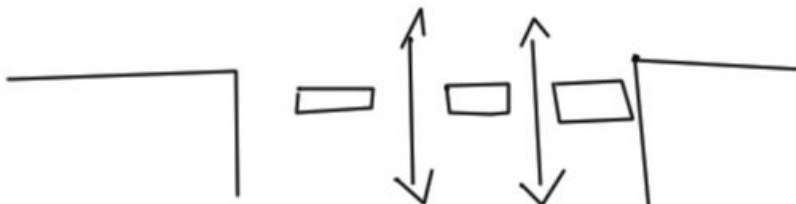
Game Art/ Hazards
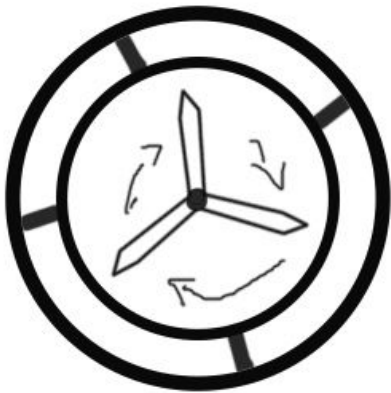
1.)

2.

3.

4.

Interface

-There will be a Main menu with a play button and quit button

-The HUD will be a cyber look as if the player is wearing a helmet.

-The HUD will display the gold, silver, and bronze ranked time in which the level is to be completed.
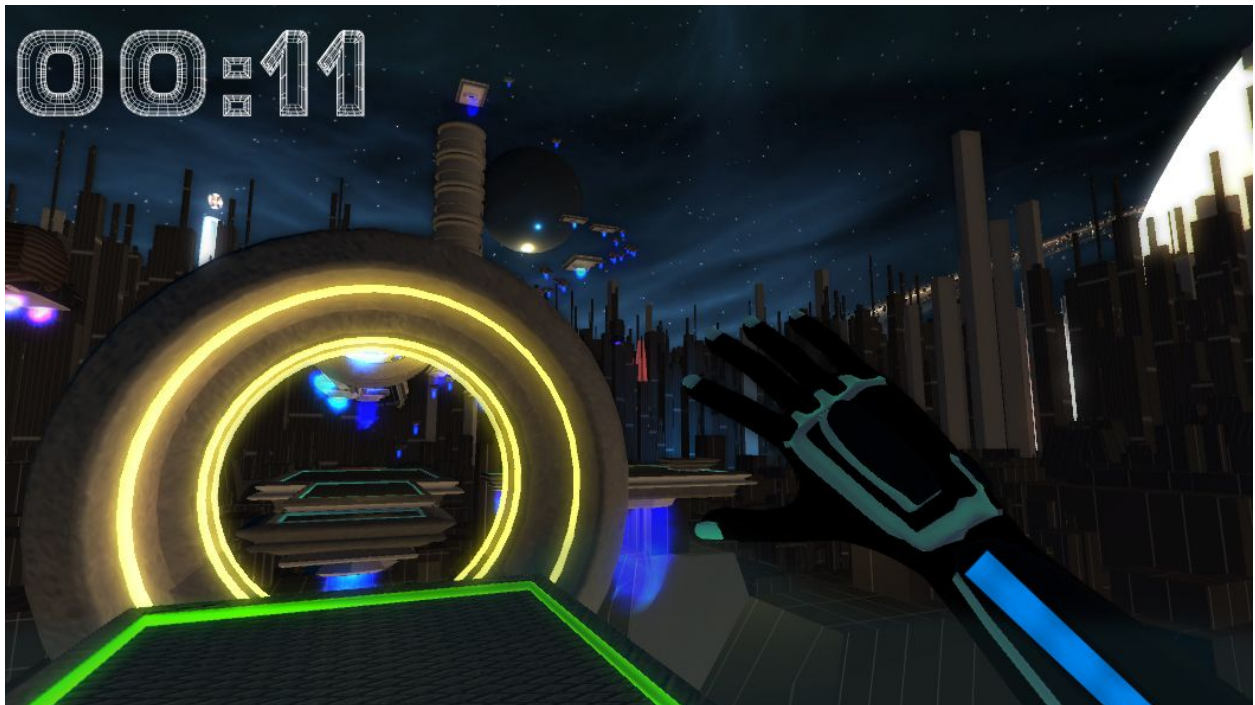
A Slow-Motion bar displayed the players arm will tell the player if they can use the ability.

-The camera will be on the first person controller

Assessment system

-The final screen will display the players timed ranking, Bronze, Silver or Gold. Each Level's times will be determined upon testing.

Art

Technical

Processor: Intel ® Xeon(R) CPU E5-1620 0 @ 3.6GHz

Installed memory (Ram): 16.0 GB

System type: 64 -bit Operating System