

CS480 Experimental Game Design
Prof. Frank Lee
Group 6:
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Design Document: Project 2

Title

“Killer Boy’s Excellent Adventure”

Overview

The main character wants to take over the world because of some horrendous happening in his past. The main character finds out there is a time machine in existence. So he takes the time machine and goes back in the past to get evil people that have done bad things and bring them to the future of 2058, to create a legion of doom (not associated with the official legion of doom where we can get sued for copyright) for his nefarious purposes.

The main character finds out there is a time machine being used by the museum for visitor trips to any given time period. He masquerades as a pizza delivery man to gain access to the museum at night, delivering some late night food for the security guards. Once inside, he makes his way to the time machine, disables the locks, and uses the machine.

Game Play and Interface

Players would need the following information to successfully complete the game:

- This will be a light gun type game where we point and click with the mouse to shoot targets.
- There are 3 locations, with multiple game screens per location.
- Every location has unique objective defined by the storyline progression. Every location is in a different time.

Location	Story objective	Enemy
Museum (2058)	Get ‘Time machine’	Museum guards
Wild West	Save ‘Wild Will’	Cowboys
Nazi Germany	Save ‘Heinnich’ (S.S.)	Allied soldiers
Max Security Prison (present day)	Save ‘Bubba’	Prison guards

Rules

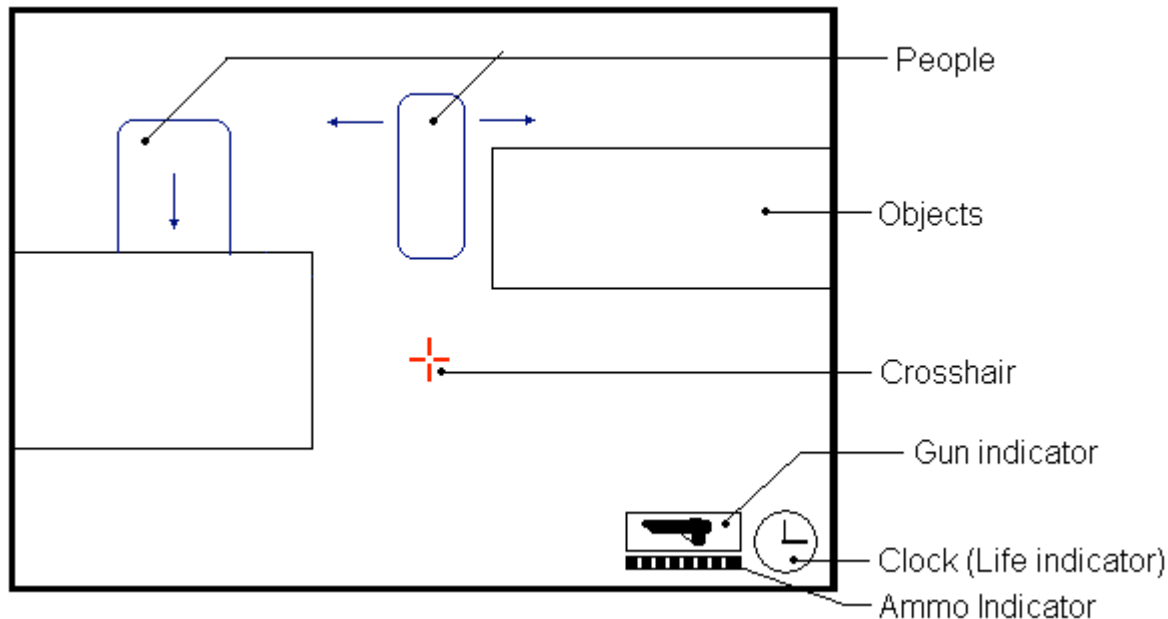
- Beat the story to win the game.
- To advance to the next game screen, you have to kill all the enemies.
- As the enemies shoot back, you lose health points.
- Losing all points makes you dead.
- If you get killed, you will have to restart the location from the first screen.
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Scoring and Winning Conditions

- Beat the story to win the game.

Concept Sketches

- Crosshair is controlled by the mouse and indicates the point of impact.
- You will have a choice of multiple weapons.
- As you get hurt, the big hand on the clock indicator moves backward. If it moves all the way back, you're dead.
- There are three kinds of characters, enemies who try to kill you, bystanders who go about their business, and persons you have to bring back from the past to complete the level.
- Characters can take varying amount of damage before they expire. They will be standing or moving around the screen and will try to react to player's gunfire.
- Objects are decorations that may provide cover for characters.



Division of Labor

Presently, the tasks have been divided as follows:

Graphics

- Background
 - Museum (2058) ~ Gabriel, Yichi
 - Wild West ~ Gabriel, Yichi
 - Nazi Germany ~ Gabriel, Yichi
 - Max Security Prison (present day) ~ Gabriel, Yichi
- People (Museum guards, Cowboys, Allied soldiers, Prison guards) ~ Gabriel, Yichi
- Objects (desk...) ~ Gabriel, Yichi

Coding

- Shooting and character framework ~ Art

- Animation ~ Gabriel, Yichi

Screens

- Team