



## **NIGHT OF THE NINJA:**

### **Rise of Red Dragon**

**Document Version: 7**

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## Game Goals

This is an Action Adventure Stealth Platform game set in Ancient China. It will focus on this theme to provide stealth gameplay with a mixture of action elements. We are going to use stealth mechanics in a 2D environment and we hope this will be a unique experience and unique gameplay.

Obviously our game will feature a variety of mechanics, we will be using stealth, combat and many more. Lighting is going to be used as a key mechanic in our game. Enemy objects are going to be able to spot the player based on line of sight however, if the player is hiding in shadow and is out of view, the Enemies won't be able to see them. We are going to make it obvious to the player when they are in light by changing the colour of the sprite. Another interesting mechanic that is going to be implemented is the grapple hook. Players will be able to use the grapple hook to traverse the environment, they will only be able to use it at certain locations. This mechanic adds variety to the player characters movement and will also help to make the environments more of a puzzle for the player to solve.

## Story Overview

There is a very loose narrative thread through our game, the player takes on the role of a Ninja who is killing Chinese generals/ prominent characters along The Great Wall.

The game starts with the player at the base of The Great Wall, the player's task is to find and rescue their family who have been kidnapped by a Warlord. Each mission will give them a different objective and the players will have a set amount of time to complete this objective.

For example the player might be on the top of The Great Wall and be challenged to assassinate a target who is in the fort at the base of the wall. The player will then have to navigate down The Great Wall and kill that target in a set amount of time, which will vary depending on difficulty.

## Game Controls

- Move the player left and right with A and D.
- Climb and go upstairs by using W and down them by pressing S.
- RIGHT ARROW switches to the Sleep Dart.
- UP ARROW switches to the Shuriken.
- Hold SHIFT to run.
- SPACE to jump.
- LEFT ARROW switches to Grapple Hook.
- Down arrow switches to Smoke Bomb.
- LMB fires whatever the player has equipped.

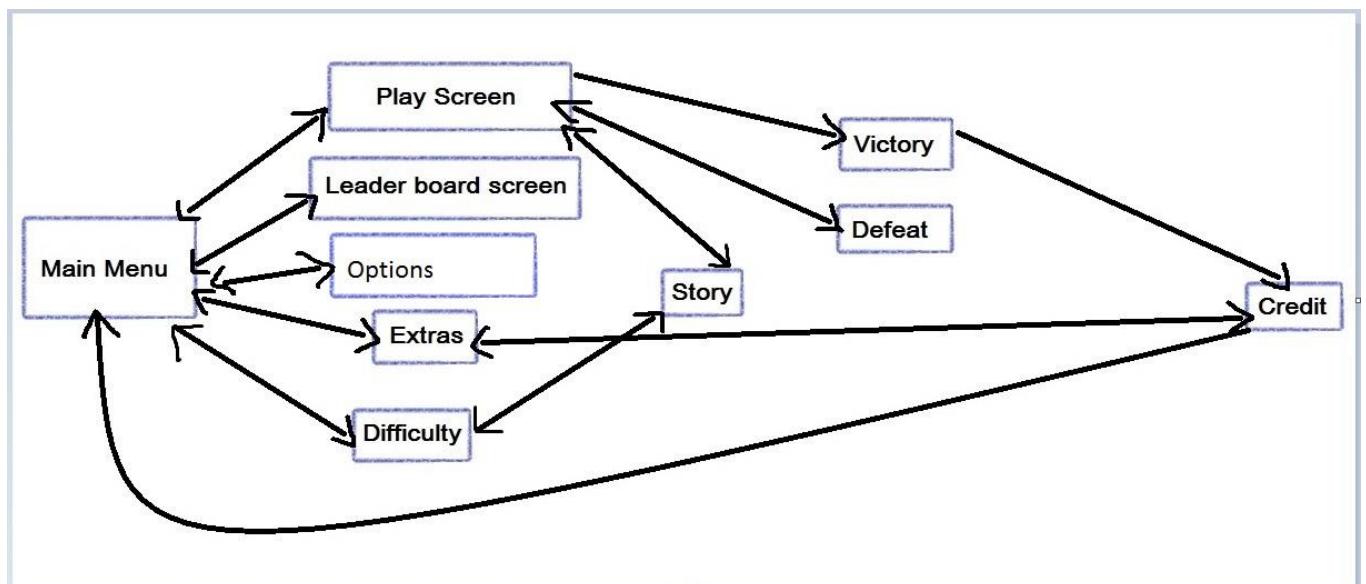
## Screens

-Main Menu: This will consist of a 'new game' button, 'quit' button, 'story' button, 'Leader board' button, 'continue' button, 'set difficulty' button.

-Difficulty screen: The player can select their difficulty and they will be taken to the story screen.

- Leader board screen: This will show the players name, the level they played, the time they completed it in, their high score, how many collectibles they collected and a 'back' button.
- Extras: This will have a 'back' button and will also have a play 'credits' button.
- Story screen: This will display the narrative of the game to provide context to the game world and a 'skip' button.
- Play screen: The game in all its glory.
- Victory screen: This will be a splash screen that will tell the player they have completed a level, it will also have a 'return to menu' button and a 'next level' button.
- Defeat screen: Another splash screen informing the player that they have failed the level, it will also have a 'return to menu' button and a 'restart' button.
- Credits: This will show who has worked on the game and their roles within the team.

## Screen Flowchart



## Cameras

This game will consist of one camera that will follow the player through the 2D environment. When the player walks up to a building they will be given the option to enter it. If they enter it the camera will zoom onto the building and then the player will be teleported to the interior of the building along with the camera.

## HUD System

The HUD will consist of:

- Health points.

- Score.
- Time.
- Collectibles collected.
- What you have equipped and how to select weapons. This will be done with the four arrow keys.
- Ammo counter
- Lives counter

## Player Character

Main protagonist: Red Dragon (Male)

## Player Metrics

Movement Metrics: (SUBJECT TO CHANGE!)

MOVEMENT TYPE	SPEED/DISTANCE
Walking	0.02
Running	0.05
Crawling Speed	0.03
Jump	300
Climbing Speed	0.04

## Player Skills/Abilities

ABILITY	LEVEL RECEIVED	WHAT IT DOES
Grapple Hook	Tutorial (Lvl.1)	Allows the player to use grapple points around the levels to progress.
Smoke Bomb	End of Lvl.1	Puts out a cloud of smoke to hide the player.
Sleep Darts	Lvl.2	Darts that the player can shoot into the Enemy to put them to sleep.

## Player Inventory

ITEM	WHAT IT DOES	LEVEL RECEIVED
Shurikens	Main weapon. Long range.	From the start.
Smoke Bombs	(SEE ABILITIES TABLE)	(SEE ABILITIES TABLE)
Sleep Darts	(SEE ABILITIES TABLE)	(SEE ABILITIES TABLE)

## Power Ups

POWER UP	WHAT IT DOES
Health increase	Gives the player more health (Instant)

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## **Health System**

Lives: Players have a certain amount of lives, how many they have is dependent on the difficulty they are playing on.

Health Replenishment: The player replenishes health by picking up the health power ups that are dotted around the level. Their health is fully replenished at the start of every level.

Low Health: We will feedback this information to the player by changing the health bar to a flashing red colour and playing a heartbeat sound effect. This should be enough to inform the player that their health is low.

## **Death**

Instant death conditions: Falling from a certain height will kill the player instantly.

Loss of health conditions: The player will lose health during combat if they are hit.

Game over conditions: The player will fail the game if they lose all of their lives. If the player still has lives they will be taken back to a checkpoint.

## **Checkpoints**

Checkpoints will be used to save the players progression through the game. The player will be able to quit the game and continue from their last checkpoint.

## **Stealth System**

Player spotted: If the player is spotted they will be pursued by the Enemy objects, if they break line of sight and hide the Enemies will search for them for a set amount of time until giving up and returning to their patrols.

## **Scoring**

How the player gets score:

OBJECT	POINT VALUES
Killing an Enemy	100
Getting a collectible	200
Based on time.	Score based on how long the player takes to complete the level.

Leader board set up:

Points will be taken and placed onto a leader board. The leader board will display the latest top score.

## Game Difficulties

DIFFICULTY	WHAT CHANGES
Easy	Shorter detection range, high ammo, more time, shorter hide timer, give the player more health and more lives, Enemies do less damage and have less health.
Medium	Longer detection range, medium ammo, medium time, medium hide timer, player has medium health and lives, Enemies do medium damage and have medium health.
Hard	Longer detection range, low ammo, low time, long hide timer, player has low health and low lives, Enemies do high damage and have high health.

## Progression Outline

LEVEL	WHAT HAPPENS IN LEVEL
L.1 (Tutorial)	Player learns about movement mechanics, stealth mechanics and how combat works. They also receive the grapple hook ability and smoke bomb.
L.2	The player has to navigate their way along the wall either avoiding enemies or attacking them head on. On this level they will get the Sleep Dart ability.

## Universal Game Mechanics

MECHANIC	INFO
Movement Metrics	These will be determined during level play testing.
Jumping/Jump distance	These will be determined during level play testing.
Grapple hook	A mechanic that the player can use to move around the environment. It can only be used at certain points throughout the game.
Smoke Bomb	A mechanic that allows the player to deploy a smoke particle effect. This will break line of sight with Enemies and allow the player to escape with more ease.

Sleep Dart	The sleep dart can be used to disable Enemies for a short amount of time.
Handles /Lever	The player will use these to activate moving platforms.
Lock and Key	There will be keys around the level that they player must find to open lock doors in able to progress through some of the levels.
Destructible Objects	The player can use their Shurikens to destroy these objects. They will give the player access to areas. E.g. hidden tunnels.
Checkpoints	These will be used to save the players point if they die. If the player quits the game and presses continue on the main menu, the game will continue from their last checkpoint.
Collectibles	Objects that the player can collect to earn extra score.
Moving platforms	Platforms that will move left to right or up and down and vice versa.
Players last known position	An outline of the players will appear where the enemy last spotted them. This will help reiterate the fact that the player is hidden.
Combat	Combat between the player and thee Enemies
Stealth	Sneaking. Will combine previous mechanics to make a stealth mechanic.

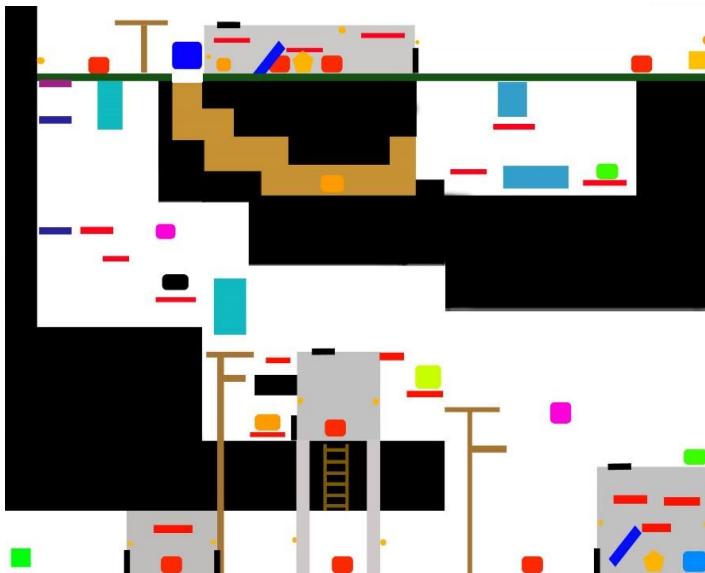


## Game Levels

### Level 1 (tutorial):

Description: This level starts with the player at the base of The Great Wall. The player passes through building and has to avoid Enemies that are patrolling at the base of the Wall. In the last building at the bottom of the Wall the player will find the grapple hook ability which will allow them to begin climbing up the wall. The player then has to navigate their way up the wall. Once on top the player can choose to go through a secret tunnel or through a room with two Enemies in it, once they have got past this room then need to avoid one more enemy before they reach the end of the level.

### Plan:



### Key

[Grey Square]	= Building	[Black Bar]	= Doors
[Red Square]	= Platform	[Red Circle]	= Enemies
[Blue Line]	= Moving Platform	[Pink Square]	= Grapple Point
[Purple Line]	= Spike Trap	[Blue Square]	= Object that can be destroyed
[Green Square]	= Level Start	[Light Blue Square]	= Ability or tool pick up
[Yellow Square]	= Level End	[Green Square]	= Health pick up
[Orange Pentagon]	= Fire	[Yellow Square]	= Checkpoint
[Yellow Dot]	= Light	[Orange Square]	= Collectible
[Blue Square]	= Climable section	[Green Line]	= Top of the Wall
[Brown Square]	= Tunnel Section	[Black Square with Blue Line]	= Ammo Pick up
[Yellow Dot]	= Tree or Pipe	[Blue Line]	= Stairs

### Player's objective:

- Get to the top of The Great Wall.

### Major Gameplay:

- The major game play will help teach the player movement controls, stealth mechanics and how to interact with Enemies.

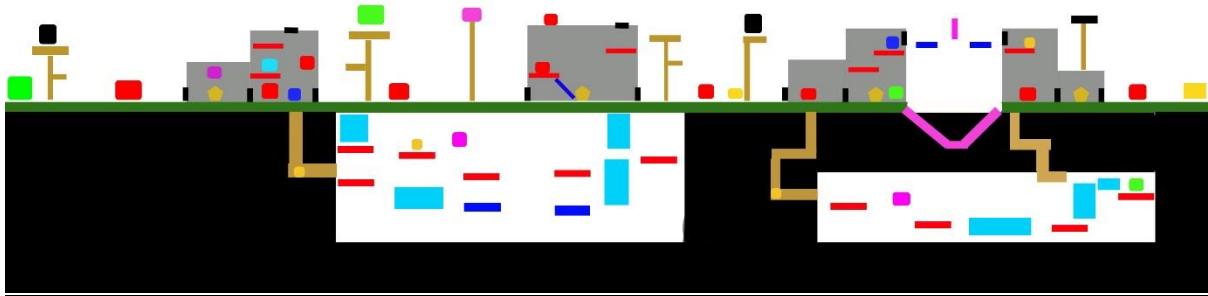
### Enemies found on level:

- Enemy Guards.

### Level 2:

Description: The player starts the level on The Great Wall and have to make their way along a section of the Wall. This level gives the player multiple routes they could go to get to their objective. They can either take the hard and short routes, or the long but easy routes. The short routes provide the player with a difficult challenge that should kill them multiple times and the long routes will give the player a less dangerous route which should provide more of a platforming challenge. In the second building the player will be given the smoke bomb ability which will allow them to escape from enemies easier. The level will end when the player passes onto the next part of the wall.

### Plan:



Player's objective:

-Get past the guards on this part of the wall.

Major Gameplay:

-The player will use what they've learnt from the tutorial to get past the guards on this part of the Wall. Main gameplay will be Stealth and platforming.

Enemies found on level:

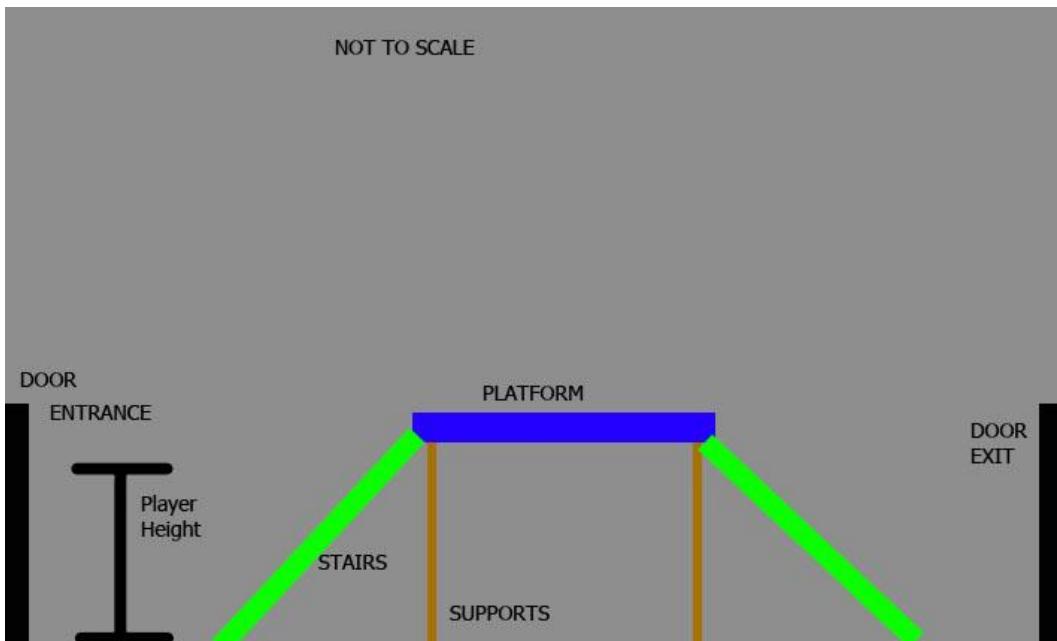
-Enemy Guards.

-Warlord.

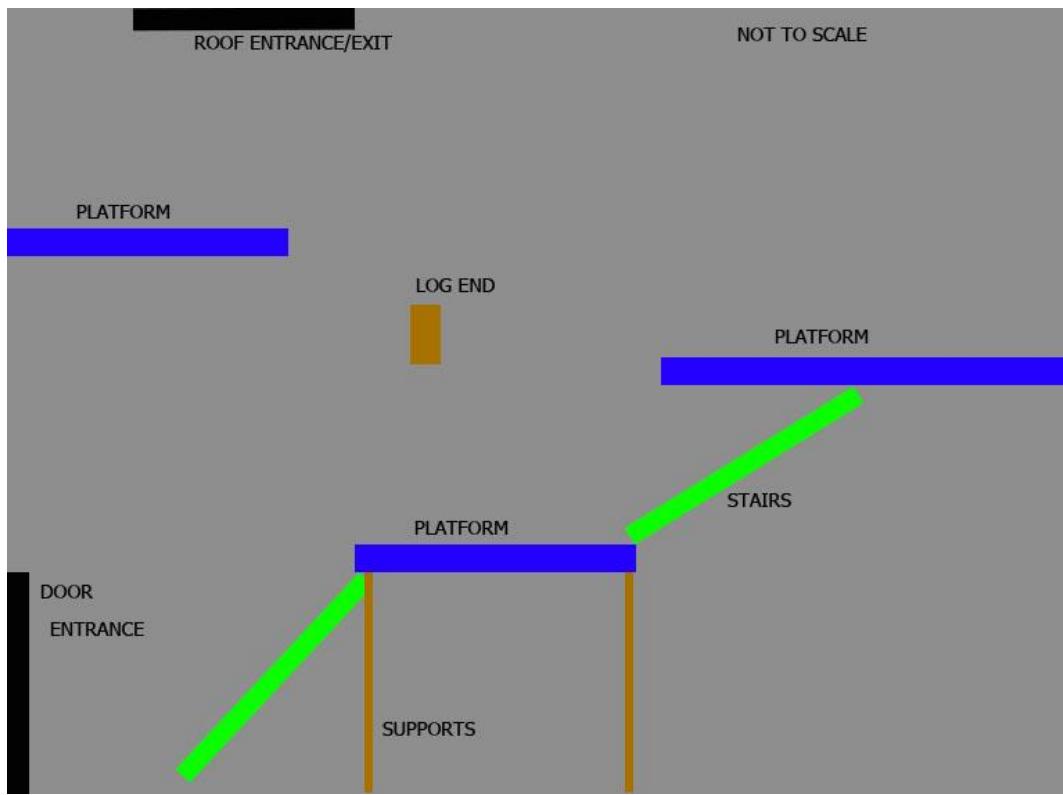
## Level Buildings

The levels will have building that the player will be able to go into. Some of these will be locked off until the player finds the keys to open them. These rooms will be modular in design and we will design 2 tower interiors, 2 small room interiors, 1 large room and 2 medium sized rooms. An example of each is rooms is shown below.

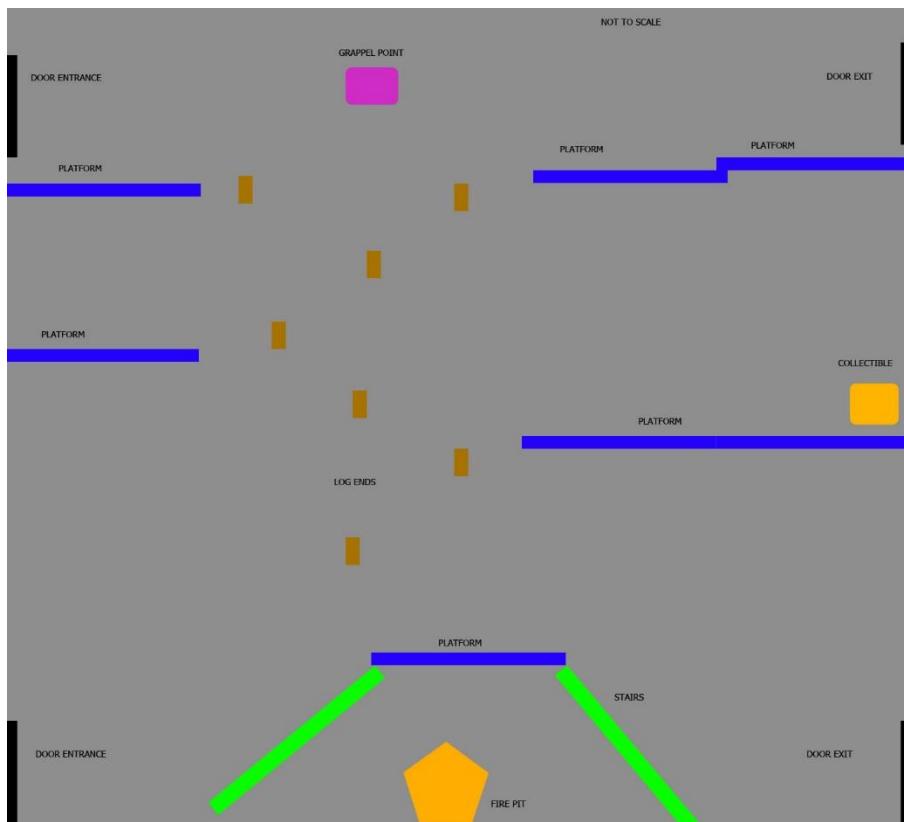
Small Building:



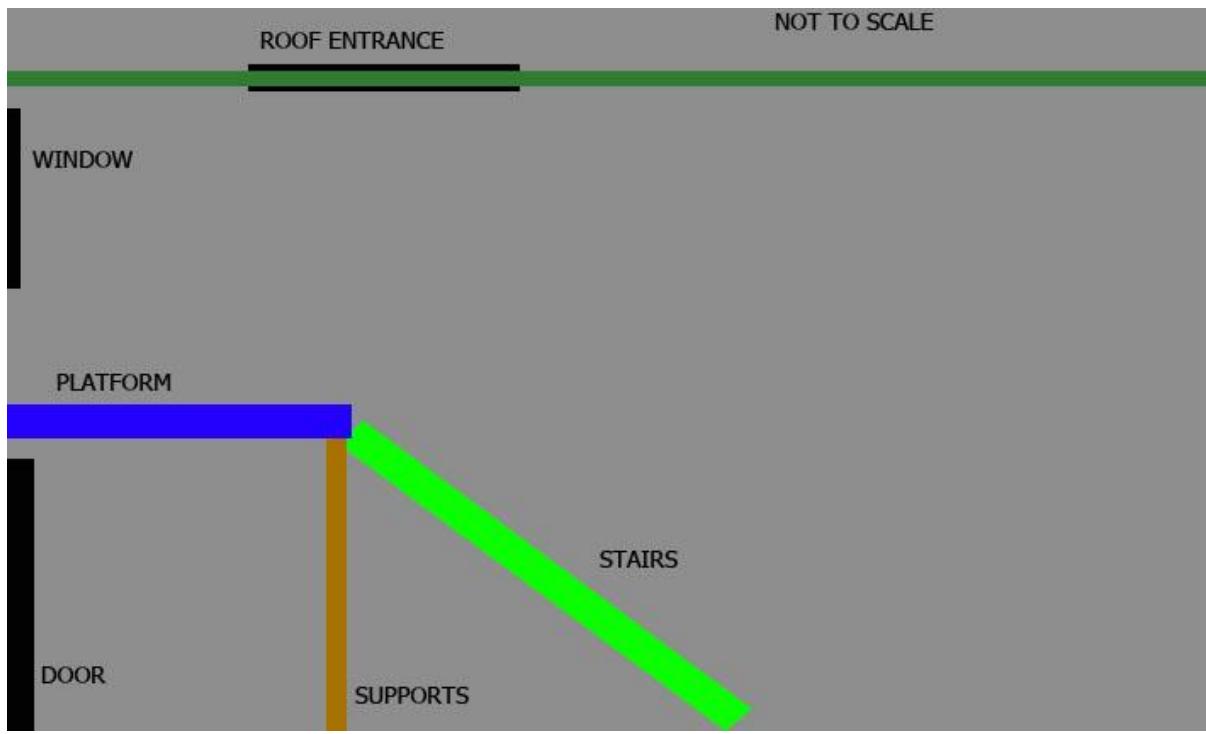
Medium Building:



Large Building:



Tower Building:



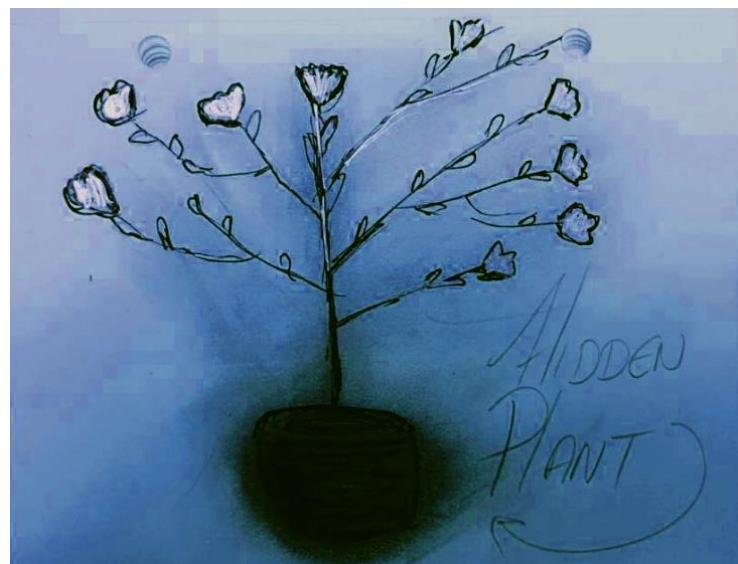
## Enemy Rules

The enemies in the game will have patrol patterns and a line of sight. If the player walks into that line of sight or the enemy spots them, they will pursue the player. They will continue to pursue the player until the player either dies or manages to hide from them.

Once the player is in hidden mode there will be a countdown which will determine how long they will be searching for the player. Once this runs out they will go back into patrol mode.

## Collectibles

The game will feature collectibles which the player can collect. These will add the player a bonus to their final score. The collectibles will be hidden in the levels and will be put in difficult locations so it is a challenge for the player to collect them.



## Art Asset list

ASSET	CATEGORY	TYPE
Shuriken	Weapon	Sprite (Animated)
Smoke Bombs	Tool	Sprite (Animated)
Sleep Dart	Weapon	Sprite (Animated)
Grapple Hook	Tool	Sprite
Rope	Misc	Sprite (Animated)
Rocks	Scenery	Sprite (Animated)
Pipes	Scenery	Sprite
Trees	Scenery	Sprite
Foliage	Scenery	Sprite
Health Bar	HUD	GUI
Points	HUD	GUI
Detection Bar	HUD	GUI
Timer	HUD	GUI
Checkpoints	Effect	Particle Effect
Fire	Effect	Particle Effect
Weather	Effect	Particle Effect
Crates	Scenery	Sprite
Platforms	Scenery	Sprite
Levers	Useable	Sprite (Animated)
Lock and Key	Useable	Sprite
Player Character	Humanoid	Sprite (Animated)
Enemies	Humanoid	Sprite (Animated)
Final Warlord	Humanoid	Sprite (Animated)
Ammo Pick up	Effect	Particle Effect
Smoke	Effect	Particle Effect
Stairs	Scenery	Sprite
Railing	Scenery	Sprite

## Music and SFX

MUSIC/SFX	WHERE IT IS HEARD
Atmospheric Sounds	L.1, L.2, L.3
Combat Music	Will play when the player enters combat or is spotted by the enemy.
Sneaking music	Will play when the player is sneaking.
Hiding music	Will play when the player is hiding from the enemy.
Victory music	Heard on the victory screen.
Defeat music	Heard on the defeat screen.
Menu Music	Main menu, credits, story screen, leader board, extras screen and difficulty screen.
Footsteps	Heard when the player is walking and running.
Jumping sound	Heard when the player begins jumping.
Landing sound	Heard when the player lands.
Death sound (player)	Heard when the player dies.
Death sound (Enemies)	Heard when the enemies die.
Stealth kill sound	Heard when an enemy is stealth killed.
Spotted warning sound	Plays when the player is spotted.
Shuriken fired sound	Plays when the player uses the Shuriken attack.
Collection sound	Plays when the player picks up a collectible.
Double Jump sound	Will be played when the player jump and when they do any quick movement.
Crates breaking/ Destroying objects	Will play when the player destroys an object.
Door opening	Played when doors open.
Wind	Part of the atmospheric sounds
Trees rustling	Will play when the player lands on a tree.
Grapple hook thrown	Plays when the grapple hook is used.
Grapple hook attached	Plays when the grapple hook attaches.
Swing sound	When the player swings on the grapple hook rope.
Smoke bomb explosion	Played when the player uses the smoke bomb.
Sleep dart fired.	Played when the player uses the sleep dart.
Heart Beat	Will play when the players health is low.
Chains clanging	When the player uses a moving platform
Checkpoint Sound	Will play when the player hits the checkpoint
Fire crackle	Will be heard when the player walks near a fire pit.
Punching	When the enemy attacks the player.
Kicking	When the enemy attacks the player.

