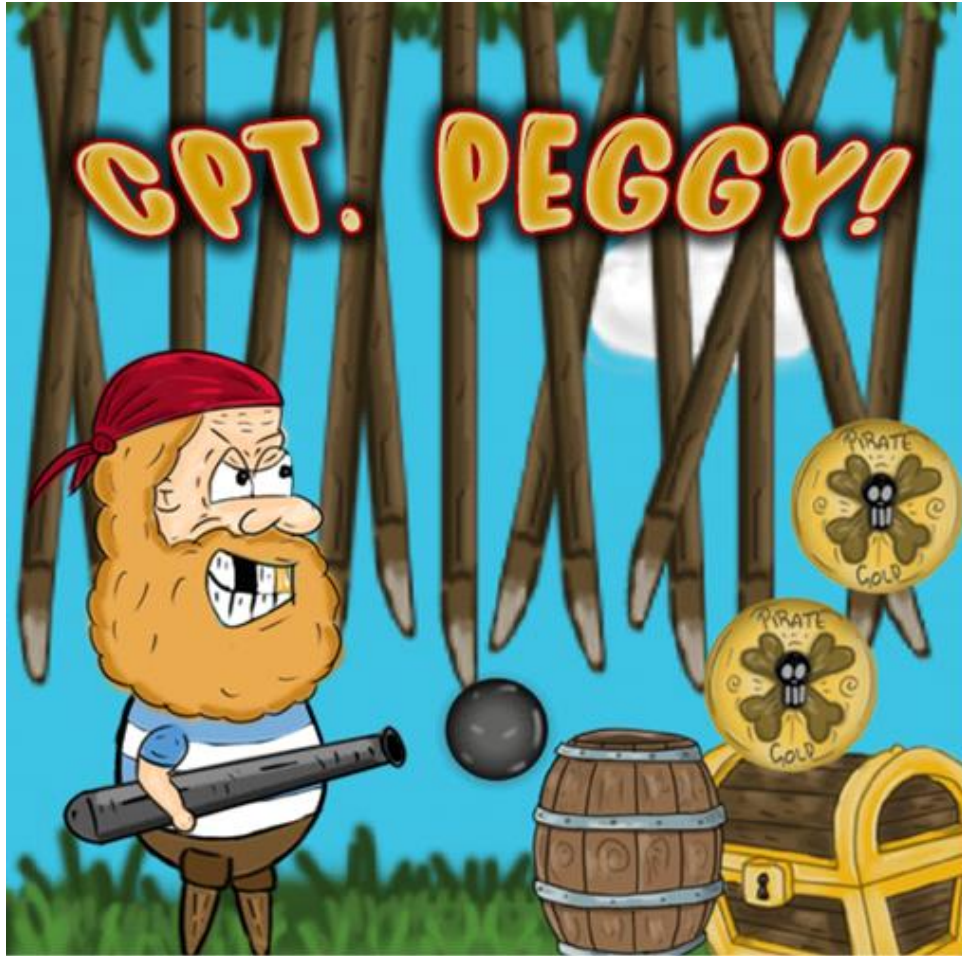


GAME DESIGN DOCUMENT

CPT. PEGGY!



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Overview

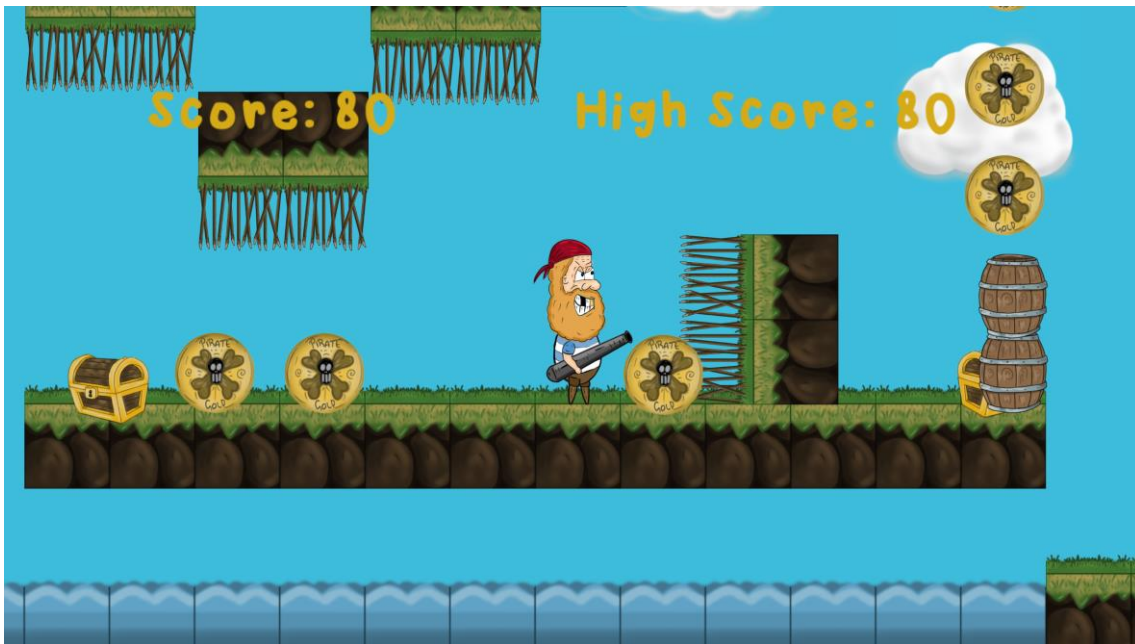
CPT. PEGGY! is a unique platformer about a double peg-legged pirate on the hunt to collect his gold and treasure! Along the way Captain Peggy is faced with a mixture of obstacles such as spikes, moving tiles, barrels, and the deep depth of the ocean! This multi-layered platformer is designed as a 'high score' game where the player must see how far they can get in each turn to secure the maximum points. But it is not that easy!

Pirate Gold can be collected by simply walking into it; however, the chests **MUST** be broken open to obtain the gold inside! Captain Peggy's unique rotating arm will allow you to shoot his cannon and **BLAST** the chests open with a point and click mechanism.



Key Features & USPs

- High score system to keep the game and player in a continuous loop.
- Interactive objects to collect/destroy/move.
- 4 different player mechanisms being move/jump/aim/shoot.



Genre:

Platformer - Adventure

Audience:

The target audience age for this game is anymore from 12+. Anyone looking for a challenging game to spend some time on.

Platform(s):

Target platform for CPT. PEGGY! is pc. As it is an executable file on PC only.

Mode:

Single Player

Look & Feel

The whole game is scaled to the camera, which will always allow the player to see enough detail of the map to want to explore more. The camera follows the player around the map with every object nearby placed in sight for good visibility.



One of the key features of Captain Peggy is his ability to shoot a cannon ball out of the cannon he is holding under his arm. He can shoot at a 360° angle and at good range to allow the player to either collect more score or move obstacles for an advantage or to further the level. To collect chests the player must shoot at it to destroy the chest giving the player a higher value of points than the coins. Shooting at the barrels will not destroy them, however it will move them out of the way or put them in a better position for you to either get passed spikes or water or collect hidden treasure.

There are some areas in the level which contain the open ocean with some creatures of the sea! Unfortunately, because Captain is a double peg-legged pirate, his ability to swim is extremely poor so if you do explore the ocean, you will be sent back to relive your life collecting your lost treasure.



The aim was to create something exciting for the player! The new challenges and obstacles in the level means the player may have to play it a few times before they get an idea of where all the gold and chests are, plus when you die you restart but maintain your high score. Some sections of the level can be very tricky, and you may need to find more than one route to complete the level!

Engine:

Unity

Audio Information

Audio Format:

Sample Rate 48kHz, 24 bit, .wav - unless specified otherwise

Audio Delivery Format:

Stereo FMod Session (including assets and sound banks) plus finished game

Game Objective

The aim of Captain Peggy is to work your way through the map collecting as much gold as possible to get the highest score possible! If you die or complete the level, then you start back at the beginning to get the chance to explore more or collect more points than previously!

Gameplay



The gameplay for CPT. Peggy! Is designed to keep the player in the continuous gameplay loop with a high score system in place to allow the player to achieve more score each time they try. The main character CPT. Peggy has a few unique mechanics to help the player continue through the level. Firstly, CPT. Peggy can run on his double peg-legs allowing him to move along the horizontal axis. The character also can perform double jumps to allow the player to reach the hard to get to areas of the level as well as jumping over obstacles on the way! Lastly, the ability to aim and shoot is a great mechanism for being able to collect chests throughout the level and to move barrels for the player's advantage!

Throughout the level there are numerous moving tiles which either has spikes attached to them or simply act as a moving level to get you to the next place. Each obstacle is designed to make the player think of how to progress to the next stage of the level and completing it.

Story

CPT.PEGGY! Is a pirate cast away to a dangerous and mysterious island for his crimes in the open sea! As it turns out, this island is a treasure hoard! CPT. PEGGY! must try to collect as much gold as possible whilst avoiding the obstacles that lie in his way. Some treasure may be hidden, but with the use of his cannon he can soon discover the treasure he needs! AAARGG!

Game Characters

Captain Peggy - Pirate - Double peg-legs - Point and click cannon - Double jumps

Asset Lists

MUSIC

Asset Name	FMod Event Name(s)	Source	Play Trigger	Creator	Integration Notes
Cptpeggy_BGmusic	Background Music	Background (camera)	On Start	Bonnie Grace	Upon the start of the game the music will play looped

AFFECTS

Asset Name	FMod Event Name(s)	Source	Play Trigger	Creator	Integration Notes
Cannon	Sound Effects	Cannon	On Shoot	SFX Producer https://www.epidemicsound.com/track/ZVMix1VfeJ/	When the cannon is fired the cannon fire sound will play.

ORIGINAL AUDIO

Asset Name	FMod Event Name(s)	Source	Play Trigger	Integration Notes
Barrel	Sound Effects	Barrel	Left click	Barrels will make an impact sound upon collision with a cannonball
JumpMO	Sound Effects	Player	Space	When the player jumps, the sound will play to express the effort taken
StepsMO	Sound Effects	Player	Movement on horizontal axis	Footsteps can be heard quieter than other sounds. On no movement the sound will stop.
Death	Sound Effects	Player	On death of player	When player collides with an object tagged 'killbox' the audio clip will play
CoinsMO	Sound Effects	Pirate Gold	On collision between player and gold	Player must come into contact with the coins for the audio to play
ChestMO	Sound Effects	Chest	On collision of cannon ball on chest	Cannonball must come into contact with the chest for the audio to play

Assets	Priority
Player	HIGH
Player Arm	HIGH
Cannon	HIGH
Cannon Ball	MEDIUM
Player Animation	LOW
Shooting Animation	LOW
Earth Tile	HIGH
Sand Tile	MEDIUM
Water Tile	HIGH
Spike Tile	HIGH
Grass Tile	MEDIUM
Bridge Tile	LOW
Fish Tile	LOW
Starfish Tile	LOW
Coral 1 Tile	LOW
Coral 2 Tile	LOW
Bubble Tile	LOW
Stone Tile	HIGH
Cloud Tile	LOW
Coin Tile	HIGH
Barrel Tile	MEDIUM
Chest Tile	HIGH
Level Tile	MEDIUM
Bridge Tile	LOW
Plank Tile	LOW
Sign Tile	LOW

Assets	Priority
Player Movement Script	HIGH
Player Arm Script	HIGH
Cannon Ball Script	HIGH
Moving Tile Script	LOW
Score Script	HIGH
High Score Script	HIGH
Game Manager Script	HIGH
Coins Script	MEDIUM
Chest Script	MEDIUM

Project Planning

WEEK NO.	PLAN
1	Make necessary scripts for the player to move, aim and shoot.
2	Make a series of basic tiles in photoshop to build a level(map).
3	Record and edit audio in Audition and Fmod.
4	Implement animation and all audios.
5	Finishing touches, final details.