

Switchboy

Design Document

Development Team

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Development-Environment

Microsoft XNA 3.0

Description

The game's design follows a simple jump&run type approach. Its world consists of two parallel layers/universes, namely a "real world" and a "ghosty world". In the first layer the player character has to gain speed and avoid obstacles in order to reach next layer. Once you reach the second layer the player character constantly loses speed. If the speed decreases to a certain value again, the player character switches back to the first layer. The goal in the second layer is to collect different power-ups, which can be used in the first layer. The layer is a reflection of the first one but unveils additional platforms, tiles and collectible objects. The goal of the game is to defeat the evil overlord, who appears at the end of the first layer. This can be accomplished by jumping on him or raking him with weapons which the character collected in form of the power-ups.

Game objects

There will be a player character, one or two types of enemies, power-ups and several obstacle-objects.

Sounds

The sounds in the game are:

- Background music and ambient soundscape for each layer
- Sounds when various actions are performed, such as jumping, collecting power ups, getting caught by an enemy, dying, switching between layers and winning the game

Controls

The controls available are the direction keys (left/right) and the space key (jump). Support for other input devices (Game Pad) *may* be provided as well.

Game flow

At the start of the game the speed is at zero and the player character appears in the level in the first layer. The game immediately begins. When the player presses the <Esc> key the game ends.

Levels

There is just one level.

Game-play-Sketch

