

# PLANET SHIFT

Version 0.3

By

Nigel Vincente Coutinho

2<sup>nd</sup> year UG, Game Design

ICAT Design and Media College – Bangalore

2011BA03032

# Table of Contents

Change Log.....	3
High Concept.....	4
One Liner:.....	4
Core Tenets: .....	4
Game Genre .....	4
Re-Playability .....	4
Target Audience .....	5
Game Play .....	5
Game Mechanics.....	5
Traits .....	5
Controls.....	6
Back Story .....	6
Camera .....	7
Visual Style .....	7
Props .....	7
Player Character.....	9
Main Menu and Flow charts .....	10
Main menu:.....	10
Pause Game Menu.....	11
Pause menu:.....	11
POV SCREEN .....	13
Level Design .....	15
Technical Design Consideration .....	15
Unique Selling Point.....	15
Special Features (For Wii U):.....	16
Feature List for the Wii U:.....	16
Feature list for android: .....	16
Prototype testing report: .....	17
Development for Android mobile game: .....	17
My point of view .....	18

## **Change Log**

### Version 0.2

- *Added Level Description.*
- *Updated Flow Charts.*
- *Added Wii U Features.*
- *Added Mood Boards.*
- *Updated Layout.*

### Version 0.3

- *Added Images*
- *Added Game Scenes*
- *Added Prop Images*
- *Added Feature list*
- *Added prototype testing report*
- **Development for Android mobile game**
  - *My point of view*

## **High Concept**

### One Liner:

Trapped on an alien planet called Zing, Jeff has to make his escape from the planets magnetic shifts in order to escape from the planet and avoid getting caught by the aliens chasing after him. To do this he needs to reach the south of the planet where the magnetic force is low giving him the ability to burst off and leave the planet.

### Core Tenets:

Planet shift is all about the planets magnetic pulls and shifts. Jeff uses an alien space jet having the ability to take off from the planet but cannot do so due to the planets magnetic field.

- Magnetic disruptor
- Planet shifts
- Speed boost
- After burners

## **Game Genre**

This is an Adventure/Arcade game.

## **Re-Playability**

The games re-playability depends on the player. He can play the game again if he or she isn't satisfied with their score and wants to get a higher score in-order to beat their friends score. A player would also want to play the game again if she or he likes the UI, the games audio or even the visual appeal of the game. The player can collect coins along the way and unlock other space jets and use them in game. All these options give the player a reason to play again and thus making the game re-playable.

## **Target Audience**

The game is targeted to players of the age 6 and above. The game is adventurous, challenging and has a very cartoonish appeal. The game is a lot of fun and interesting and challenges players to try getting a top score.

## **Game Play**

Jeff found himself trapped on a planet called Zing. He crashed into the planet due to the planet's strong magnetic pulls. After finding himself surrounded by alien space ships and crafts. He got into one of the jets which alerted the aliens. Jeff now has to make his way out of the planet by following the long paths around the planet which leads to the south of the planet. But Jeff doesn't realize that there is a catch to the planet. Over time the planet shifts every time Jeff completes one rotation on a path. Shifting him to the next path. As Jeff gets closer to the south the space craft gets faster, which is because there is less magnetic pull on the south of the planet. Jeff has to make sure he doesn't crash into the obstacles that come forth to him or he will be captured by the aliens chasing him. Along the way there are coins that Jeff can collect in order to purchase upgrades or a newer Space craft. There are also other power-ups along the way to help Jeff, like a magnetic disruptor, After-burners and other bonuses.

The player playing Jeff can collect the coins along the way in order to add up with the time taken to complete one path and then add up to give the player's score.

If the player hits into obstacles he will lose the game.

## **Game Mechanics**

Here consists the abilities, movement for Jeff's Space craft.

### Movement:

Jeff will be using an alien space craft in order to help him move along the planet and escape from it. He can acquire power ups to help him boost his movement along the planet.

Sway: Jeff can make the craft sway left or right to avoid in-coming obstacles.

Roll: Jeff can roll the craft left or right in order to take sharp or big hard turns.

Traits

Magnetic disruptors: cause disruption with the planet's magnetic field allowing the space craft to move faster.

After-Burners: After- burners build up thrust giving the space craft more speed even though the magnetic force is slowing the crafts speed. Double tapping the screen activates this power up after acquiring it.

## Controls

Actions	Keys
Sway Left	Tilt Left
Sway Right	Tilt Right
Up	Tilt Down
Down	Tilt Up
Roll Right	Swipe Right
Roll Left	Swipe Left
After-Burners	Double tap Screen

## Back Story

Jeff was on a space adventure when suddenly his space ships control systems were disrupted and went out of controlled. He tried a lot to get the ships systems back online or he would crash into a planet. He found him-self getting pulled towards an unknown alien planet which seems to be made up of metal. After try so much to get his ship back running he crashed onto the planet and found him-self surrounded by alien space crafts. There was an alert that around the area and aliens came to inspect the crash site. Jeff ran towards an alien space craft and hid there. Once he got in and started the craft an alert was set out which alarmed all the aliens around that area. Jeff was so afraid that he just wanted to get out of the planet so he tried to start the craft. It was his luck that he managed to control the space craft and could finally escape the planet. But the aliens came after him in their mini space crafts to capture Jeff. On the Guide map looked like an exit sign which showed the south pole of the planet. Jeff then just decided to follow the path till he reached the South Pole.

## Camera

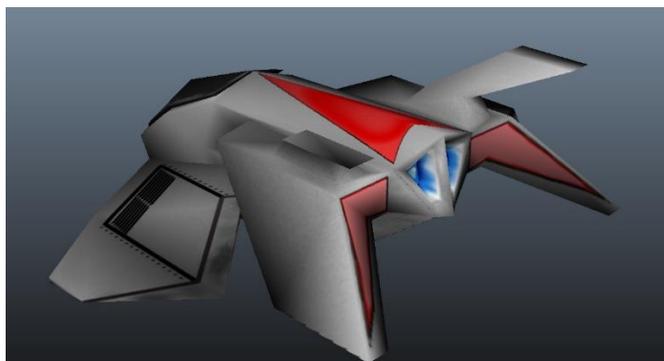
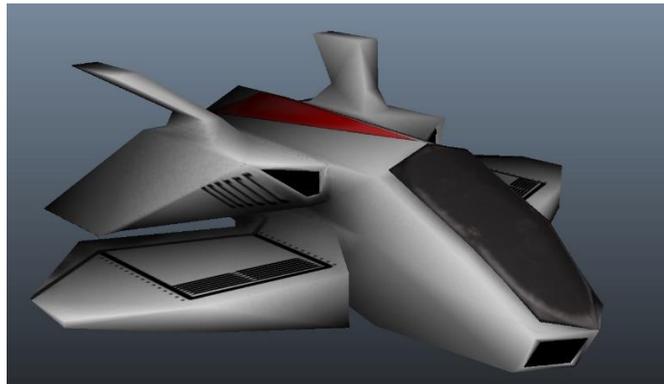
Third Person View. The player will be on the Centre of the frame and the camera is fixed. It follows the player controls. In Certain circumstances the camera angle will change like during the free fall from the water fall.

## Visual Style

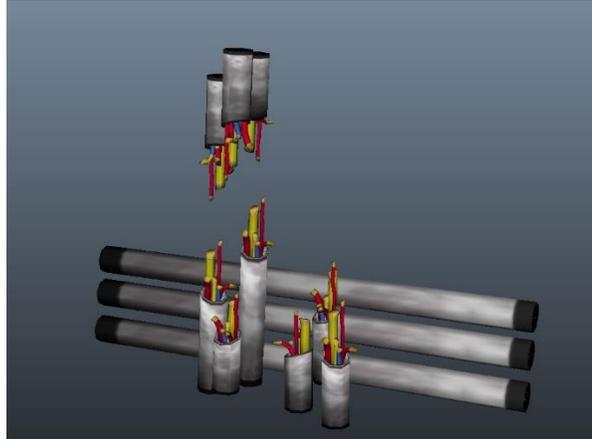
The game play is entertaining and fun to play. The colors used are all cool. Although most of the props and visuals are metal and hence having more of silver and grey gradients. Planet side has the similar graphical representation of the game mini-ninjas, sub way surfers and temple run.

## Props

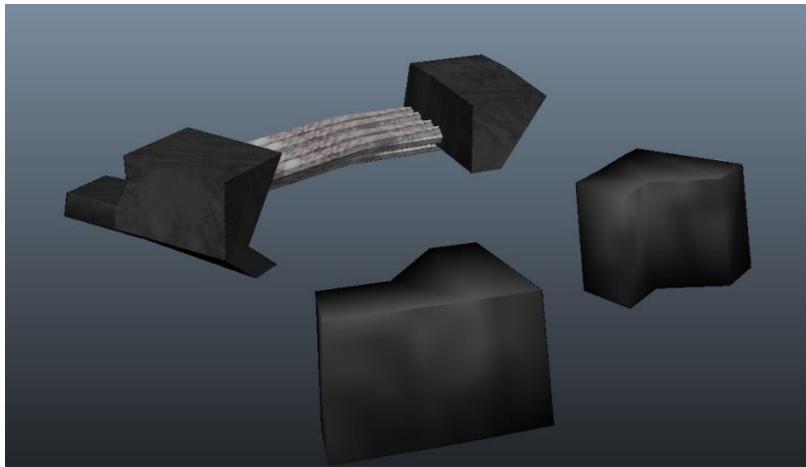
Space Craft:



Metal Pipes and Rods:



Metal Walls and Blocks:



Laser walls

*{Prop yet to be build}*

Steam Holes

*{Prop yet to be build}*

## **Player Character**

Name: Turbug Mark II

Control Mode: Single Player (SP)

Body: Aero dynamic, Turtle Shaped body.

Colour: Grey, Red, blue and Black

Ability: After burners (When Power ups is activated) And Normal Thruster.

## **Mood Boards**





## Main Menu and Flow charts

Main menu:

Play

Game Start

Score

Score list

Store

Unlocked Equip able items

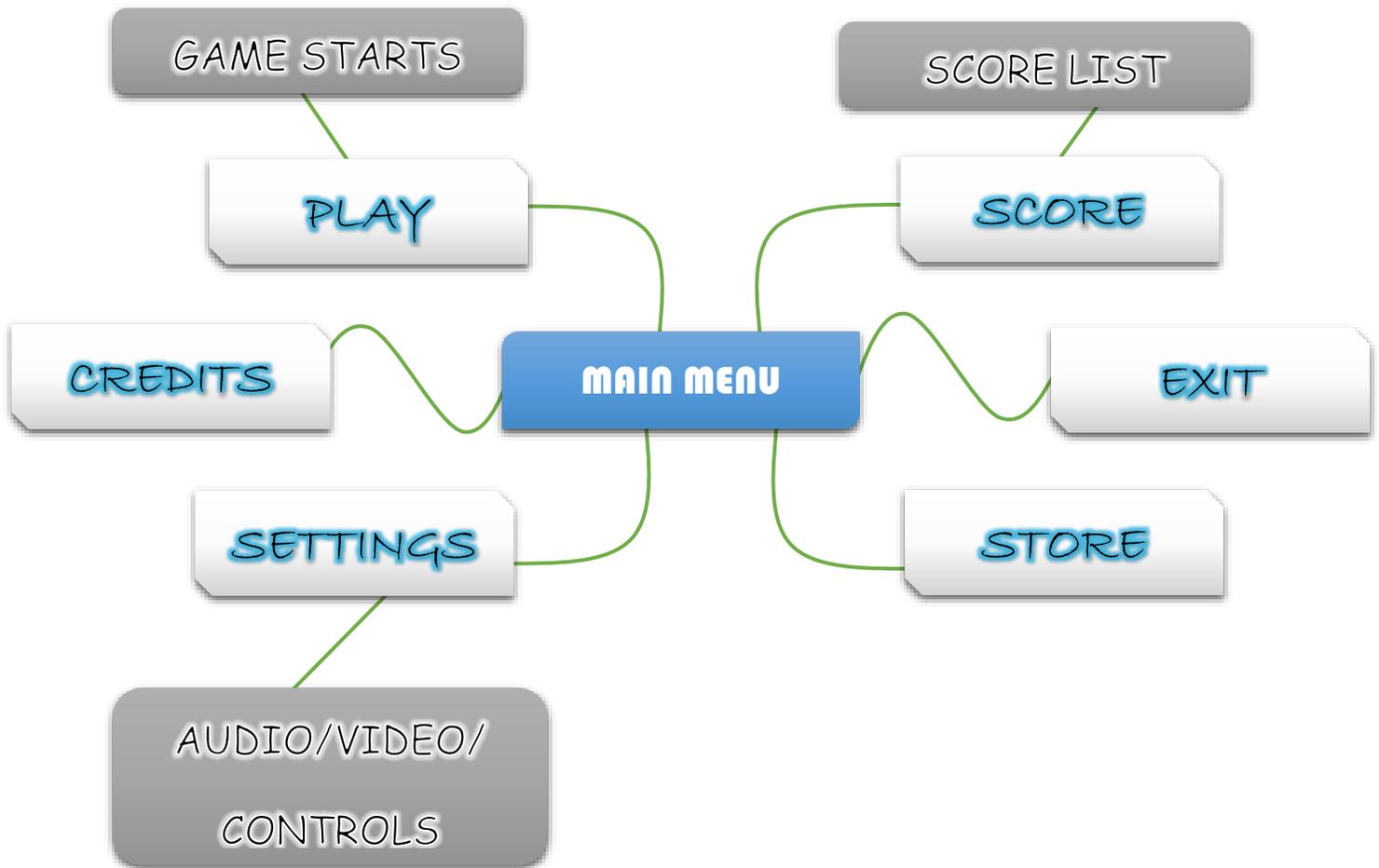
Settings

Audio/ Video/ Controls

[Game Sound/ Music] [Display resolution/Graphics] [Control menu]

Credits

Exit



### **Pause Game Menu**

Pause menu:

Resume

Resume Game

Restart

Restart Game

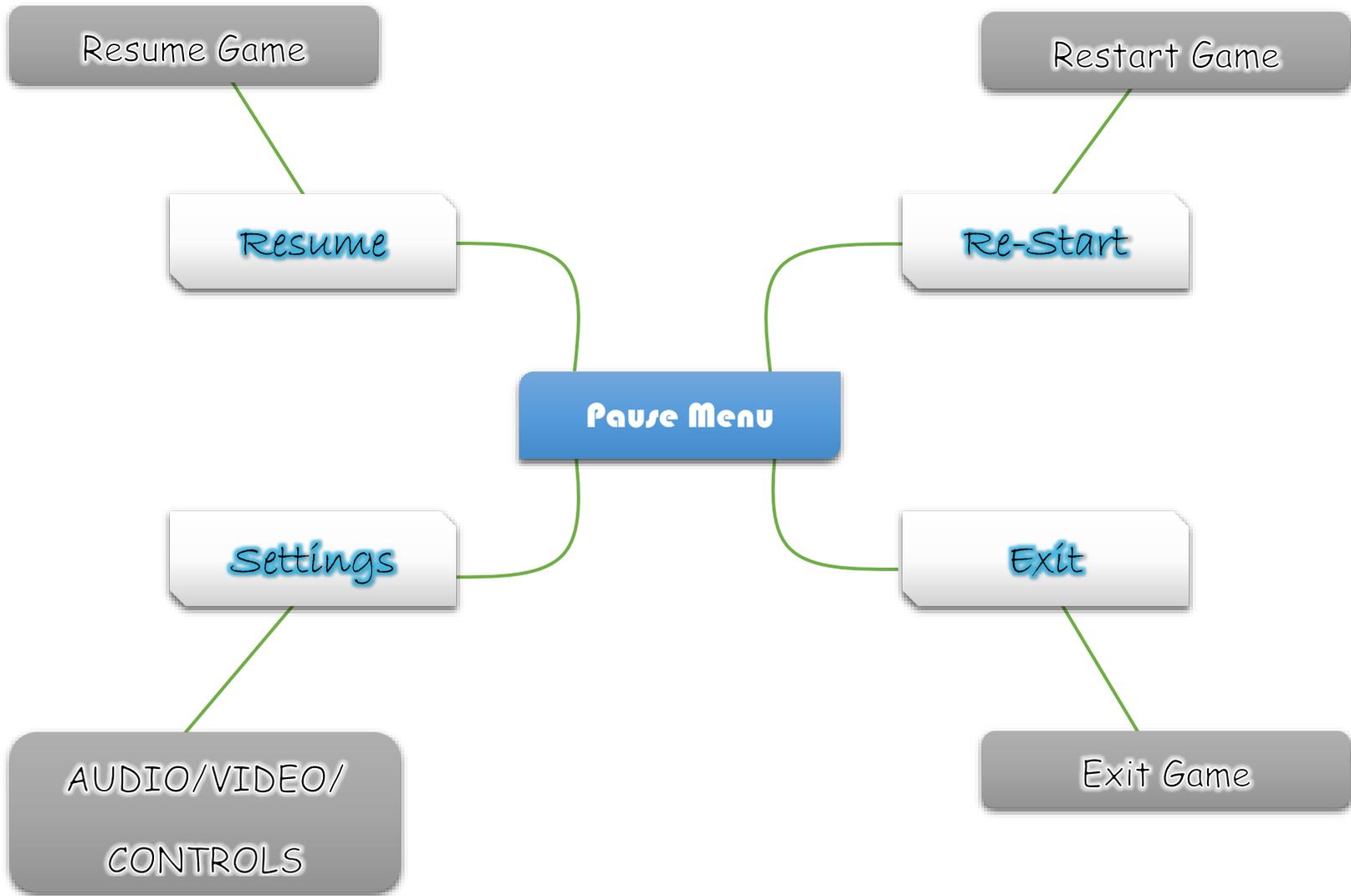
Settings

Audio / Video / Controls

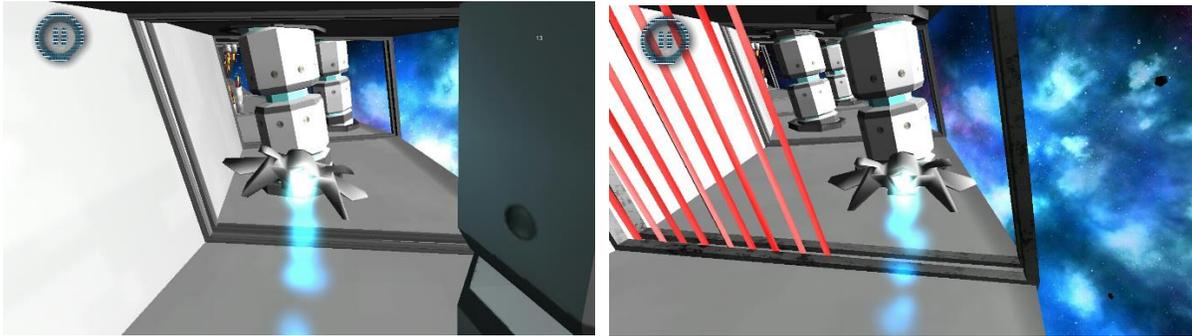
[Display / Graphics] / [Game sound / Music / Action sound / Dialogue] / [Control List]

Exit

Exit game  
Main menu.



## POV SCREEN



This is the Point of view that the player will see during game play. The above Image shows the location of the score and number of coins collected bar along with the power up equipped bar.

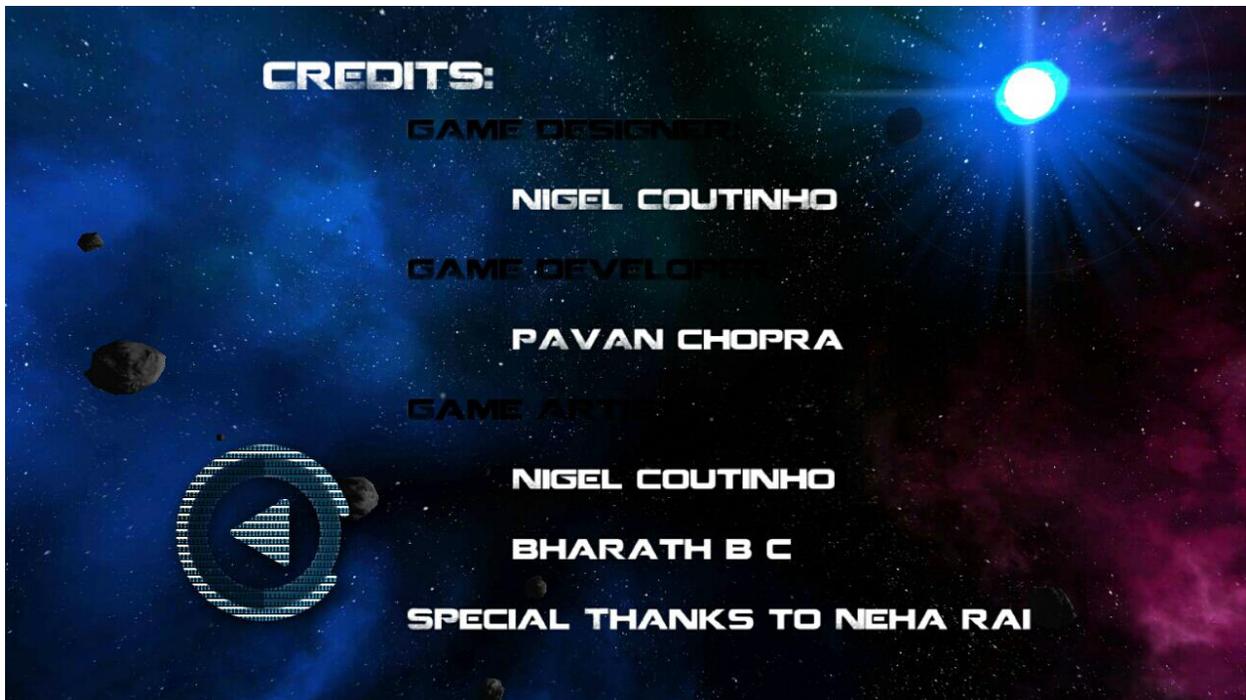
## MAIN MENU AND UI SCREEN



Main Menu



Game over Screen



Credit Menu

The Above images are the Main menu and UI built for the game.

### **Level Design**

The levels of planet shift is simple and is repetitive. The planet has 6 paths out of which each path will have 4 half's which will random as the player plays and completes one rotation. On completion of the rotation the planet will shift to the next path, gradually reaching towards the south pole of the planet which will be the 6<sup>th</sup> path of the planet. Every path has 4 defined paths having its own level of obstacles. As the player reaches the 6<sup>th</sup> path the level of obstacles will be more and so will the speed of the space jet.

Level 1 which is the 1<sup>st</sup> path which will be basic allowing the player to know and get used to the controls. And having less obstacles.

Level 2 is the 2<sup>nd</sup> path which will be having a little more obstacles and a slight speed increase.

Level 3 and 4 will be similar having the same speed increase and increased obstacles. With added moving obstacles such as lasers and hydraulics.

Level 5 will have all the obstacles from the old levels but with a slightly more speed increase.

Lastly, Level 6 will have a moderate amount of obstacles that are static and more obstacles which will be moving like lasers and steam holes. Here in this level the speed will be at its max, since the magnetic pull of the planet is the least.

### **Technical Design Consideration**

The Game Engine that will be used to run this game will be Unity 3D and the other Soft-wares used to help create the props and other assets of the game is Auto Desk Maya 2011 and Photo Shop CS5. Most of the assets will be modeled in Maya itself and then ported to Unity. The game is designed specially to be playable on android and the Wii U.

### **Unique Selling Point**

The Unique selling point of this game is the function and ability of the game, its back story and its game play. Although the game play may not be that unique, it still has a different feel and

approach. The planets ability to shift its gravity and path is unique. Not to forget the back story of the game is also different from other stories out there in the market.

### **Special Features (For Wii U):**

The Game has special features added to the Wii U Console. Players having the Wii U can Use the Accelerometer and the touch to play the game. Due to the Wii u's hardware abilities the Wii You version of the game will have multiple controllers, touch abilities for power ups, motion controls for movement and also add multiplayer option so that players can play online with their friends and share their scores and unlocked items in game.

### **Feature List for the Wii U:**

Full Motion sensor with D-Pad

Online Facebook and twitter game score sharing.

Game play video sharing.

Space ship Accessories.

Online Store for purchase of upgrades and unique space craft.

Multi-player Support. (Non-real time).

Planet shift controller power up for multi-player.

### **Feature list for android:**

Continuous single level.

Multi-Player Support (Non – Real Time).

Daily Bonuses (Coins).

Daily Challenges with bonuses.

Face book sharing.

### **Prototype testing report:**

During the making of the proto type some features were not yet implemented into the game.

The planets main mechanic which shift the path of the planet to another path wen the player completes on rotation. For now, there is only one path which is continuous that is made for the Android platform. The main feature which is for the Wii u is still yet to be implemented. Other mechanics and features which are yet to be implemented into the game is the online market support, Coins laid on the level for the player to collect, Power-ups to slow time and disrupt the magnetic field, Lasers which move (currently static) and the daily bonus and challenges.

As of now, the only thing successfully implemented into the game is the level (path 1), Props, Lasers, Skybox, Asteroids, the main default Space craft with the thruster particles, the games UI (Main menu, Pause menu, options menu and loading screen) and the games Sound. Another implemented prop in game was the multiple lasers (horizontal and diagonal) which didn't look good at all so it was removed from the game.

### **Development for Android mobile game:**

The Game is currently developed for the android mobile devices. The game was designed and developed using the unity engine. And using the android support. The game support a maximum resolution of 1280x 720 which will automatically adjust the resolution on smaller android devices. Initially all models and the level was designed and modeled in Maya 2011 and was then exported to the unity engine. Java coding was used in the development of the game.

**My point of view**

I love playing adventure game, not just adventure but a mix genre. As I just like playing games with attractive visuals, catchy tunes, interesting story lines that gets the player to be a part of the story. During the whole process to make the game I learned a lot from the modeling perspective to the engines and coding perspective. There were many more features I wanted to implement but due to the increase of draw calls that was forming I was restricted to add much more. The one thing I didn't like was unity's lighting conditions. It didn't bring the real space feel into the game but it managed to bring my idea out and let people who love simulation games to play it.