**Game Design Document**

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**Framed**

**Concept:**

Main character (you) Play as agent “Slip” 2.5D action combat game, as he tries to escape the mafia that discover him in their hideout. Is then framed for something he did not do. The user will be taking control of Agent slip in real time to punch, kick and jump escape the mafia. And letting people know why your codename is Slip. Player must run across town (Cityscape), through the city and through the subway MTA, and traverses many obstacles, all while fighting enemies and must avoid getting caught at all cost. 2.5D Runner game with perpetual run, Jumping, Sliding, Hitting, Vaulting, Throwing, \*Crouching (Optional),

Mechanic: Platformer, 2.5D,

**Mechanics**

1. 2.5D
2. Runner without perpetual run
3. Jumping
4. Sliding
5. Hitting
6. Vaulting
7. Throwing

\*Crouching (Optional)

1. Fighting enemies

**The Level Design: 2 Levels**

**The Obstacle/ The Solution**

1. **Cityscape,** 
   1. Cops = Donuts
   2. Swarms Pigeons = Bacon Egg and Cheese

**General Obstacles**

* Jump = On Cars In Traffic
* Slide = Under Garbage Truck
* Misc. = Rooftop Parkour

1. **MTA Subway Station,** 
   1. Enemies = Change
   2. MTA Turnstile = MetroCard
   3. Delay = Just Wait
   4. Massive Rat = Discarded Pizza
   5. Roaches = Concentrated Bug-Spray

**Optional Ideas**

**Museum,**

c. Tourists = Map

d. Knights = Jar of Black Plague

e. Dinosaurs = Call in Meteor Strike

**General Obstacles**

* Jump = Tour Groups
* Slide = Exhibits
* Misc = Museum Guard

**Asset List**

1. **Cityscape,** 
   * Cops
   * Donuts
   * Swarms Pigeons
   * Bacon Egg and Cheese
   * Buildings
   * Trash Cans
   * Garbage
   * Light Post
   * Fire Hydrant
   * Traffic Lights
   * Streets
   * Cars
   * Mailboxes (Blue/Green)
   * Trees
   * Windows
   * Fire Escape
   * Streetlights
   * Parking Meters
   * Stop Sign
   * Clothing Lines
   * Vents
   * Satellite Dishes
   * WaterTower’s
   * AC
   * Powerlines
   * Torch

**General Obstacles**

* Jump = On Cars In Traffic
* Slide = Under Garbage Truck
* Misc. = Rooftop Parkour

1. **MTA Subway Station,** 
   1. Change
   2. MTA Turnstile
   3. MetroCard
   4. Massive Rat
   5. Discarded Pizza
   6. Roaches
   7. Concentrated Bug spray
   8. Platform Benches
   9. Lights
   10. Conductors Board
   11. Train Traffic Lights
   12. Advertisements
   13. Map
   14. Pillars
   15. Platform
   16. Tracks
   17. Train

**UI/UX**

1. Enemy Health Bar
2. Number of Deaths
3. Symbols for all Interactions
   1. Donut
   2. Change
   3. Metro Card
   4. Discarded Pizza
   5. Concentrated Bug-spray
   6. Lead Pipe
   7. Hot Chocolate
4. Load Menu (Start)
   1. Logo
   2. Title Screen
   3. Start
   4. Settings
   5. Scoreboard
   6. Timer
   7. Credits
   8. Exit

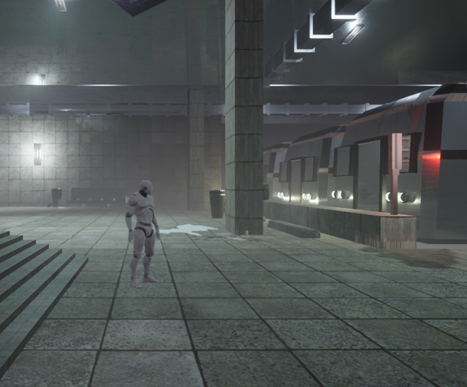
**Audio**

* City street
* Ocean side
* Crowd of people
* Cars
* Trains
* Turnstile sound
* Train track sound
* Jump sound
* Punch sound
* Run sound
* Birds
* Police/ambulance sounds

**EX of prototype Progress Pics:**

**Levels: city/Subway**

**Dark Tunnel Level**

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**Movement/Jumping**

