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Design Document: Angry Viking

Game Concept

The player faces off against a small but fierce Viking, who hungers for an opponent who can best him in combat. The player can click the Viking with the mouse and toss him around, pressing various buttons to make other things happen to him, and the Viking will always get up and ask for another round.

Game Design

There will be a set of game 'events' (drag and release mouse to toss Viking, press buttons 1-9 to make sections of the floor rise or sink, press the space bar to make the game view shake, etc.) that the player can trigger to toy with the Viking. The sky's the limit, baby.

Game Task List

1. Draw and animate the Viking.
2. Program the 'click and hold to pick up the Viking'.
3. Program the 'drag while holding and release to toss the Viking'.
4. Program the 'press number button once to make floor sink'.
5. Program the 'press number button twice to make the floor rise'.
6. Program the 'mash spacebar to make the whole screen shake and throw the Viking off balance'.

