GDD MK. 1
Death of Fire

The race to escape is heating up
2D Platformer
Mobile App game
Target audiences are children age between 10-12

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Aims

This game will try to bring a good balance of education and enjoyment. Fundamentally the aim is to achieve something that has not been done very well in past educational games, which is to make them fun, entertaining and replayable.

From playing and doing extensive research into education games and more specifically fire safety games, I found that they were boring and had a tendency to bombard the player with information.

Game story

Today is like any other day the schools over and it time to get crazy! An entire evening of battling alien mutant cows around the universe. Oh no its time to get back home, with your belly full of grub it time for bed. A stench creeps up and seeps in under the door, it’s a familiar smell, Smoke. Leaping out of bed you must survive the inferno, save tour family. What do You do now?

Game play

In Death of fire, the player is an avatar that must save his family from the fiery inferno. But the fire isn’t just the only hazard plaguing you. Smoke is another killer that is going to be in hot pursuit. The game is a mixture of phases rolled into one fluid time of play.

The player must look and find items that stems the flow of the fire, but the twist is that these can only be used a limited number of times. The rooms within the level with continually fill up with smoke and fire making it increasingly difficult for the player to beat
the level and untimely getting the highest high score! Each level will lasts five to 10 minutes with 3 environments with 4 weather/seasons.

**Elevator pitch**

Hotel Transylvania meets Door Door meets Fire Point.

**Player character**

The player will choose between four characters to play as, these will be choices of both genders and both ages. They are all equal skill wise but all visually different. As the player continues over course of the game it will become progressively harder which in turn will make it epically hard to get the ultimate high score and the highly sort after glorious gold stars.

**Player controls**

For the web the arrows left, right, up and down to move while to open close doors is Z, interact with object X. The will inventory will use the numbers 1 and 2 to use them.

For mobile the player will tap screen to move, use items and doors will open and close automatically to make it easier to use.

**Game world**

This world of Death of fire is based on everyday places we use regularly. The 3 environments are randomly generated every time they are replayed which mixes up the room layout, weather, and where the fire starts. This will create more depth to the game and break up the monotonous relaying of the same level.

**Game experience**

A level is a mix of different phases that run fluidly in to one complete phase. These are find, use, and escape.

**Find**

This phase is to find your family members and to find useable items. These family members are scattered around the levels so how you organize them is up the player along with finding items.

**Use**

The items will aid the player by slowing down the progress of the fire and with the item useable only once player must be careful when to use them. The items will be fire extinguishers and wet towels. These will affect and slow down the fire and smoke.
**Escape**

This phase is to find your exits and escape route for yourself and the other members of the family. So the faster and more people that’s saved to bigger the score and the more stars received.

**How win**

Escape from the burning building with being rendered unconscious

**How to lose**

Becoming unconscious by losing all the health.

**Game mechanics**

With the game being a 2D platformer, it is a contained game space which will restrict to player to use the space they’ve got. A HUD will tell player how much life they have, how many member left to save and inventory. Being that fire is constantly pushing forward the player will be pushed between choices of getting an item or saving someone.

**Scoring**

Points are gained by saving people with the environment and how fast it is done. These will combine to give the player their total high score.

**Enemies**

There are two main enemies and these are the fire and the smoke. There will become hard to control as game progresses there will be different classes of fire and multiple fire breakouts.

**Fire**

- Does a lot of damage
• Blocks off rooms

Smoke

• Little damage
• Fill room with smoke making it hazardous to go in.

Game Engine

The game will be made in Gamemaker studios which is a nifty little game engine that creates 2D games.

Menus

When playing the game there will be a tip menu where the player can go through see all the tips and advice from the fire service. To navigate through the menu there will be arrows to move from page to page.

Menu layout

The opening screen will be a click to start from here the player can select new game or load game.

Add image of menu layout and font

Sound Design

For sounds there will be a catchy tune playing in the background.