DEFEND THE SULTAN!

Game Design Document
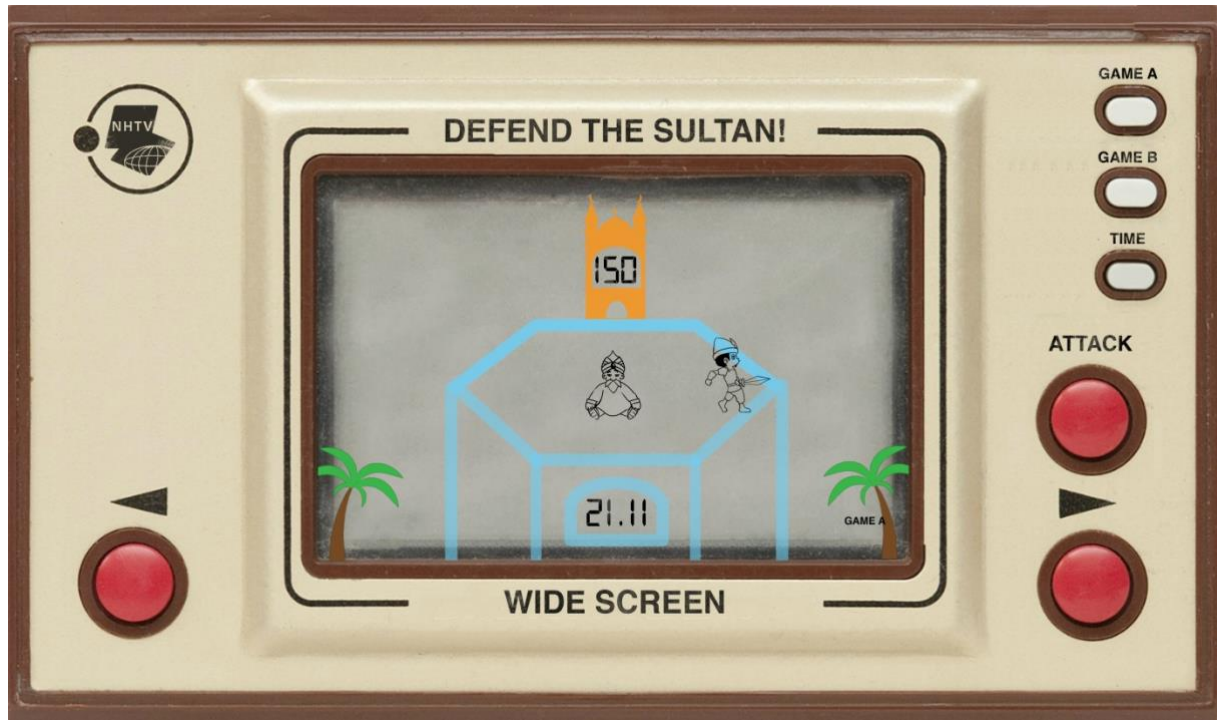
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1. GAME OVERVIEW

1.1 Introduction

"Defend the Sultan!" is a video game about a Royal Guard fighting off hostile birds in order to keep the protect the Sultan. "Defend the Sultan!" is a survival game where the Sultan will eventually die due to the huge amount of birds attacking him. This game is designed for the Game & Watch console which has a single-screen.

1.2 Gameplay and Objective

The player controls the Royal Guard whose task it is to fight off the birds intending to kill the Sultan. In GAME A all birds are hostile, while in GAME B there are birds who will bring the Sultan gifts. If the console is turned on the player will see an animation of the Royal Guard walking around. If the player chooses a game type (A or B) the player will start at the starting location as shown in the picture below.

The starting screen showing the position of the player, Sultan, game type and time.

As time progresses the birds will appear faster and move more rapidly towards the Sultan, which forces the player to move and attack faster.

2. GAME MODE

2.1 Game A

Game A is the easy difficulty mode for "Defend the Sultan!", it's for people who are unfamiliar with games and introduces them to the game mechanics. The pace at which birds will appear and fly are relatively lower compared to Game B. Game A does not contain birds carrying gifts, all birds are hostile.

2.2 Game B

Game B is the hard difficulty mode for "Defend the Sultan!", fit for experienced players. In Game B the birds will appear and fly faster, some of them might carry gifts. If you kill the birds with a gift nothing will happen but when you let it through and let the bird deliver the gift to the Sultan you will get extra points.
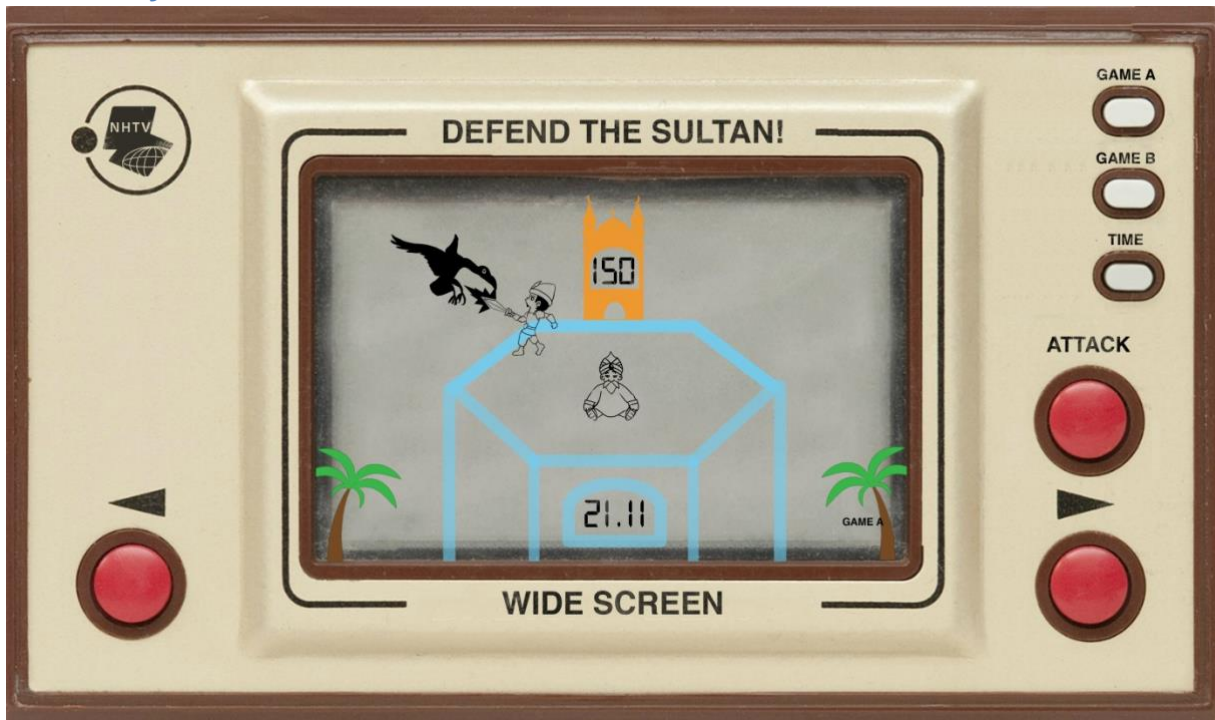
2.2.1 Changes compared to Game A

- Faster gameplay, birds will appear and fly at a faster rate.
- Some birds will carry gifts which will give you 50 points.
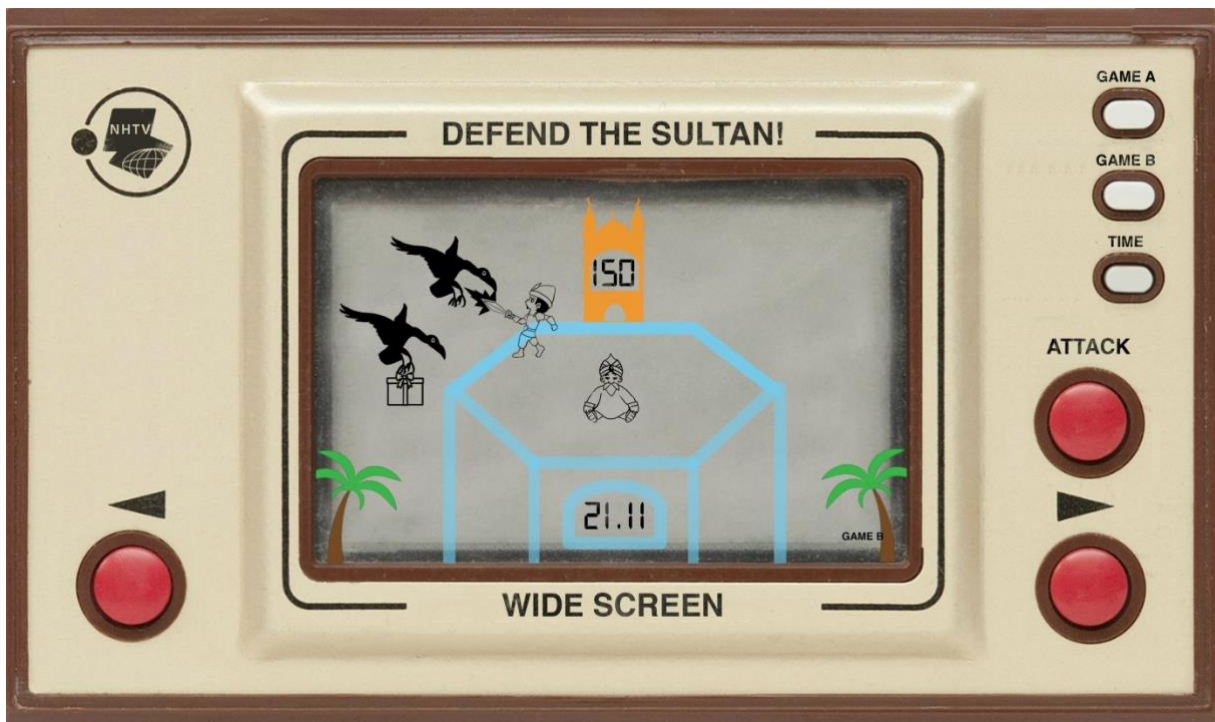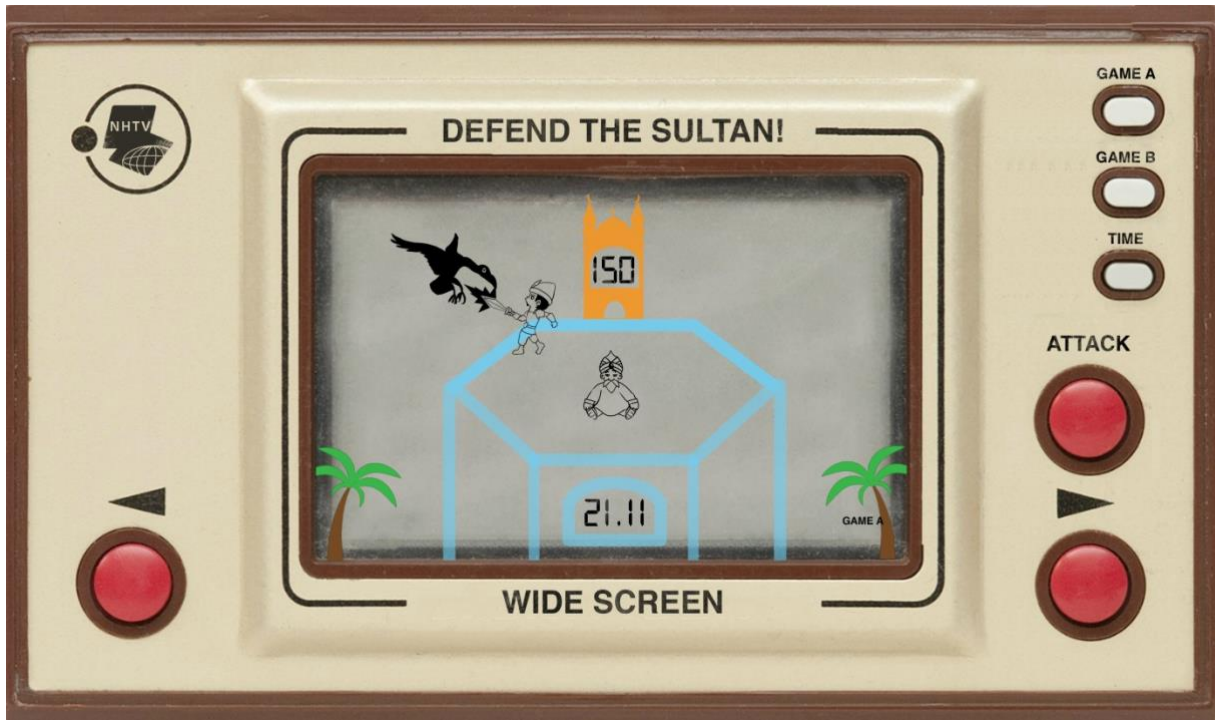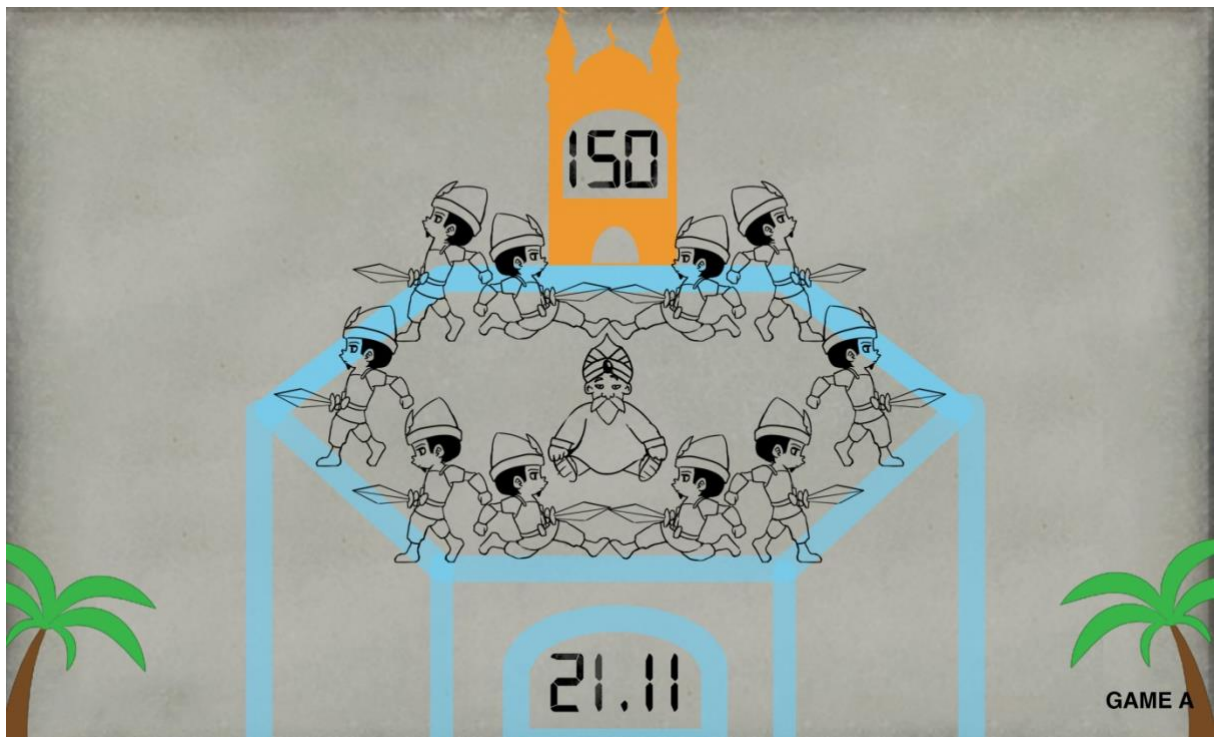
Comparison between Game A and Game B

3. GAME MECHANICS

3.1   Player character and controls
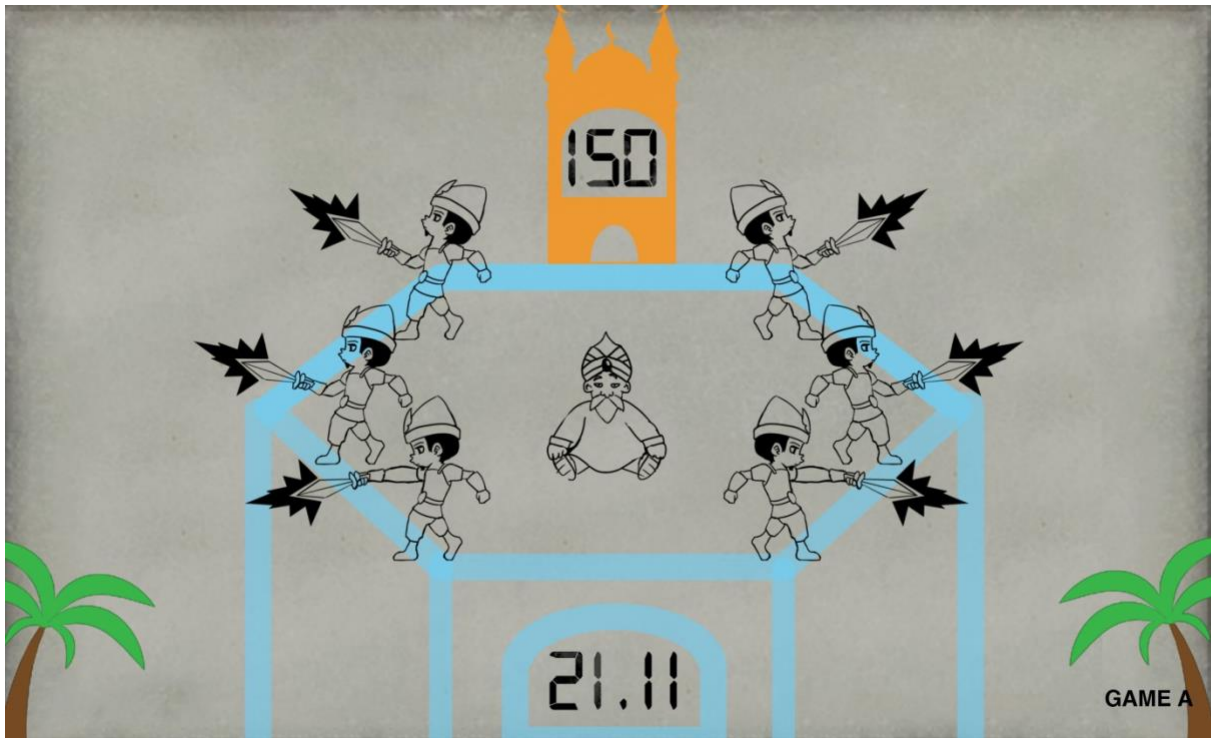

3.1.1 MOVEMENT

The player controls the Royal Guard using the left and right buttons. If you are at the far right or far left and use your left button you will turn left. If you use the right button you will turn right.

All positions of the character

3.1.2 ATTACK

The player must use an attack in order to kill a bird. In order to attack the player will have to   use the "Attack button"

All positions where the player can attack

3.2   Life system

The player will get a *"Miss"* whenever they fail to attack a bird in time. The player will hear sound feedback and the Royal Guard flashes to indicate it was hit. Text will appear with and X. If the player was already hit another X will appear. If the player gets three times a *"Miss"* the game ends end shows the starting screen until the player chooses a game mode.

The player has 3 X's, which means that the game will stop

The player is about to get hit by the bird.

Another way for the player to get a *"Miss"* is whenever a hostile bird reaches the Sultan and attacks him.

The Sultan gets attacked by the bird.

3.3 Enemies

3.3.1 Birds

Birds appear at the border of the screen at certain intervals, depending on how long the player is playing and which game mode the player has selected. The player can see the birds fly into the screen. Once the birds arrive at the walls the player can kill them by pressing the "Attack" button. Birds need to get hit once before they disappear from the screen. Each kill rewards the player with 5 points.

The player attacks a hostile bird

3.4 Allies

3.4.1 Sultan
As a Royal Guard, it is your duty to defend the Sultan. The Sultan has two sprites,
one   idle and one when he gets hit. The Sultan does not move or attack.

3.4.2 Friendly birds
Friendly birds carry a gift for the Sultan and appear at the border of the screen at
certain intervals, depending on how long the player is playing and which game   mode
the player has selected. The player can see the birds fly into the screen. Once the
friendly birds arrive at the walls the player can kill them by pressing the "Attack"
button. Birds need to get hit once before they disappear from the screen. Each kill
rewards the player with 0 points, however when the player allows the Friendly birds to
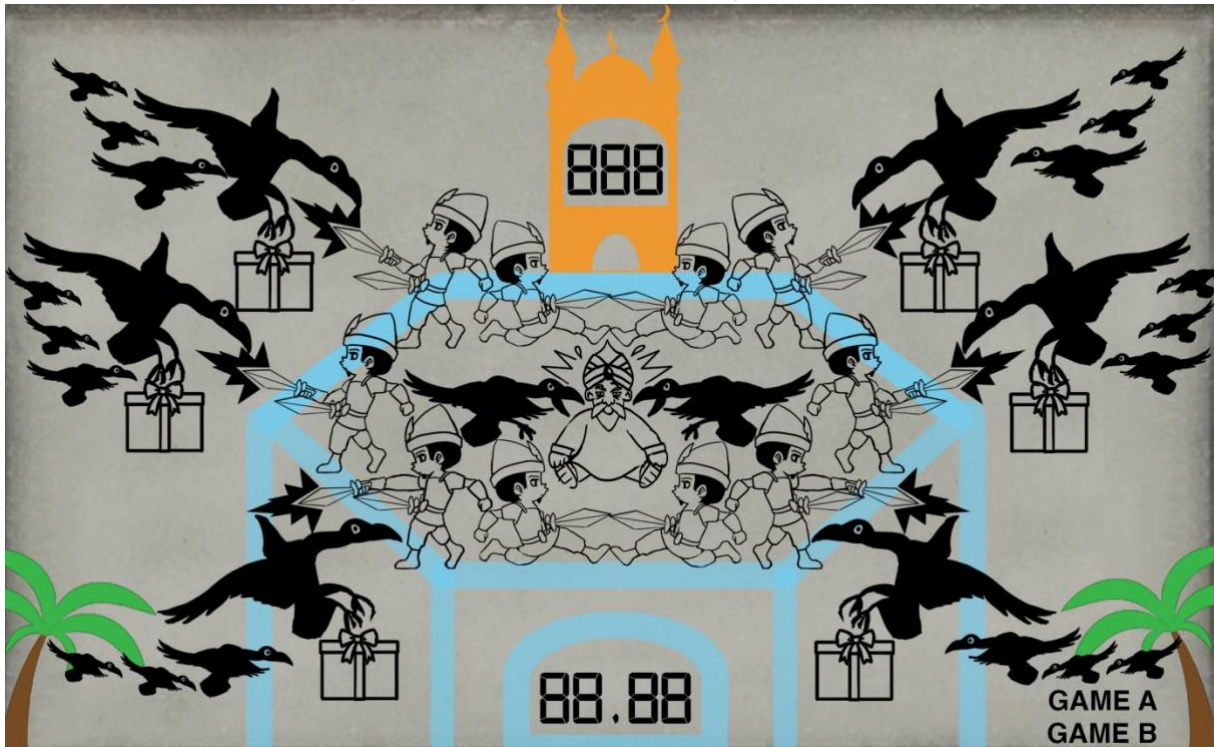deliver their package to the Sultan the player is rewarded with 10 points.

A Friendly bird carrying a gift for the Sultan.

3.5   Score system

Keeping the Sultan safe	1 point each 2 seconds
Killing a bird	5 points
Receiving a gift from a bird	10 points

4. VISUAL DESIGN

The game screen has 52 sprites including time and score.

The blackened screen

The game screen has 52 sprites including time and score.