

ADAPT

Game Design Document

Instructor: Ismail Alihan Hadimlioglu

Design Team: Andrew Frost, Patrick

Slider, Joshua Watson



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1. Team

1.1. Member 1

Andrew Frost

Core Mechanics

Concept Art

Level Designer and Creator

User Interface

1.2. Member 2

Patrick Slider

Core Mechanics

Sound Effects

User Interface

1.3. Member 3

Joshua Watson

Core Mechanics

Concept Art

Sprite Designer and Animator

Sound Effects

2. Game Information

2.1. Genre

Adapt is an Action-Adventure game with some role-playing and survival elements. The combat is inspired by The Legend of Zelda: A Link to the Past.

2.2. Visual Style

Adapt is a two dimensional graphics with a top-down isometric view. The visual style varies depending on the level. For instance, the first level is an open plains area filled with grass and has a lake in the middle, the second level will feature a mountain that's covered in ice and snow, and the third level will take place in a green jungle filled with trees.

2.3. High Concept

The player starts the game as an alien egg that hatches on a distant planet whose objective is to kill and consume other creatures on the planet in order to feed itself and gain power by absorbing their evolutionary advantages. This alien creature was sent to this planet by its older species from its home planet in order to obtain new evolutionary traits to bring back to help form the perfect species and easily take over other planets. There

are many areas on this strange planet that have many different climates and creatures. The alien must strategically use its newly acquired evolutionary abilities to survive and kill larger creatures. However, the alien creature must be wary as other larger creatures will attempt to chase and kill it.

2.4. Synopsis

There's a unique alien race inhabiting a group of planets, many galaxies away, that have the ability to metabolize and absorb certain aspects of DNA of the prey that they eat. By having this ability to absorb their prey's DNA, it gives these aliens an opportunity to absorb the unique evolutionary advantages that other creatures possessed. The abilities that they are able to absorb can be anything from obtaining night vision to growing wings that give them flight. These aliens are focused on invading new planets to obtain many new abilities and powers to grow strong enough to take down more technologically advanced civilizations on other planets. The way these carnivorous aliens go about absorbing the evolutionary traits is by sending unborn drone eggs down to various inhabited planets throughout the galaxy.

These drones are like an evolutionary "canvas" to their race. Once born, these drones have only the original evolutionary traits that their race have, which luckily includes the ability to absorb traits from other creatures. The abilities that the drone gains will help progress it further into different areas on the planet. If it's in a cold, frozen climate it can absorb the trait from a nearby creature to withstand the freezing temperatures of the area. After the drone obtains enough traits from whichever planet they're sent, a carrier ship will be sent to take it back to its

home planet so the leaders can obtain those traits and distribute them throughout their planets as they see fit. Depending on what type of planet the drone was sent to and the abilities it has gained, after sharing its evolutionary traits with its leaders, the drone could be promoted to a soldier position that best suits the abilities that it has absorbed. However, if the drone happens to encounter civilized creatures and eat them, it may gain intelligence and develop a less instinct-driven mind, which could cause it to act differently than what its makers had planned for it.

2.5. Setting

On a distant planet that's not much different than Earth, that has various climates such as vast oceans, deserts that go on for hundreds of miles, open plains with the greenest grass, jungles and forests with large trees towering over the lands, frozen wastelands covered in snow and ice, and ash covered lands with blistering temperatures that were caused by recently erupted volcanoes. Accompanying these various climates are many different creatures that call this planet home. There are large, serpent creatures that dwell in the depths of the ocean, burrowing sandworms that swim through the sands of the dessert, predator-like animals that hide in the tall grasses of the plains to sneak on their prey, and creatures that have rock and stone melded to their bodies to shield them from the heat of the ash lands. These are only some of the unique inhabitants that one would encounter on this unknown planet.

3. Gameplay

3.1. Features

One of the main draws of Adapt is the evolutionary aspect with how you can defeat other creatures to obtain their adaptations to their environments to use them to your own advantage. Adapt also features sophisticated enemy artificial intelligence in the sense that each enemy has their own different behaviors depending on the time of day, weather, and nearby environment. There are different levels with many different environments such as sand, snow, water, and lava, each containing a variety of enemies to encounter and adaptations to obtain. Within these levels there will be a day and night cycle along with a weather cycle that can affect enemy behavior. There are many different abilities that can allow you to change the way you play- if the player would like to be mobile and fast, they can choose to equip abilities that increase their speed and agility; if they would prefer to play defensively, they can switch to abilities which allow you to sustain more damage. There are also some survival aspects of the game such as keeping the 'hunger meter' full to avoid losing health and a temperature mechanic that can make the player too 'hot' or 'cold' and cause damage over time.

4. Story, Setting, and Character

4.1. Story

Adapt doesn't focus on the story as much as it does the gameplay however; there is a back story that the game focuses around to give the player a sense of objective.

There's a unique alien race inhabiting a group of planets, many galaxies away, that have the ability to metabolize and absorb certain aspects of DNA of the prey that they eat. By having this ability to absorb their prey's DNA, it gives these aliens an opportunity to absorb the unique evolutionary advantages that other creatures possessed. The abilities that they are able to absorb can be anything from obtaining night vision to growing wings that give them flight. These aliens are focused on invading new planets to obtain many new abilities and powers to grow strong enough to take down more technologically advanced civilizations on other planets. The way these carnivorous aliens go about absorbing the evolutionary traits is by sending unborn drone eggs down to various inhabited planets throughout the galaxy.

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home planet so the leaders can obtain those traits and distribute them throughout their planets as they see fit. Depending on what type of planet the drone was sent to and the abilities it has gained, after sharing its evolutionary traits with its leaders, the drone could be promoted to a soldier position that best suits the abilities that it has absorbed. However, if the drone happens to encounter civilized creatures and eat them, it may gain intelligence and develop a less instinct-driven mind, which could cause it to act differently than what its makers had planned for it.

4.2. Environment

Level 1 Environment

Level 1 takes place in an open, grassy area with a lake in the middle. This area is partly surrounded by mountains and has surrounding areas that include a forest area and a canyon area which will be featured as different levels later on in the game. In this level there are different enemies (passive and aggressive) that are herbivores and carnivores. The herbivores focus on traveling to eating grounds for food and to the lake for drinking water and the carnivores lay and wait near the trees or in tall grass for the opportunity to strike their prey. Throughout the first level of the game the player does not obtain any swimming or climbing abilities so they cannot simply swim across the lake or climb up and down the cliffs as of yet. To progress further, the player must cross the tree bridge that's over the river and make their way towards the boss after obtaining the necessary abilities from the surrounding enemies. Once the boss is defeated the player

obtains the 'Ram' ability to smash the rocks to progress to the second level- the snowy mountain.

Level 2 Environment

Level 2 takes place on a snowy mountain with a temperature that decreases the higher the player climbs- if the player is exposed to the cold for too long, they will begin to take damage until they increase their body temperature by taking shelter in an alcove, returning closer to the base of the mountain, or obtaining adaptations that allow the player to handle the cold environment. The boss of the area will give the player the ability to climb steep cliffs that allows access to level 3- the forest.

Level 3 Environment

Level 3 is a forest- here the player will unlock a 'hookshot' type of ability from the boss of the area that brings the player to certain objects that allows them to cross over the canyon at the south of the map, where they'll find the desert where level 4 takes place.

Level 4 Environment

Level 4 is a large desert; the player will encounter the ability to overheat from extended exposure to the sun. The player can utilize the day and night cycles to cover large distances during the cool nights and make use of adaptations they gather to mitigate the sun's effects during the day. The boss of the area will be a large sand-worm, which grants the player a tunneling ability

when it is defeated, allowing access to caves in the Snowy Mountain.

Level 4.5 Environment

The caves in the Snowy Mountain will be a transition level without a boss- it will not feature a boss or new progression ability, but will still have creatures adapted to living underground. The caves will lead from the snowy mountain to the northern ice-lands.

Level 5 Environment

The ice-lands of level 5 will have more severe cold than the snowy mountains and introduce water-hazards and water-borne enemies, so the player will have to use environmental factors such as infrequent hot-springs and their previous adaptations to survive until they adapt to the extreme cold by killing enemies. The player will gain the ability to efficiently swim in fresh-water as they progress through the level, and the boss will be an ice-whale which unlocks the ability to withstand ocean-water.

Level 5.5 Environment

Level 5.5 will be a transition level which takes place on a sandy beach, accessed by swimming through a small portion of ocean south-west from the ice-lands. The beach won't feature a boss, but will have enemies whose adaptations can assist the player in various ways. To the west of the beach is level 6, the ocean.

Level 6 Environment

Level 6 features strong ocean currents that can smash the player into rocks and a large variety of enemies; players will have to rely on their own timing and positioning to avoid being harmed by ocean currents, though certain abilities will be able to assist the player in the environment. The boss of the level will be a massive sea-snake leviathan, which grants the player the ability to increase their body-size, which allows the player to clear access to a volcano level located in level 1.

Level 7 Environment

Level 7 will be the volcano- the player must rely on adaptations that mitigate heat and increase resistance or they will overheat, and the environment will also have floods of lava from time to time that the player must escape by climbing to higher areas. The boss of the volcano will be a magma boar that gives the player the ability to shoot flaming magma shots out; these are used to open a new area in the forest that leads to a more dense jungle area.

Level 8 Environment

Level 8 will be the forest; the player will be in constant danger of being ambushed, as many viscous creatures lurk in the jungle, waiting to capture unsuspecting prey. The player must always be alert and quickly react to threats or be overwhelmed by the ambushes. The boss of the level will be a giant praying mantis that unlocks a powerful scythe attack.

4.3. Characters

4.3.1. Main Character

Description: An alien from a distant planet that has the ability to metabolize and absorb certain aspects of DNA of the prey that it eats. By having this ability to absorb its prey's DNA, it gives this alien an opportunity to absorb the unique evolutionary advantages that other creatures possess. The abilities that he is able to absorb can be anything from obtaining night vision to growing wings that gives him flight.

Health: 100

Starting Armor: 0

Starting Attacks: Claw (5 base damage) and Bite (5 base damage)

Movement Speed: 1

4.3.2. Enemy Characters

Level 1

Name: Grazer

Description: Timid herbivore.

Health: 25

Armor: 0

Attacks: None, it runs away

Movement Speed: 1.5

Day Behavior: Meanders to different patches of tall grass or body of water. Flees when attacked.

Night Behavior: Lays down where it is to sleep.

Inclement Weather: Attempts to hide under trees

Tier One: Speed boost

Tier Two: Bigger Speed Boost

Tier Three: A Leap ability. It can be used to jump over enemy attacks or difficult patches of terrain. It will cover 1 tile in distance.

Name: Packbull

Description: A hog-type creature that can turn as it charges. It has moderate a charging distance. When one attacked the rest of the pack will retaliate.

Health: 28

Armor: 1

Attacks: 10

Movement Speed: 0.9

Day Behavior: Travels as a pack and feeds on low grass and drinks from the lake.

Night Behavior: Sleeps in a pack.

Inclement Weather: Keep grazing.

Tier One: Tusks (+2 Damage)

Tier Two: Tough Hide (+1 Defense)

Tier Three: Let's the player change direction as they use the 'Ram' ability.

Name: Tail-Eye

Description: A carnivore that resembles a panther, but with a long, reptilian tail with an eye on the end.

Health: 36

Armor: 0

Attacks: Claw Swipe (10 damage)- It takes a swipe at the player much like the player's claw attack.

Movement Speed: 1

Day Behavior: Hides in tall grass and lunges when any creature approaches too closely.

Night Behavior: Goes to search for water or wanders about. It will only come after things that come close to it. When the sun comes up it runs into the nearest tall grass.

Inclement Weather: Sleeps

Tier One: Long tail that can be used as a longer ranged stab, but has a longer cool down than the claw. Deals 8 damage

Tier Two: Removes Speed penalty from tall grass and some other tiles.

Tier Three: Eye on tail (requires the player to be using the tail upgrade). It allows the player to use the mouse/right control stick/whatever to look ahead)

Name: Hardie

Description: A multi-legged creature that is covered in a rock-like skin so it is immune to attacks unless struck on its underside.

Health: 45

A armor: 5 (0 when weak point is exposed).

Attacks: Lifts up its front legs and slams them down for 15 damage. During this attack the player has the opportunity to attack the weak point.

Movement Speed: 0.6

Day Behavior: Wanders around.

Night Behavior: Wanders around.

Inclement Weather: Huddles closely and shields itself.

Tier One: Harder Shell (+3 Defense)

Tier Two: Defend (cannot move or attack but adds +5 defense when active).

Tier Three: Gain the ability to use a slamming attack (10 damage) while in defense. It ends the defensive stance and adds a 12 second cool down.

Name: Grass-Back

Description: Hides in the tall grass while it waits for its prey. Once a creature walks into it, the Grass-Back will entangle it in its grass-like tentacles, causing damage.

Health: 60

A armor: 0

Attacks: 5 with the grass-whip attack and 15 damage with the entangled roots if it successfully entangles and bites a creature.

Movement Speed: 0.4

Day Behavior: Hides and blends in with tall grass.

Night Behavior: Hides and blends in with tall grass.

Inclement Weather: Unburrows and wanders around.

Tier One: Burrow

Tier Two: Lure/Trap

Tier Three: Entangle

Name: Auroch (Level 1 Boss)

Description: A large bull-like creature that rams its enemies against walls.

Health: 250

Armor: 5 (0 if weak point is exposed)

Attack: 50 damage if the ram ability successfully hits.

Movement Speed: 1.25 when moving normally, 1.75 when charging with the ram ability.

Day Behavior: N/A

Night Behavior: N/A

Inclement Weather: N/A

Ability Upgrade: Ram

5. Game Related Details (Combat, Items, etc.)

5.1. Flow of Combat

There are different approaches and strategies in combat depending on the abilities that are active. The player will have a maximum number of abilities they are able to activate at a time that increases as they progress through the game, and the pool of abilities available to them will increase as they defeat new enemies they encounter. The abilities from the pool of abilities will be of certain types- offense, defense, and maneuverability- and it's up to the player on which abilities they would like to activate at a given time. The player can focus on offensive abilities that deal high damage at the cost of defenses and/or HP or play more defensively by using abilities that increase defense and HP instead of damage, or increase maneuverability by activating abilities that increase speed or allow you to quickly leap out of danger. The player can also use the environment and the enemy's behavior to their advantage for setting up an ambush against an opponent or separating an enemy from its herd to make it easier prey.

5.2. Items and Objects

Tree – A simple tree that provides shelter for the Tail-Eye predator. The player should progress with caution if he/she wanders into a grouping of trees since a pack of Tail-Eyes will sometimes take shelter there.

Rocks – These rocks are obstacles in which the player cannot pass, however, once obtaining the ‘Ram’ ability the player can smash the rocks.

Tall Grass – This tall grass gives the player the opportunity to hide and wait to strike its prey. Enemies can also hide in the tall grass to strike either the player or the herbivores.

Tree Bridge – This is a fallen tree in which the player can cross the river to progress further into the level.

Boulders – Featured in level 2, the player can ram these over to give them a possible advantage in combat.

5.3. Game Mechanics

Combat Mechanics

- **Health**

- The base health will be 100.

- Traits acquired later may be able to increase it, or just increase armor so that less is lost with each hit.

- For healing there is a passive and active system: 1 HP regained every 2 seconds which only starts after 15 seconds of not taking any damage. So if the player gets mauled in a fight and manages to come out with exactly 1 HP, it will take them 213 seconds (15 without getting hit and then 198 to regenerate the missing 99 HP) to reach full health, assuming they don't get hit. However, for Active Health regeneration they can sleep or somehow enter a regenerative state, which allows them to retain mobility that will drain food at a higher rate but allow them to heal much faster.

- Active Health regeneration disables passive so they do not stack on top of each other. The rate should be in the ballpark of 4 HP per second with a drain of 2 food per second. The active health regeneration can be interrupted at any time.

- From 1 HP it should take about 24 seconds to fully heal, which will drain about 48% of the food meter as well (normal food drain is suspended while using Active regeneration as well).

- Health drain for having no food should be -1 HP per second and both active and passive health regeneration are disabled when starving.

- **Attack/Damage and Defense**

- All creatures have a set amount of health, defense, and attack damage.
- Player attack - targets defense = damage done (Example: Player uses an ability that does 5 damage to an enemy that has 2 defense, it will do 3 damage to the enemy.
- Player starts with two attacks, Claw and Bite, which both do 5 damage.
- Abilities do set damage (Example): Claw does 5 damage.
- Abilities have a set cooldown or attack speed.
- Some adaptations will lower the cool downs of certain abilities.
- Combos: If some abilities are used in a certain order then there can be an additional effect and possibly bonus damage.
(Example): Using bite would make it so the claw attack could hit twice or if you used an armor piercing attack and then the claw attack it would cause the enemy to start bleeding out, taking damage over time until it dies.
- Adaptations (passive traits) can increase damage of certain abilities. (Example): Sharper Claws would increase the damage of the claw ability by +3.
- Some enemies have high enough defense to negate attacks to 0.
(Example): Player has attacks that do 5 damage and an enemy may have 10 defense. However, upgrades can boost damage to overcome the defense (armor piercing).

Base Creature Stats

Name	Health	Defense	Base Damage	Movement Speed
Main Character	100	0	5	1
Grazer	25	0	0	1.5
Packbull	28	1	10	0.9
Tail-Eye	36	1	15	1
Hardie	45	5 (0 if weak point exposed).	15	0.6
Grass-Back	60	0	5, 15 over time with entanglement.	0.4
Auroch (Boss)	250	5 (0 if weak points exposed).	25	1.25

Progression Mechanics

- **Adaptation/Abilities**

-Abilities (Adaptations) are obtained by defeating and eating enemies.

-Instead of the typical XP/Level system, the player will be granted points to spend on traits/enhancements. The points are obtained by reaching thresholds for members of a species eaten. (Example): The player will receive one point for eating one grazer, another point for eating 5 and a final point for eating 15. Each threshold will also grant a new ability/trait.

- **Progression Abilities**

Ram - Unlocked from the Auroch (the boss of the first level in the Plains). It allows access to the mountains after the player uses the ability to smash the rocks.

Climb - Unlocked from the boss of the second level in the Mountains. It allows the player to climb up and down cliffs that aren't completely steep. It allows the player to access the forest from north of the east river (other cliff is too steep to climb).

Sticky Tongue - Unlocked from the boss of level three in the Forest. It allows the player to shoot his tongue at trees and certain objects. It will allow the player access across the canyon. It also allows the player to pull small enemies towards him or pull himself to larger enemies.

- **Level Progression - Level 1 (The Plains)**

-In regards of the lake, there will be a strong current coming from the north river that will push the player back to the shore near the Starting Den and if the player attempts to swim into the lake, once he reaches a certain depth he will start "drowning" which will display a breath meter which will rapidly go down until the player reaches shallow water again.

-The river on the east side will also have a strong current that will drag the player down to the waterfall if he doesn't swim back to shore as quickly as possible. There is also a tree line on the other side blocking access to the opposite shoreline so the player is required to cross the tree bridge.

-Player can jump off the cliffs which will cause damage relative to the height of the cliff if they don't have the Climbing ability. If they jump in water they will begin "drowning." If the cliff is low enough they won't take any fall damage.

Survival Mechanics

- **Hunger**

-There will be a food meter which is filled by eating other creatures.

-It will be a percentage of how full the creature is, going down by 1% per 2-3 seconds. Times should be from 3 to 5 minutes for the player to starve from full if they eat nothing.

-When a creature is taken down, the player can either take a quick bite which is almost instant, adding progress to the next threshold and granting a small amount of food, or they can stop and go through an eating animation to consume the entire carcass, giving significantly more food.

- **Temperature**

-The temperature mechanic will not be a real factor until the player enters a very hot/cold environment. The player can get more efficient cooling/warm fur coat by taking down relevant creatures, however, those traits will cause unwanted temperature gain outside the desired climate. (Example): Having a fur coat in the grass plains will cause the players heat to go up.

- **Water/Swimming**

-There will be a breath meter when swimming in water.

-Some adaptations will increase the length of the breath meter or even make it infinite.

Artificial Intelligence Mechanics

- **AI Behavior**

-AI creatures are generally spawned in specified areas of the map as either hungry or thirsty and they will attempt to satisfy these needs by going to a source of water or to a specified feeding ground if the animal is an herbivore.

-Carnivores, if hungry, will attempt to attack passing creatures either by chasing them or by ambushing them along their paths, including the player.

-Day/Night cycles will cause different behaviors depending on the creature.

-Reactions to players will also depend on the creature.

-Most carnivores will stand their ground and try to fight the player, but herbivores may attempt to flee. However, certain herbivores, such as the packbull, will attempt to swarm the player.

Physics Mechanics

- **Collisions**

-The character cannot pass through the mountain tiles unless they have the climbing ability.

-Enemies cannot be passed but they can be pushed if you move into them depending on the relative masses of the character and enemy. (Ex. If the main character has a mass of 100 and the Grazer has a mass of 80 and then the main character moves into the Grazer then the character's speed will be equal to $(100 / (100 + 80))$ times the main character's original speed).

- **Physics**

-Player starts with a base movement speed that can be upgraded by obtaining new abilities.

-Player cannot climb up or down steep (90 degrees) terrain even with the climb ability.

- Movement is slowed while swimming in water unless they have a specific ability.
- If the player is in a river, the current will pull him away.
- Falling will cause damage from relative to the height of the fall.
- Player cannot pass through enemies, trees, or rocks.
- Attacking armored enemies will slightly knock the player back unless they use armor piercing abilities.
- Certain environmental objects can be moved and can pose danger depending on size and speed.

Day/Night and Weather Cycles

Day

- Whenever the day cycle is active all the creatures behave normally.
- Temperature will be higher compared to night.
- Creatures will be able to detect the player more easily.

Night

- Most creatures will behave differently. (Ex. The Grazer will fall asleep where it is).
- When creatures are in a sleep state it will not be able to see the player coming but will be able to hear but at a reduced level.
- Temperature is lower.

Weather

- Within a level there will be a variation of weather. (Ex. Rain, Snow, Sunny, etc.).
- Most creatures will behave differently. (Ex. The Grazer will seek shelter under trees).
- May affect temperature.
- May affect sight and hearing.

6. Controls

Adapt is going to be played with a controller. The following control scheme is:

R2 – Consume enemy corpse.

R1- Assign Ability

L2 – Enters a “prowl” mode and reduces movement speed and chance of being noticed.

L1 – Ability Menu

A – Assign Ability

B – Assign Ability

X – Assign Ability

Y – Assign Ability

Select - Toggles the map and mini map

Start- Pause Screen

D-Pad and Left Control Stick - Controls movement

Right Control Stick – Activates and controls a cross-hair for ranged abilities.

7. Interface

Title Screen

-Start Game

-Opens a screen that gives the player the option to start a new game or load a previous file.

-Options

-Opens the options screen that will give the player access to change the controls, game volume, and possibly brightness.

-Credits

-Opens the credits screen of all the people who helped create Adapt.

HUD (Heads Up Display)

-Health Bar

-A red bar that displays how much health the player has.

-Hunger Meter

-An orange bar that displays the players hunger meter which will slowly go down if the player hasn't consumed any creatures. Once the meter is depleted the health bar then begins to slowly go down.

-Temperature Meter

-A bar that starts as a light blue then changes to a red color to represent the cold and hot temperatures. This bar changes depending on the current environment that the player is in. For instance if the player is in level 1 then the bar should be in the middle and unaffected in most cases, however if the player is in the snowy areas of level 2 then the meter will drop towards the blue side of the bar. If the bar is either too far to the left or right then the player will slowly take damage.

Map

-Main Map

-The main map is accessed by pressing the assigned button and it takes up the entire screen while remaining transparent enough for the player to still see and move around. There is a “fog of war” effect for the map so you can see the progress you have made.

-Mini Map

-A small map in the bottom right corner of the screen. It shows the players location on the map as well as locations of the other creatures.

8. Assets

Character and Animation Sprites

Main Character

Sprites for all four directions have been created as well as the walking, attack, swimming, and leap animations.

Grazer

Sprites for all four directions have been created as well as the walking and leap animations.

Tail-Eye

Sprites for all four directions have been created as well as the walking and attack animations.

Grass-Back

Sprites for all four directions have been created as well as the walking and attack animations.

Map Tile Sprites

Grass

A tile that simulates green grass.

Tall Grass

A tile that simulates tall grass for the herbivores to feed on and the predators to hide in.

Mountain

A tile that simulates an impassible mountain that can only be climbed by the player once he has obtained the climb ability.

Water

A tile that simulates the water of the lake for level 1.

Mud

A tile that simulates mud near the edges of the water.

Sound Effects

Claw Attack

A sound effect for the main character's claw attack.

Tail and Whip Attack

A sound effect for the Tail-Eye and Grass-Back's attacks.

Walking Through Tall Grass

A sound effect whenever the player walks through tall grass.

Swimming in Water

A sound effect for the player swimming in the water.

Death Sounds

A sound effect for whenever a creature dies.