

Pirate Dreams

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1. Introduction

This document will describe the overall design of *Pirate Dreams*.

2. Plot

Pirate Dreams is set in a 17th to 18th-century era when pirates were common. The main character starts outside the doors of a castle tower. He just escaped his prison cell and is trying to go back to his home and reach his treasure. Between him and his treasure are a bunch of skeleton enemies that are trying to kill him. He must fight his way to the end if he wants to reach it.

However, and the reason why this game is called *Pirate Dreams*, is that this entire game is just a dream and the pirate is still in their cell sleeping through the night.

3. Gameplay Overview

This is a top-down shooter in which the player must reach a certain area of the map to win or complete the level. The player would use their mouse to aim and move with WASD. Throughout the level are pickups that give the player extra ammo or health points. The player doesn't have to kill any enemies and can complete the level by just reaching the end. However, the game is filled with enemies, and this will make it difficult to do such a thing.

3.1 Pickups

There are two types of pickups in this game. These pickups are spread across the level, but one of each is positioned in front of the player when they first load into a level. This is not only to get them familiarized with the pickups and what they do, but they're also useful since the player starts with a small number of ammunition and health points.

The first one is the ammo pickup. This pickup has a blue light above the model and when the player picks it up, they'll receive 6 additional bullets.

The second one is the health pickup. This pickup has a red light above the model and gives the player 25 health points.

3.2 Player

Players will be playing a pirate who's trying to escape prison and reach their home on the outskirts of town. The pirate has a weapon that shoots a bullet every second or so and deals 15 damage to enemies.

At the beginning of each level, the player starts with 4 bullets and 25 health points out of a possible 100. They must grab the pickups if they want to increase their health points or the number of bullets they are holding.

The player also has the freedom to run past every enemy or eliminate all they see. Each enemy kill is counted on the top right of the screen, however, there isn't any rewards if the player eliminates a certain number of enemies.

3.3 Enemy

The enemy is a skeleton that's trying to stop the player from reaching their destination.

They're scattered across the map and have 25 health points. Meaning that the player must shoot them twice to take them down. Normally they'll stand still until the player gets within their chase range.

The enemy also has the same speed as the player, meaning that they'll easily catch the player if they slow down for any reason. Once the player is about a meter away from the enemy, they'll begin a melee animation that deals 15 damage.

3.4 End Goal

The end goal of the player is to reach the treasure at the other side of the level. Once the treasure is reached, the next level will load. If it's already the final level, it will then load the main menu.

All statistics and player characteristics (such as the number of ammo and health points) will reset back to their original settings (4 bullets and 25/100 health points).

4. Menus

Only the basic number of menus are in this game.

The main menu with the play (loads up the first level), load level (this loads up the load level menu) and quit (exits the application) buttons. The load level menu with the level X buttons (the number of buttons depends on how many levels the game has). As well as the pause menu with the Resume and Quit buttons. The pause menu completely stops the game, and everything will start moving again once the player hits the resume button.

5. Level

The feelings that should be conveyed through the level are compacted and overwhelmed. That's why the enemies must be placed in areas where the player won't notice right away. Every so often an enemy could be shown quickly, but most should be somewhat hidden.

The first level is part of the castle that the player starts in and a part of the town. The corner by the treasure/goal/"move on to next level" section is different from the rest of the town. It's more run-down, signifying that the next level will be a more run-down part of the overall city or town.

6. Development Tools and Assets

This game was built using Unreal Engine 5. The game logic was done using the visual scripting tool that Unreal Engine provides.

The visual assets such as the character models, environment art, and weapon fire FX was made by Synty Studios.

All the sounds were gathered from freesound.org and the animations were gathered from Adobe's Mixamo website.

7. Timeline and Milestones

This game was started on the 15th of March, 2022, and is still a work in progress.

- Moving Character Complete - 3/15/22
- Player Animations Complete - 3/16/22
- Finished Weapon with FX Complete - 3/16/22
- HUD Complete - 3/17/22
- Enemy Animations Complete - 3/18/22
- Enemy Character Complete - 3/23/22
- Weapon Shooting Mechanics Complete - 3/19/22
- Pickups Complete - 3/23/22
- Design Levels Complete - 4/22/22
- Start/Death/Won Screens Complete - 3/29/22
- Treasure (Next Level) and Viewable cursor complete 3/25/22
- Environment Art Complete - 5/20/22
- Post Processing and Touch-Ups Complete - 5/22/22

8. Credits

Oscar Campos Jr.

- Solo developer and designer

Synty Studios

- Environment and character art.