

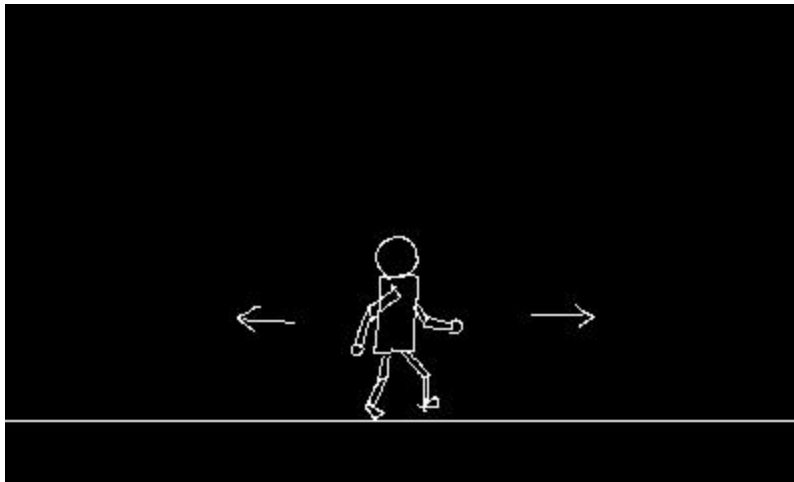
Crankin's Time Travel Adventure

very basic gameplay document

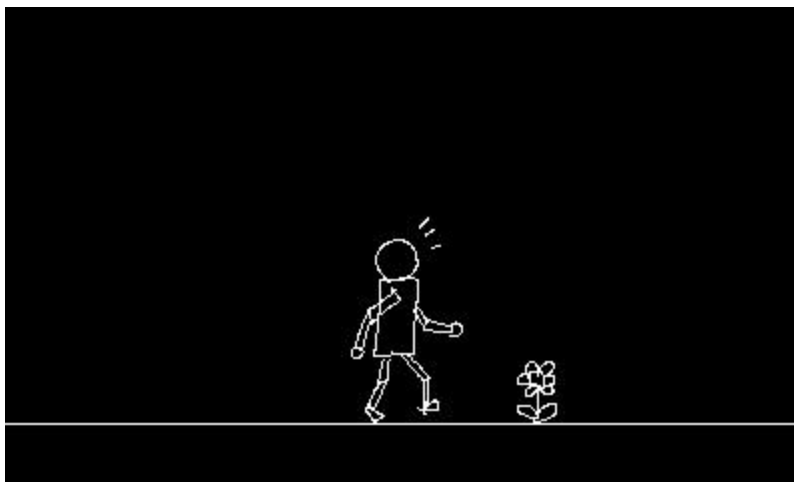
Oct/29/2015 Keita Takahashi

#Initial description

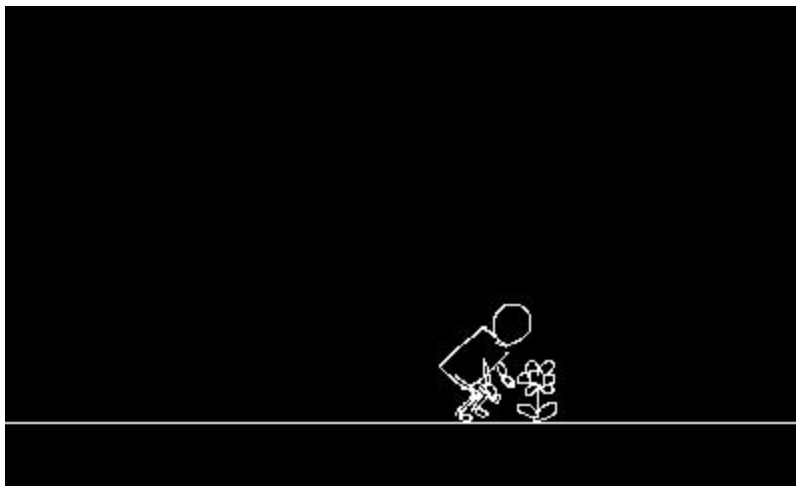
Crankin is the name of a character in our games. I'm trying to make three games for Asheville, then all games will have him as the main character. And each title will be Crankin's ????? Adventure. This game will be "**Crankin's Time Travel Adventure**".



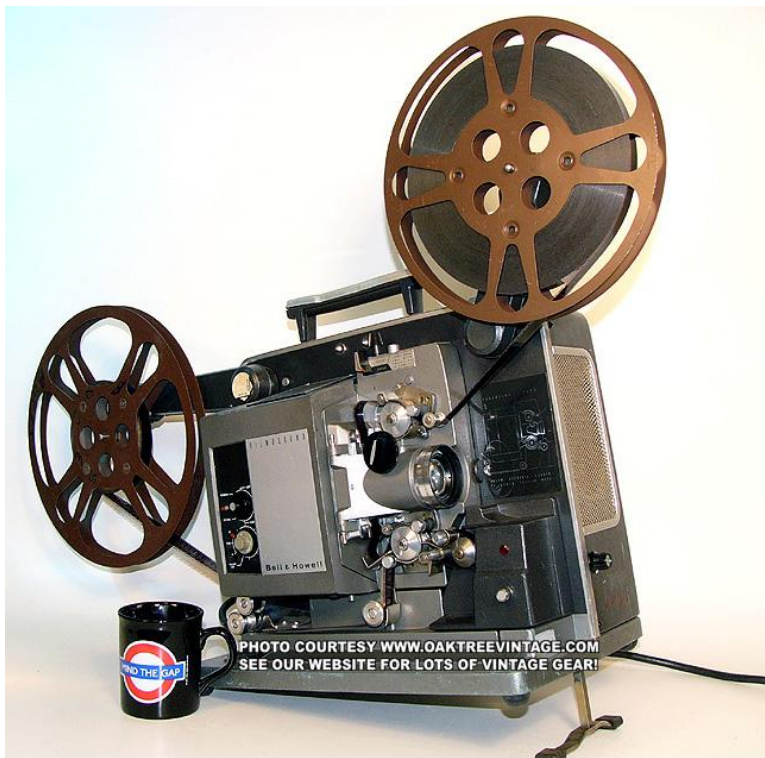
You need only crank to play this game. You can only go forward or backward by crank. If you spin the crank faster, he moves faster. Spin slowly, move slowly.



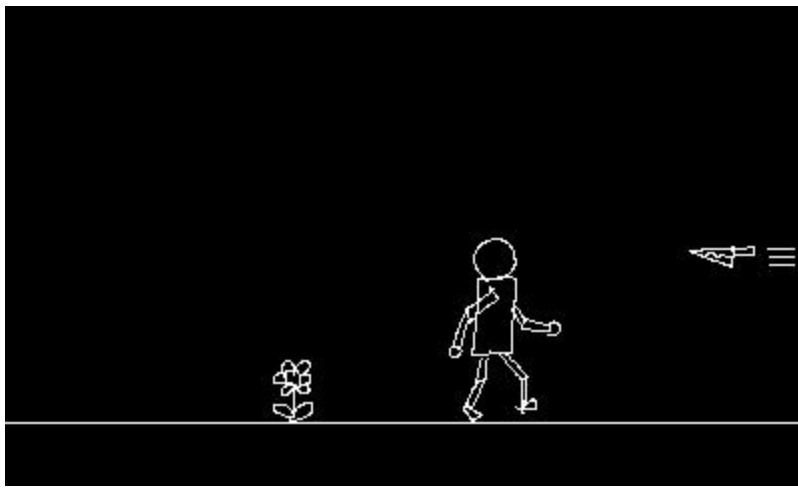
Oh he found a flower on his path.



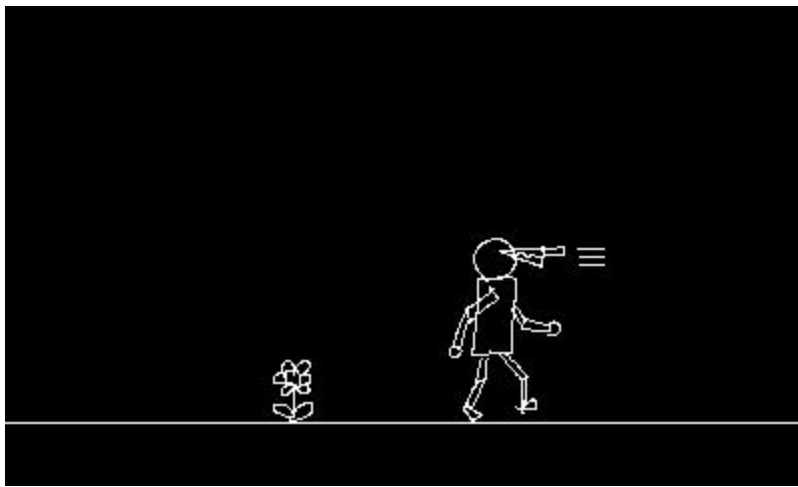
If you keep spinning the crank more, he will stop just in front of the flower, then stoop down to smell it.



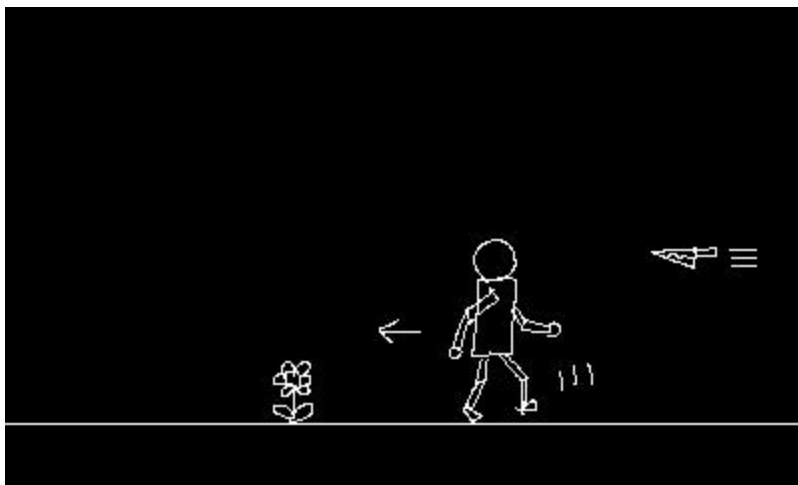
So this game's mechanic is like an old type film projector. All his animation and behaviour are present.



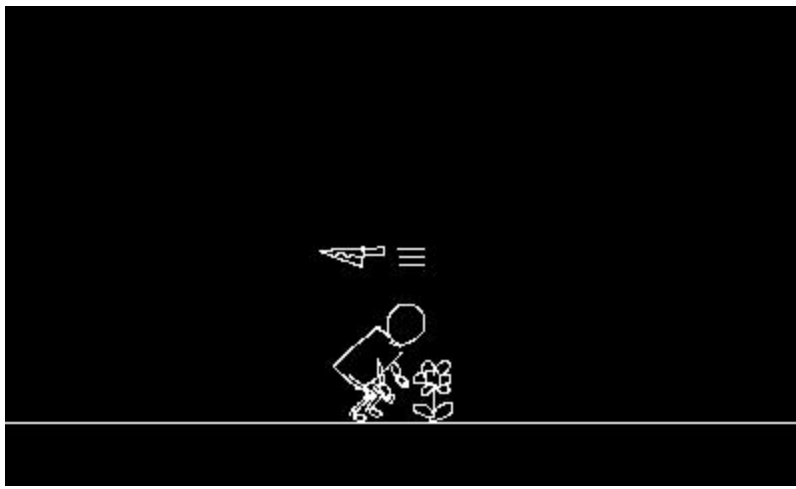
besides the enemy's attack. In this case, Knife!!!!!!!



if you don't do anything, or keep going forward, you will die.



But if you go back to an action point, like the flower,



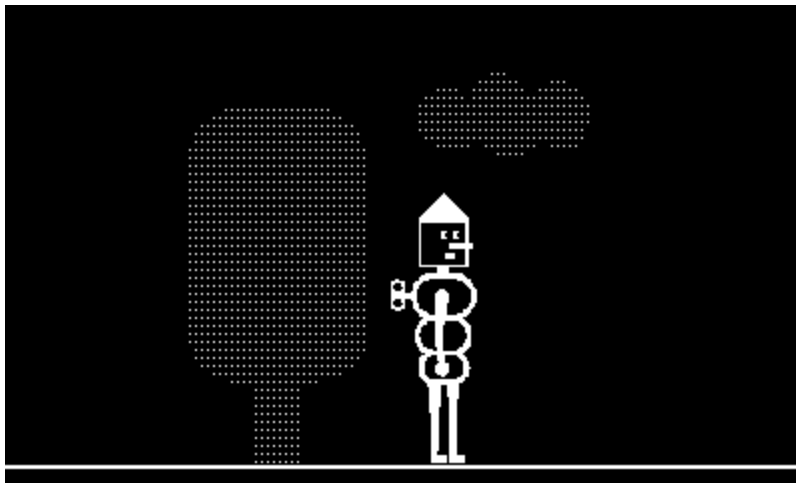
He will stoop down and smell the flower again, so you can dodge the knife.

I will put many action points like the flower, then you will be able to dodge or clear some traps and attacks from enemies. There will be various action points that can make Crankin jump, swim, crawl, dance, fly, etc etc. and would be nice if every action point was an individual module that can be procedurally placed to add randomness to the game.

Music should also be played slow, fast, and reverse to fit game play.

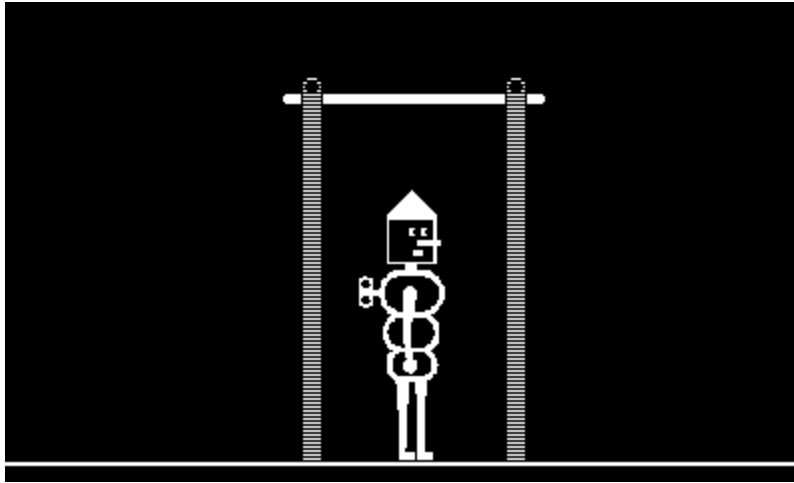
#Prop & Action ideas

#Tree and Cloud

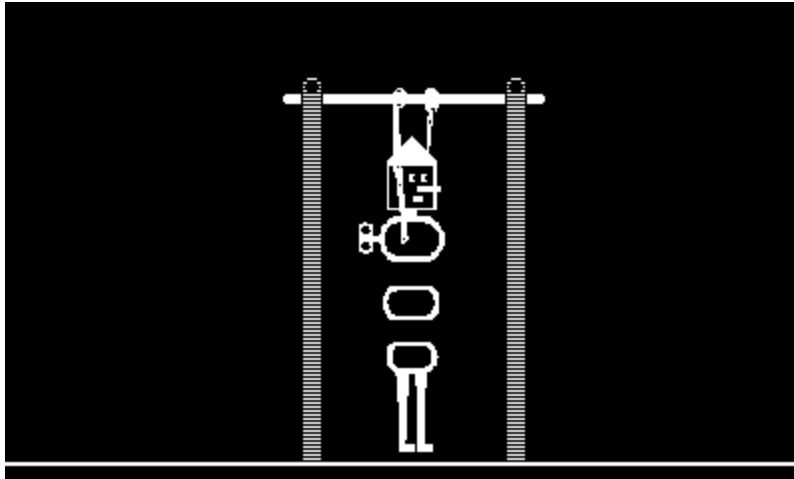


They are just background

#Bar

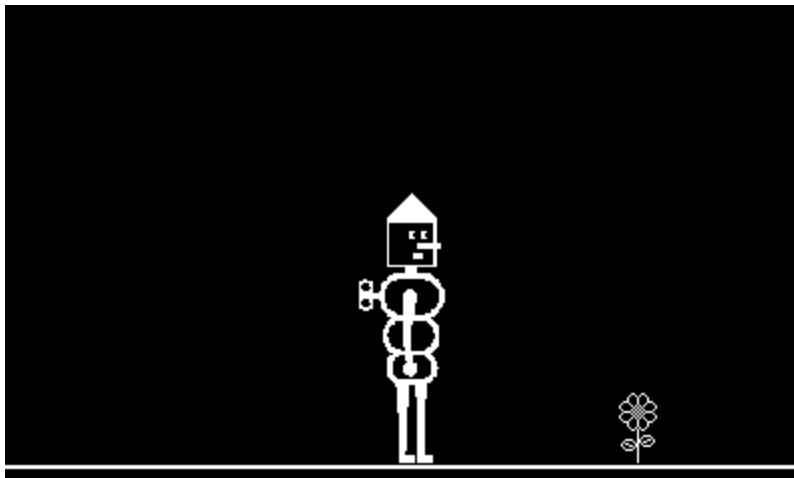


Hang from the bar.



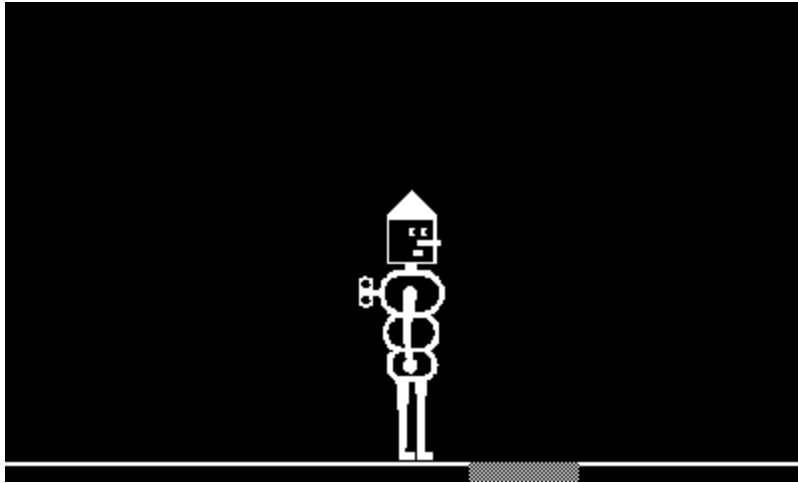
Hang like this. Maybe he is attacked by two knives at same time.

#Flower



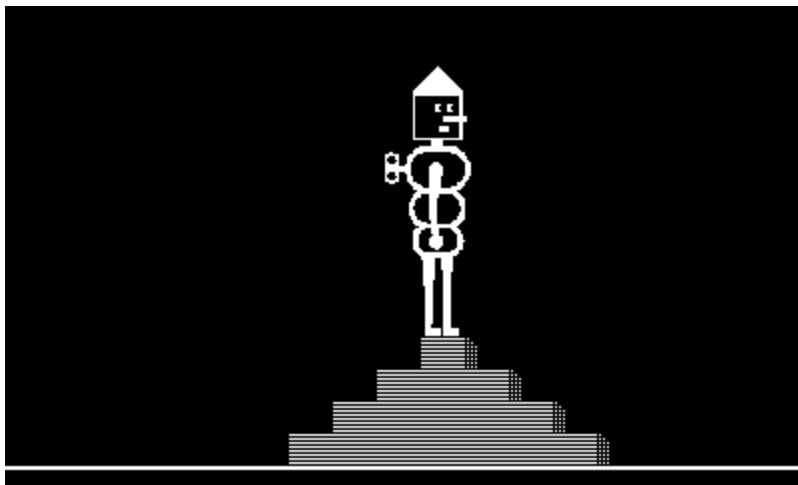
Stoop down to look at flower. You can make a space above the head

#Hole

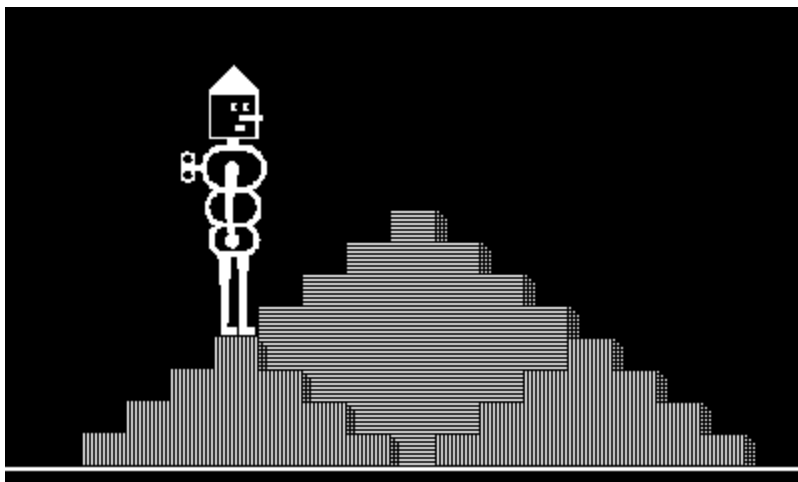


Fall down to the hole and jump up from another hole.

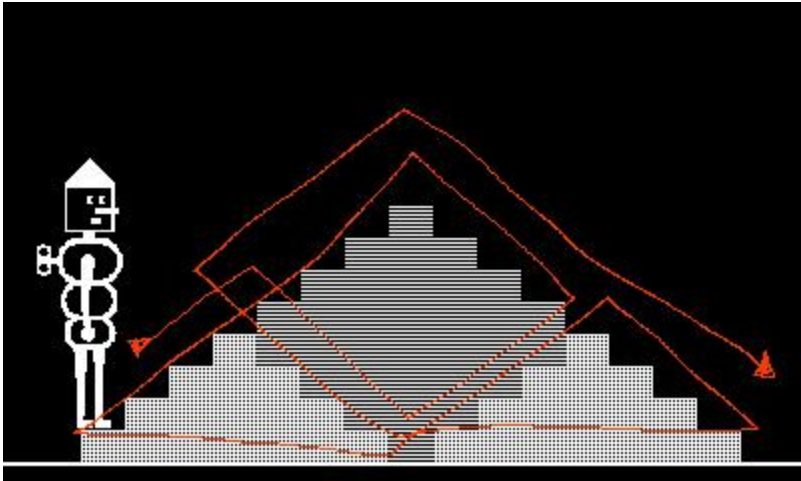
#Stair



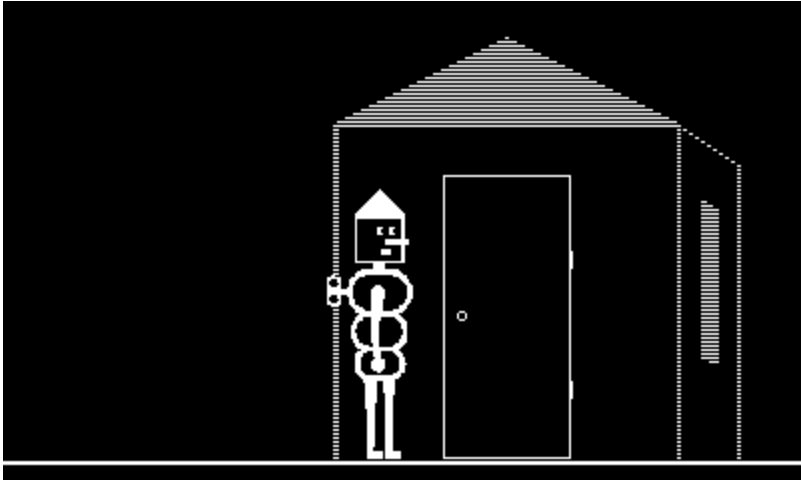
#Complex stairs



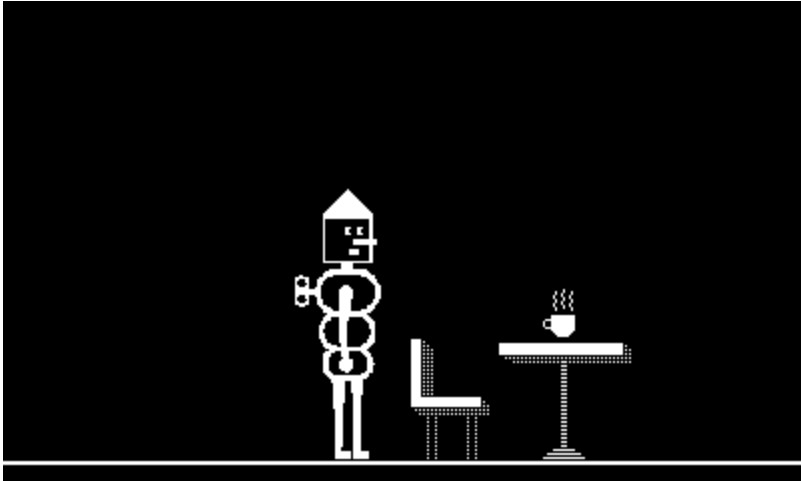
Walking path should be also complicated like an image below.



#House

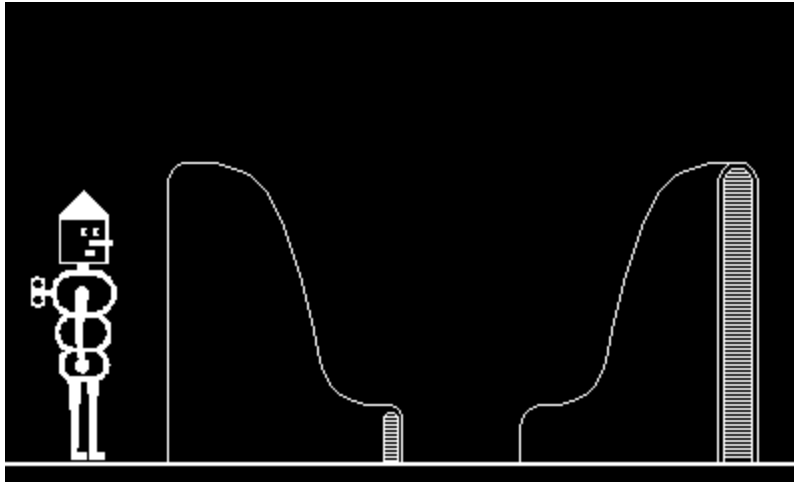


#Table



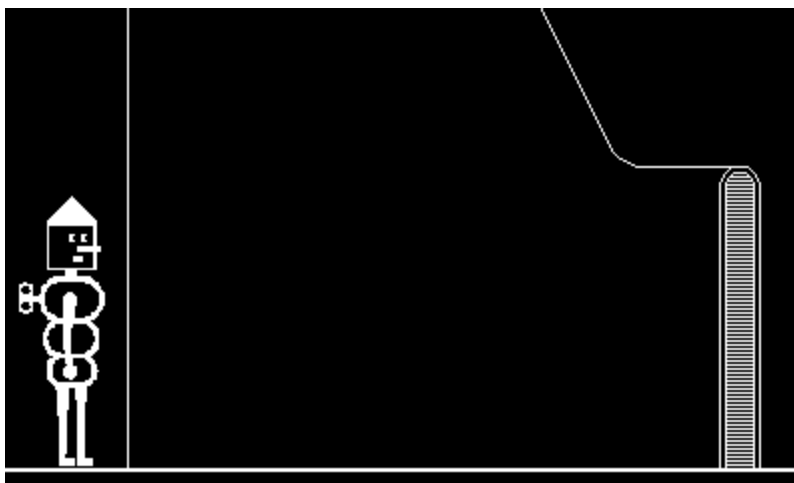
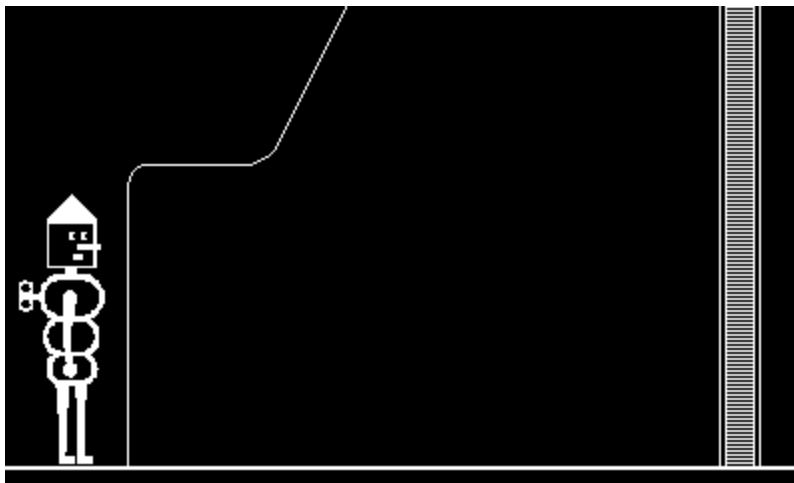
Crankin should sit and drink.

#Tunnel01 and 02



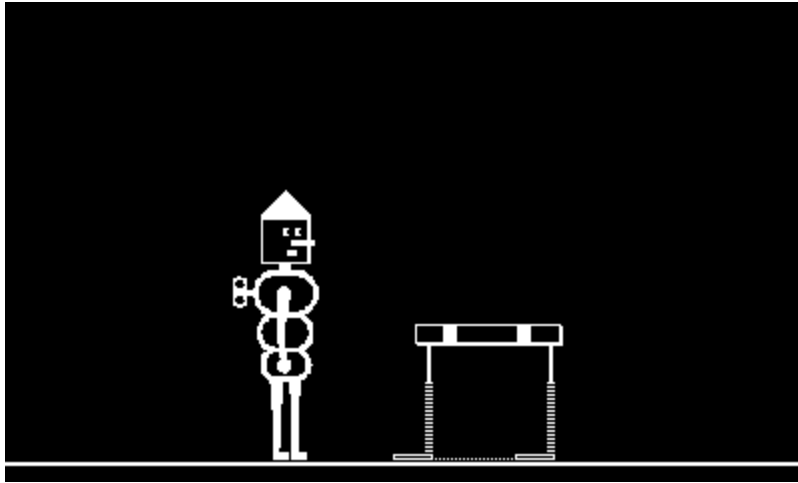
Crankin will be small

#Tunnel03



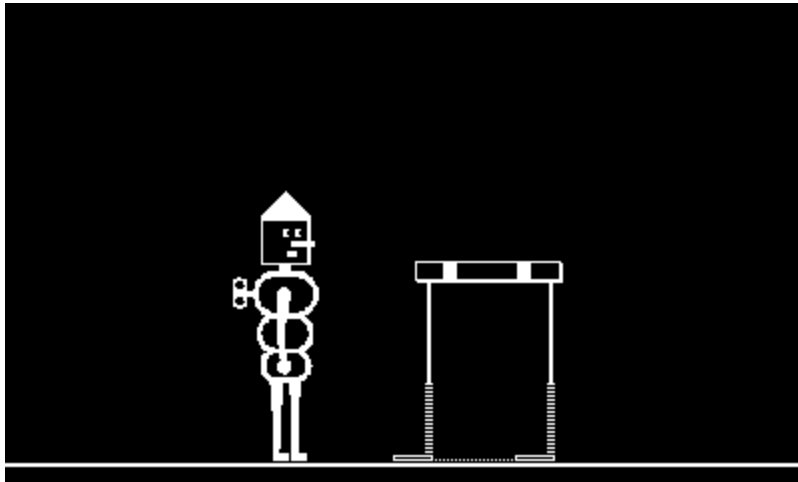
Crankin will be giant

#Hurdle Low



Crankin will jump over it

#Hurdle High

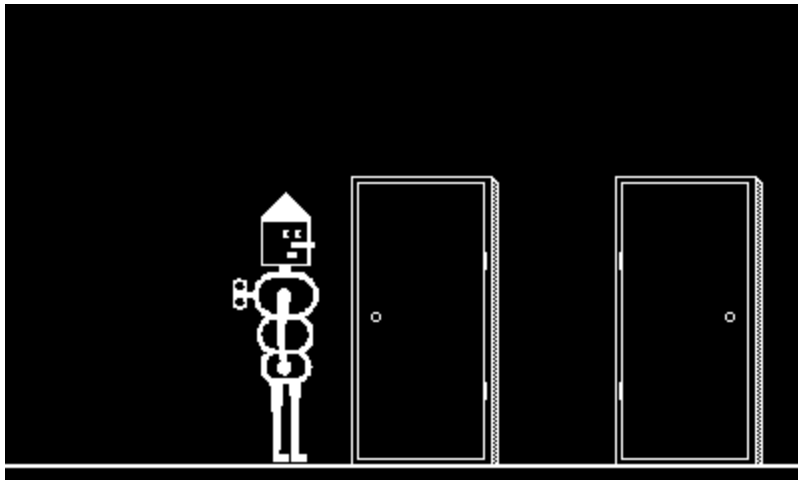


Crankin will crawl through under the hurdle

#Building

#Bank

#Magic door



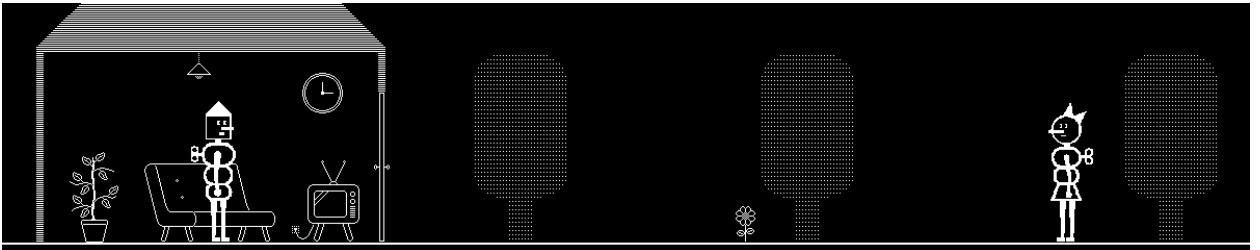
#Level ideas

Start from Crankin's house, and His girlfriend "Crankette" waits for Crankin at goal in each levels.

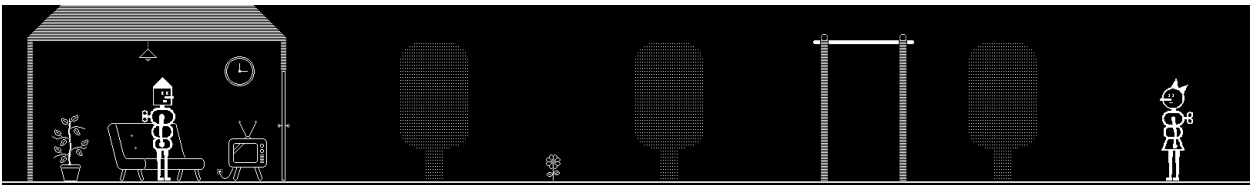
- First date
Action : NO
Background : Trees and clouds
Front ground : No



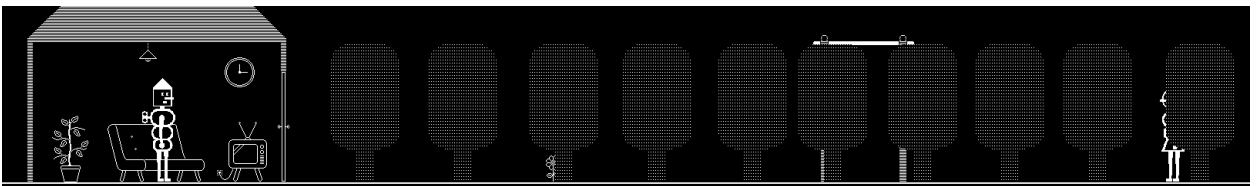
- Second date
Action : Flower
Background : Trees and clouds
Front ground : No



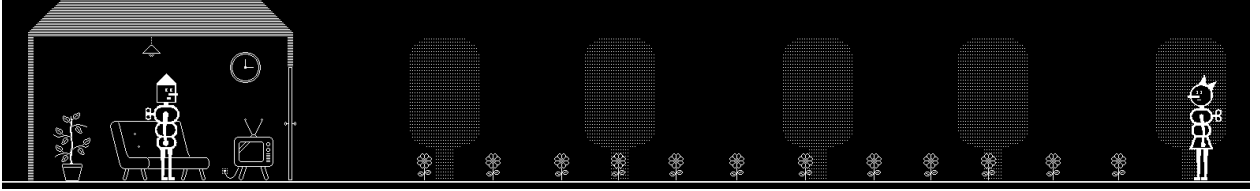
- Third date
Action : Flower and Bar
Background : Trees and clouds
Front ground : No



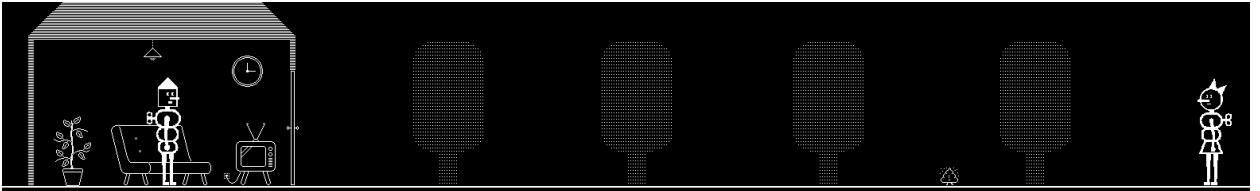
- Fourth date
Action : Flower and Bar
Background : Trees and clouds
Front ground : Trees



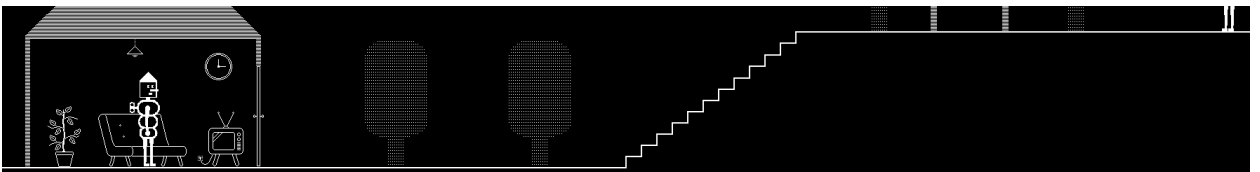
- Fifth date
Action : Many flowers
Background : Trees and clouds
Front ground :



- Sixth date
Action : No
Background : Trees and clouds
Front ground :
Obstacle : Walking poop



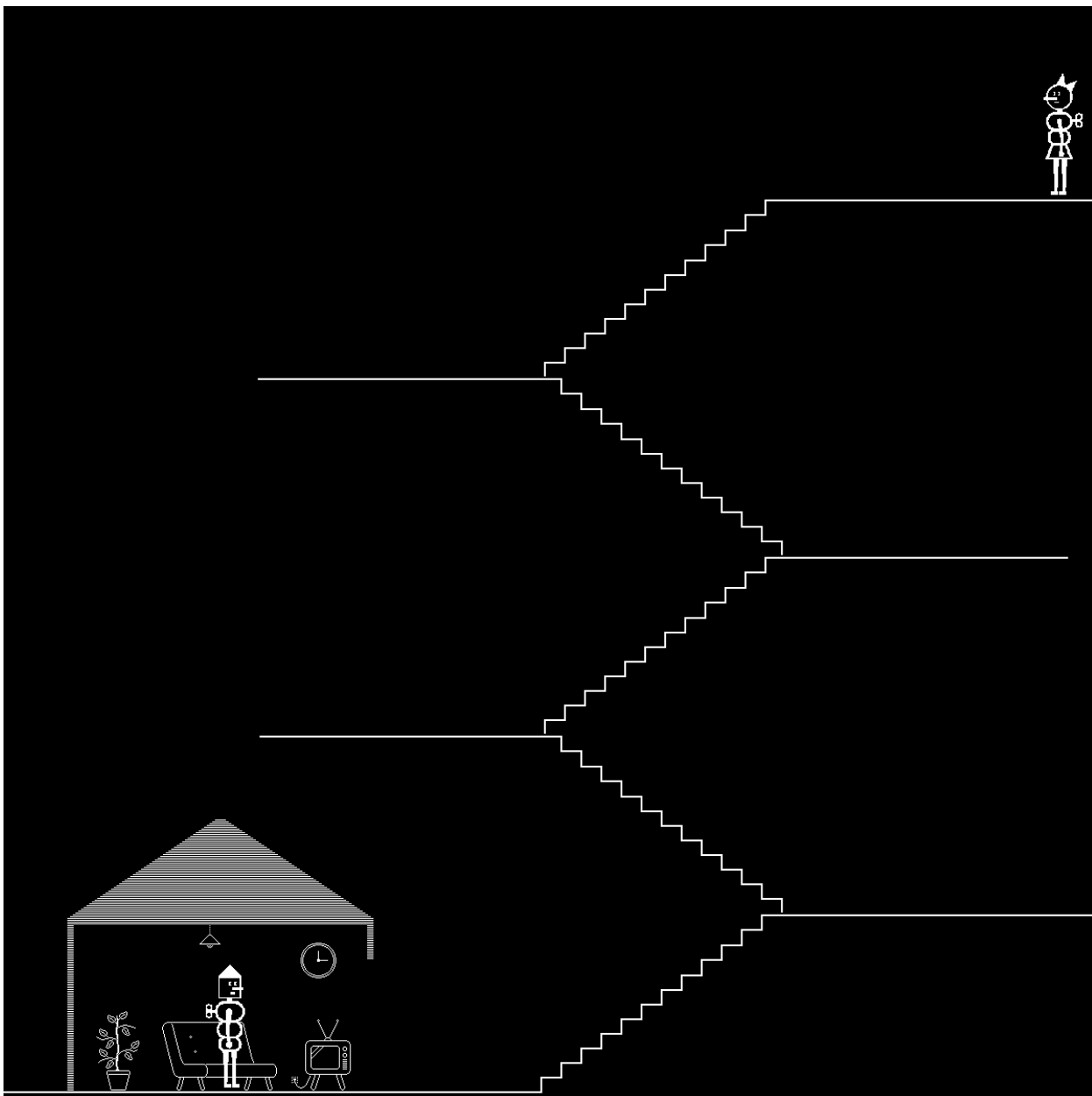
- Seventh date : Camera doesn't follow his vertical movement.
Action : Stair and bar
Background : Trees and clouds
Front ground : No
Obstacle :



- Eighth date : Camera doesn't follow his vertical movement.
Action : Stair and
Background : Trees and clouds
Front ground : No
Obstacle :
MEMO :

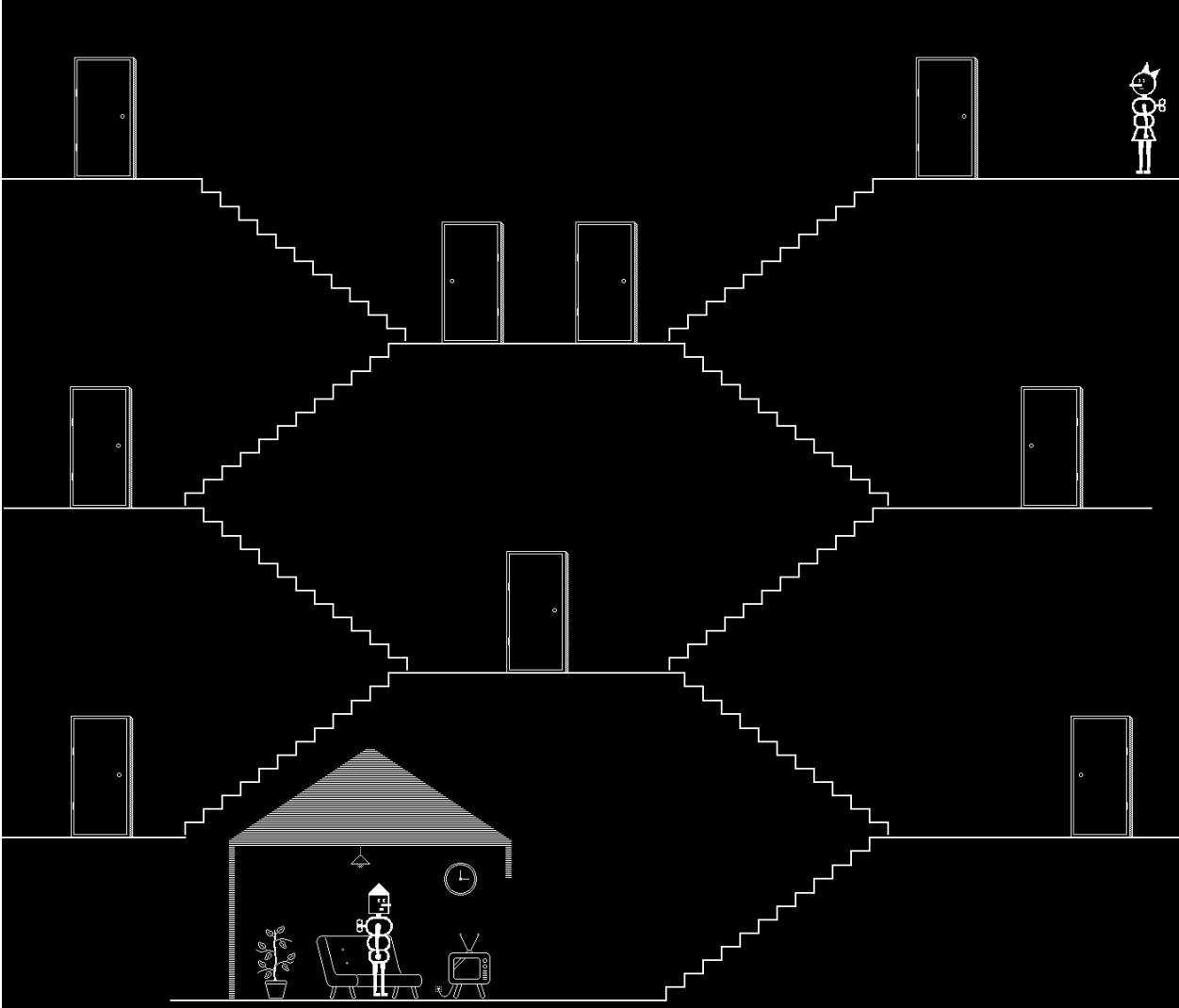


- Ninth date : Camera follows his vertical movement.
Action : Stair
Background : clouds
Front ground : No
Obstacle : knife

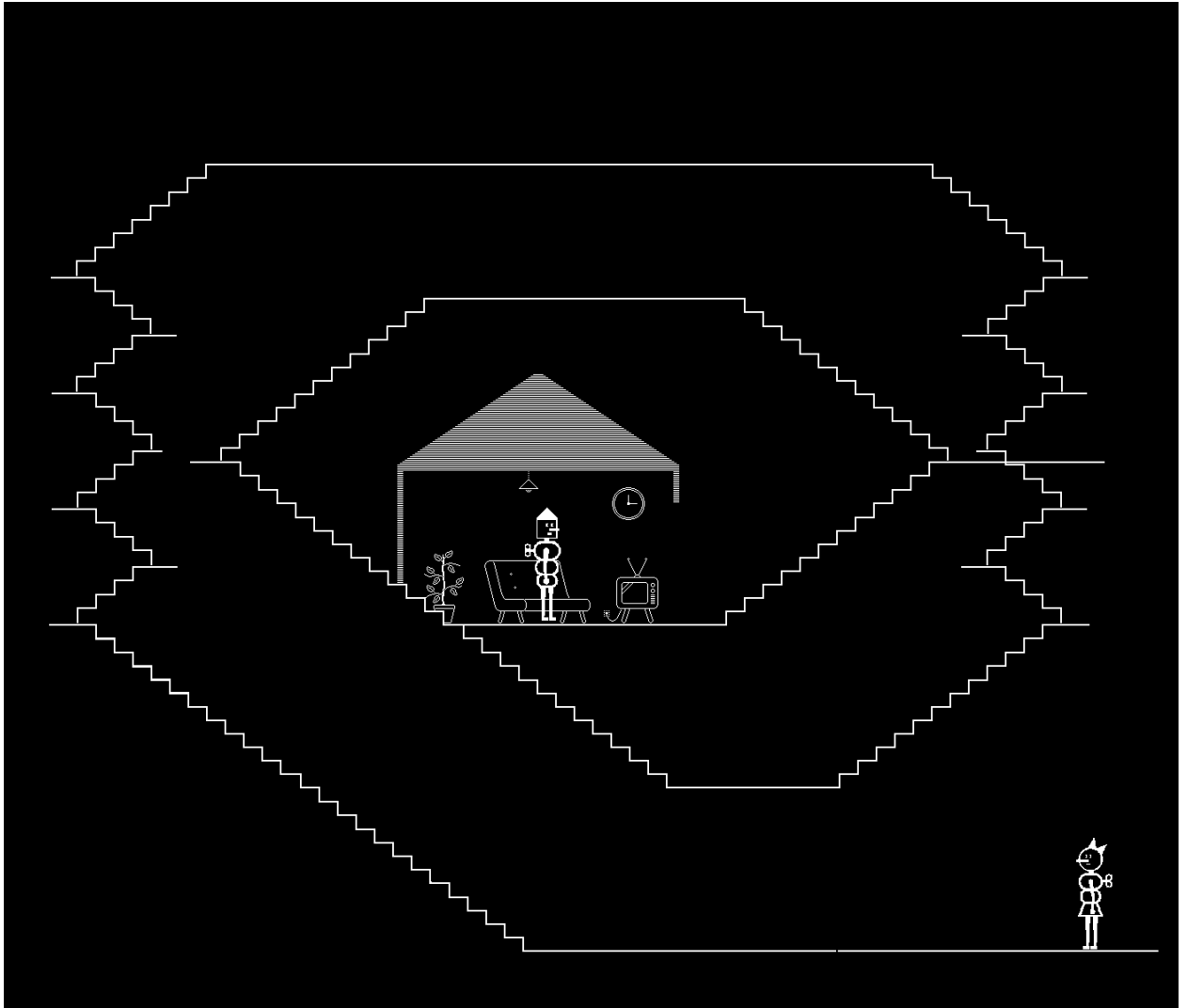


- Tenth date : 3 times floors more than 9th date
Action : Stair
Background : clouds
Front ground : No
Obstacle : knife and the rock rolling down from upstairs

- Eleventh date : Tenth with magic doors.



- Twelfth date : Spiral Stairs



Regular levels

- Bank and vault
- Airport

Trial level

- Random generator

#Attack ideas

- Knife
- Walking poop
- Running poop
- Jumping poop
- Flying poop?
- Car
- Police

#Sequence

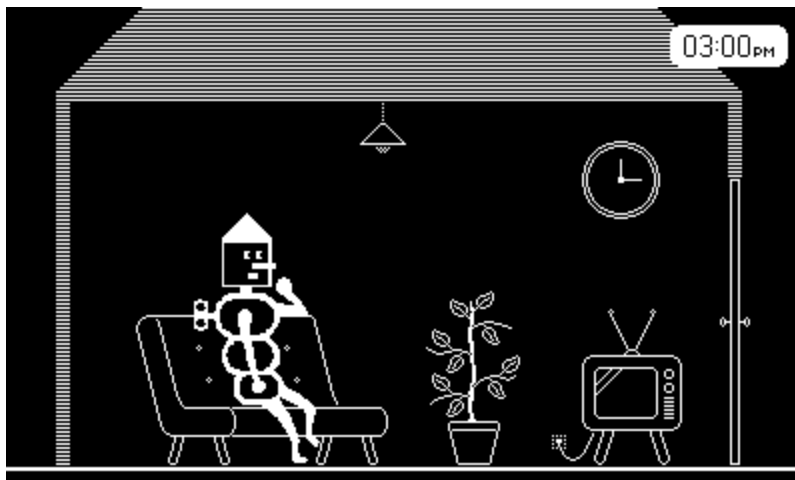
1. Title Screen

2. Splash screen reminds you what you have to go to date today.

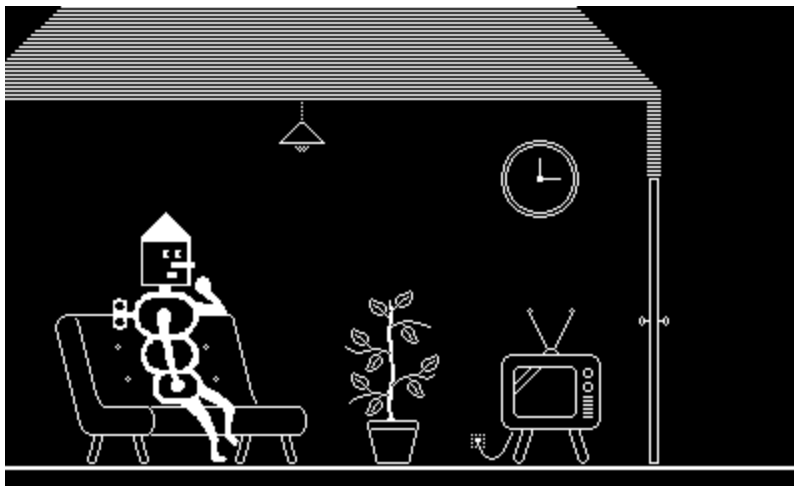


3. Starts from Crankin's house

He will notice it's already be late. Put !! around him.

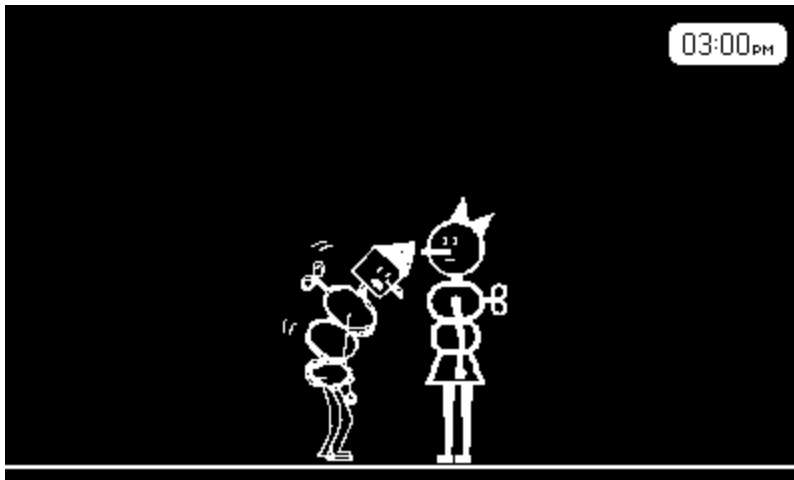


Door animation.



4. Failed

5. Game Ends



Crankette is there. Crankin pants always. Then Crankette will do something depending on the time.

1. Ignore him and look in a different direction.
2. Punch him
3. Kick him
4. Suplex him

It will need to swap two textures (crankin and crankette) to one that has their images in one sprite for reaction No 2, 3, 4.

6. Leaderboards

#Crankette

Need some angry animations.

Angry level 1

Angry level 2

Angry level 3

Angry level 4