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Immersive Tutorial

Design Document

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# Concept

## The Pitch

My Immersive Tutorial is a 2D platformer with a heavy focus on the tutorial and movement options. As being a 2D platformer, the game is played from a 2D perspective. It is inspired by metroidvanias like Hollow knight and Metroid Dread. It also takes inspiration from other Platformers like Celeste and Mega Man X

## USP

The thing that will separate this game to others are;

* **Learning the mechanics immersively**

The game will make sure that the player cannot progress until the player proves that they understand certain mechanics, the level design will teach them all they need to know. Mega Man X did this very well, and I will be taking a lot of pointers from it.

* **Unique Abilities**

This game has a unique ability; the Dimension Shift. This allows Myrtle (the players character) to change which platforms are available in the game. This ability will be used in platforming challenges,

* **Unlocking Abilities as you go**

The game starts you off with a few abilities, however most of them are locked until you reach a certain point. This allows you to understand your abilities before you get full access to your kit.

# Deliverables

I will deliver on.

* Making an intro section for a game, that will teach the player all the main mechanics
* Making a 2D platformer in the style of Mega Man X or Hollow Knight

In turn, I will learn.

* How to creatively guide the player to learn the mechanics and features of the game.
* Learning how to create an interesting and unique 2D platforming level.
* Reinforcing the information I have learnt about Unreal Blueprinting
* Improving Knowledge of interfaces and event Dispatchers
* How to iterate based on feedback and how to collect said feedback effectively

# Control Scheme

A white video game controller with black buttons and black arrows

Description automatically generated

# Abilities

## Ability Rundown

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ability | Use | Control | Speed Factor | UNLOCKABLE |
| Walk | Base Horizontal Movement Option | LEFT STICK | 1 | NO |
| JUMP | Base Vertical Movement Option | A | 1 | NO |
| DASH | Faster Horizontal Movement | B | 2 | YES |
| ATTACK | Fighting Enemies | X | 0.2 | NO |
| DOUBLE JUMP | Higher Vertical Movement | A > A | 1 | NO |
| SHIFT | Change Platforms/Dimension | LB | 1 | YES |
| MAGIC BLAST | Ranged attack for fighting | RB | 0.1 | YES |

## A drawing of people jumping over a hurdle Description automatically generatedDash

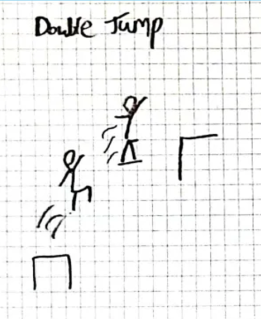
The Dash is going to be one of the core movement options in the game. It will either be unlocked very early or at the start of the game. Dash is activated by pressing the B button

The dash can be used on the ground or in the air. It has a slight cooldown when used on the ground; around a second. This is to stop the player only dashing everywhere. The player moves faster during their dash.

The more important feature is the aerial version, when you jump, you gain a dash charge. These can be used at any time. Double jumping, which you unlock later, gives you another charge. The dash cancels all vertical momentum allowing you to dash horizontally to cover more ground. Once again this also makes you move quicker during the dash.

The ability is mostly going to make the platforming more interesting, as well as using it to block off certain areas. It should also be stated that the player CANNOT change their direction when dashing.

## Double Jump

This is a very basic double jump that will be unlocked later on in the level. It is another one of the core movement mechanics and will be used for platforming. Double jumping is done by pressing the A button twice.

The double jump can only be used in the air and after you have already jumped. It comes out straight away and you regain full control during the jump.

When you double jump you also receive an extra dash, which allows for cool combinations of your abilities.

This is also going to be used for platforming, and for exploring.

## A drawing of a person Description automatically generatedDimension Shift

Dimension Shift is the most unique ability of the 4. This is also unlocked during the level. It is activated by pressing the Right Bumper, there is no animation, but an effect does play when it happens, It can be used in the air and on the ground.

Shift affects certain environmental pieces and platforms, making them disappear and re-appear depending on which “dimension” you are in.

When a platform disappears, it is replaced with a dotted line, showing the player that something is there in the other world.

## Magic Blast

Magic blast is an offensive technique that can be used to blast away enemies. The ability is unlocked at some point in the level. It can only be used on the ground.

The ability shoots a fast projectile that can kill enemies and destroy objects.

Magic blast will consume mana from the player, meaning they can’t use this ability too much or they will not be able to use it until they restore it.

# Other Mechanics

## Enemy Features

There is two types of enemies in the game. The first enemy damages you by running into you. The player can also use their attack to damage the enemy, melee or ranged attacks work.

The enemy moves a little bit faster than the player and can track them.

The second enemy is used to teach the player about their ranged attack, as the enemy becomes invicible when you are near them. The enemy does not attack, it is simply a blockade that must be killed via a rnaged attack.

## Ability Unlock

Ability unlocks can be found throughout the level, walking into them will give the player a new specified ability. Upon touching the unlock pickup it will disappear.

## Collapsing Platform

# Level

## Level Goals

|  |  |
| --- | --- |
| Level GOALS | How I will achieve it |
| Create a level that teaches the players the mechanics of the game | Using player guiding and subtle tells that allows the player to understand the limits of their abilities and how they work. |
| Teach the player using minimal tutorialisation | The level will not feature big blocks of text, or other interruptions, the amount of tutorialization needed will be found though testing |
| OFFER a fun level for the player | Include enemies and interesting platforming challenges |
| Use the abilites of the game in tadem | Use multiple abilities to create a unique platforming challenge. |

## Player Paths

A black and white screen with green lines

Description automatically generated

This is the main route, where the player can find all the abilities

As you can see, the player often finds themselves stuck. Until they find a new ability which allows them to escape

## A video game screen with a couple of characters Description automatically generatedChallenge Placements / Rewards Placements

This is the first enemy encounter in the game, it forces the player to either learn to fight, or they can also avoid the enemy by jumping over it.

A video game screen with a green line

Description automatically generated

This enemy cannot be jumped over, meaning the player must fight. But they are already familiar with the enemy because of the first encounter

A video game screen with a cartoon character and a person

Description automatically generatedThis enemy is invulnerable to melee attack and does not move. The player must use their new ability to kill the enemy.

A video game with a cartoon character

Description automatically generatedThis falling platform has a health pack on it, this teaches the player about these platforms and rewards them for it.

# Testing

## Testing Plan

Feedback will be collected by a group of play testers, who will fill out a forum about my game.

Three stages of playtesting will take place, the first of which will feature no tutorialization, I will then build it upon pending the results and feedback from the forum.

## Testing Results

### A screenshot of a computer Description automatically generatedPlaytest 1

A screenshot of a computer

Description automatically generated

### A screenshot of a computer Description automatically generatedA screenshot of a computer Description automatically generatedTesting 2

### A screenshot of a questionnaire Description automatically generatedTesting 3 – Final Test

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a survey

AI-generated content may be incorrect.

A screenshot of a test

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.

A screenshot of a computer

AI-generated content may be incorrect.