

Crawdager's Nightmare

Design Document

Guilt. Anger. Fear.

Will he make it to safety, or wake in terror?

Game play

Prawnager falls from the sky to land at the left-most edge of the screen.

Every ten seconds, a breaded prawn rolls in from the left.

As you walk through the first pool of water, a zombie rises.

Prawnager leads it over the butter slick. The prawnbie slips, and wriggles helplessly.

Prawnager hides on the other side of the ramp, and the breaded prawn flies harmlessly over him.

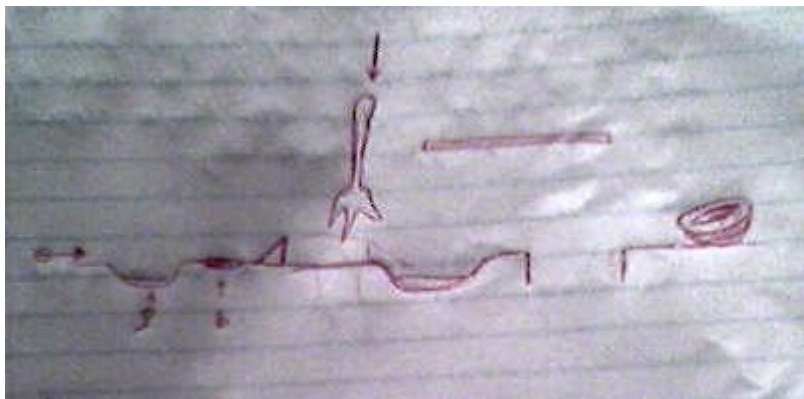
As prawnager progresses, a fork falls from the sky. It punctures the ground and everything shakes.

There is an explosion of dirt.

Bubbles of various sizes rise up from the ground.

Prawnager jumps into a bubble and it carries him upward, losing strength as it goes. He steers it to the right (Hopefully he picked a bubble large enough to make it onto the platform).

Prawnager walks across it, falling to the other side of the un-leap-able chasm, and jumps into Butters's bowl.



Enemies

Zombies Prawns ("Prawnbies")

Modes: Stand, Stagger/Lurch, Lunge/Attack, Slide->Wriggle

Zombie prawns rise up out of the water as you pass through it. They can either be led off cliffs, or over a patch of butter – the melted remnants of your best and only friend. Prawnbies can't get up after they've slipped onto their backs, and so wriggle ineffectually.

Breaded Prawns

Breaded prawns just roll along, minding their own business. They are best avoided by hiding in the shadow of ramps, etc.

Poorly disguised game mechanics

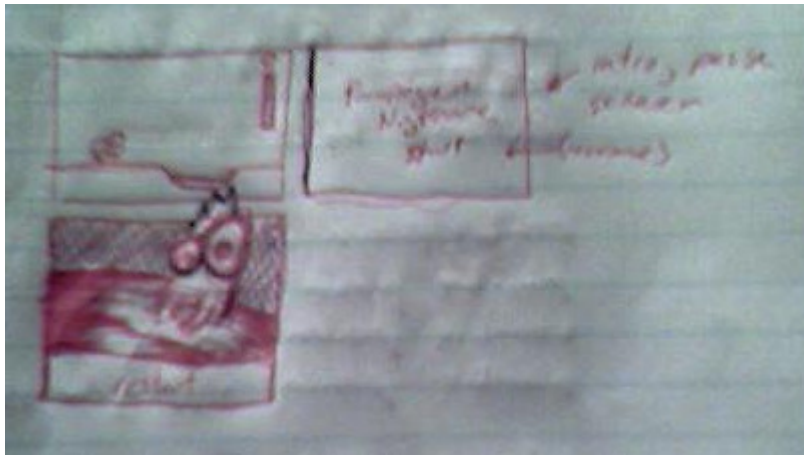
Falling Forks block you off from certain areas. They puncture the ground, occasionally releasing bubbles.

The **Fear Metre** shows how scared you are at any given time. If you get too scared, you'll wake up and LOSE THE GAME. Your fear level decreases over time.

You seek the refuge of **Butters's bowl** ("goal"). Jumping into the bowl is how you win.

Bubbles that rise from the ground have a certain strength, as shown by their size. You can get into them and float upward. For the duration of the trip, the bubbles strength decreases until it eventually pops. You can steer bubbles, but not as efficiently as you can steer yourself.

Gui



Game screen w/ fear metre, pause/start screen, death screen.

Task List

- Fork shadow
- Spatula shadow
- Mountain range
- **Background class, animated via the update method**
- Flat ground
- Dipped ground
- Prawnager walk/slide
- **Prawnager's ability to walk along the ground**
- Prawnager's jump/slide
- Butter slick
- Ramp
- Splashes
- **Prawnager's interaction with existing assets**
- Breaded prawn
- Fear metre
- **Add those guys and make them work :P**
- Pause/start screen
- Death screen
- **Screen swapping/pausing**
- Fork
- Bubbles
- Raised platform
- Fork/ground explosion
- **Fork falling, bubbles rising, prawnager floating**
- Butters's bowl
- Zombie prawn rising
- Zombie prawn staggering
- Zombie prawn lunging
- Zombie prawn slipping/wriggling
- **Integrate zombie prawn**