

# HOLY BOB



## Contents

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### Overview – Page 2

- Team
- Game Genre
- Game Objectives
- Verbs
- Player Motivation
- Game Loop

### Controls – Page 3

### Game Mechanics – Page 3

- Design
- Hook
- Spray

### Level Design – Page 5

- Level 1
- Level 2
- Level 3

### Win & Lose Conditions – Page 6

- Win Condition
- Lose Condition and Death

### Finite State Machines – Page 6

- Player and Enemy

## Overview

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Bob, a ghost who is currently finding himself in hell, is on a journey of escape. Bob must avoid the hell fires and the guards to reach the gate to heaven. Bob has a limited life force, being a ghost and all, but has found that he has the ability to use it in different ways, providing him with abilities he didn't know he had.

## Team

Designers/ Developers: Chloe Elford & Yulia Robertus

Artists: Sebastian Oppenheimer & Lin DzRai

## Game Genre

Holy Bob is a side scrolling platformer.

## Game Objectives

**Long term goal:** Get to the end of the level and exit hell through the heaven gate.

**Short term goals:** Freeze the guards, avoid the fires and work your way through the level with the help of your life force.

## Verbs

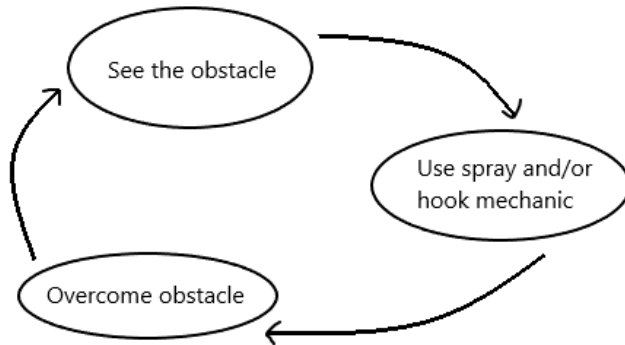
Hook  
Spray  
Collect  
Freeze  
Jump  
Move  
Shrink  
Grow

## Player Motivation

- Reach the end of the game through experimentation, persistence and strategy. The player wants to use their five pieces of life force in the most efficient way possible. That includes using it to get over obstacles or shrink to get between small spaces and shooting the guards with it to freeze them for a short while.
- Overcome a difficult task.
- Outrun, dodge, escape and sneak past the guards and watch them get stuck after spraying them.



## Game Loop



The core game loop is simple, the player will see the obstacle on the map ahead of them, whether that is an enemy, a wall or a fire, and use their abilities to overcome that obstacle.

## Controls

The Game uses the WASD system to move which is also mapped to the arrow keys. If the player clicks one of these buttons, the player object will move continuously in the respective direction.

If the player presses the left mouse button the player will do the spray mechanic.

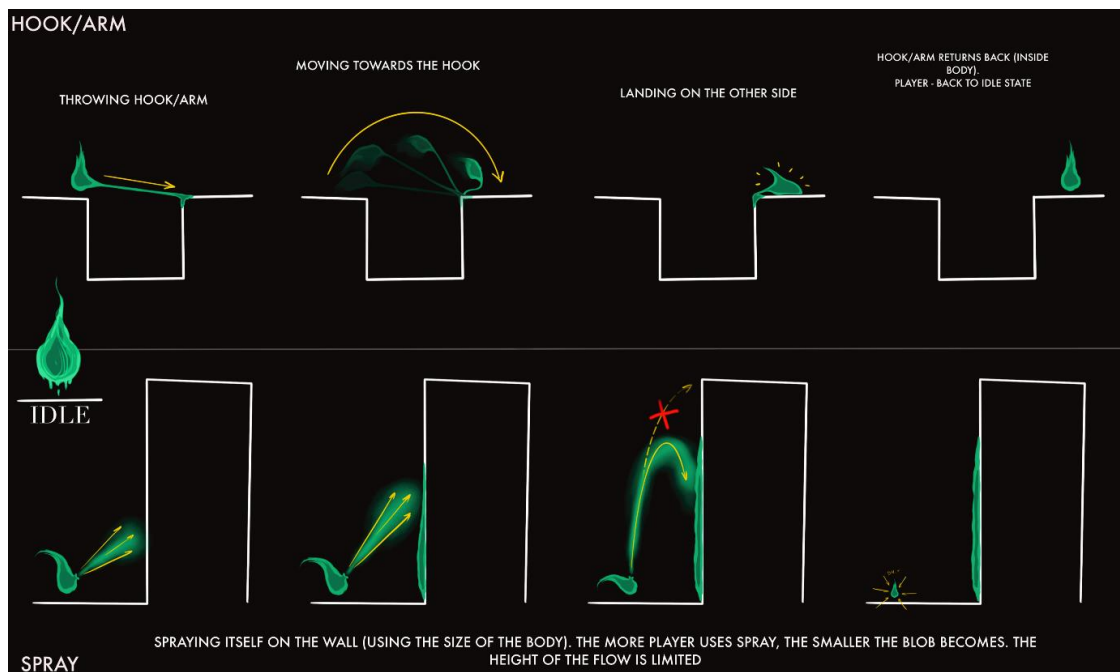
If the player presses the F button on a sprayed object when the player object is in range, the player will collect the spray.

If the player presses the right mouse button on any wall or floor, the player will do the hook mechanic.

## Game Mechanics

### Hook and Spray Mechanics Design

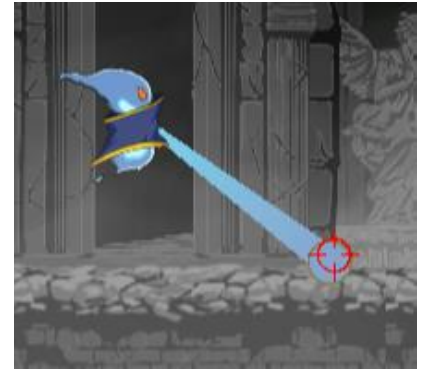
This graphic was made while designing the game to help visualise the mechanics we wanted to create.



## Game Mechanics

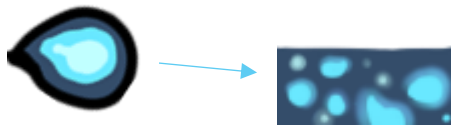
### Hook

The player places their cursor on the floor or wall which will show as green when they are able to attach their hook. Otherwise the cursor will show as red.



### Spray

The player is able to spray blocks on the walls or floor which is visually show by the square spray image below appearing on the wall or floor. Which then allows the player to move up and down the sprayed wall. Each time the player sprays their size gets smaller. This effects where the hook mechanic as when they are small they are able to swing higher.



The player has five sprays they are able to spray before dying. This is represented in the top left corner of the game, and will appear red when the player is low. The player is able to collect their spray back up from the floor or wall while hovering their mouse over the spray and pressing the F key, adding one to their life force again.



The player is able to spray the enemies (guards). During the time they are sprayed, they do not follow the player and are not able to kill the player, meaning it is safe for the player can walk past them. The enemies are only sprayed for a short time, where after they will return to their original form and be able to kill the player.



The player has speech pop up above their head when they are using their spray ability to help the player know when they are at risk of dying.

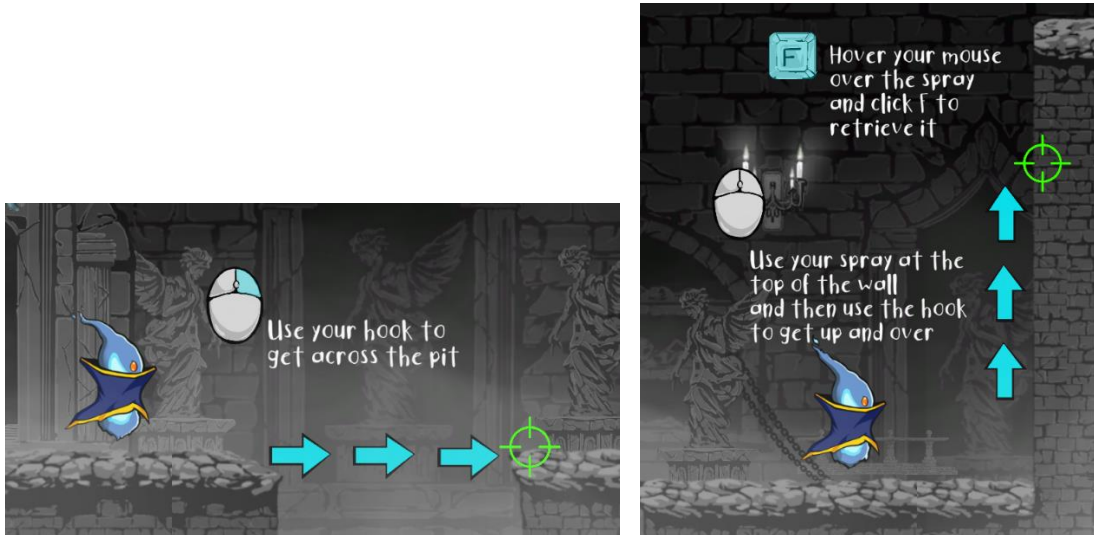


## Level Design

### Levels

#### Level 1

Level 1 is a tutorial level where the player is able to learn the controls and their abilities.



#### Level 2

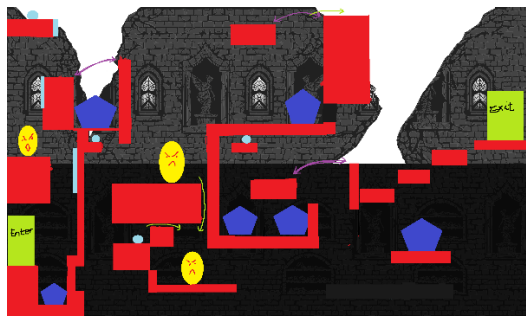
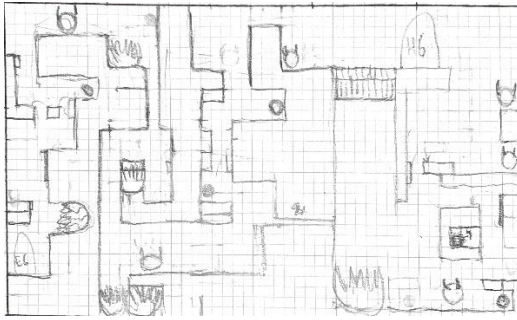
In level 2, enemies and fires are introduced. There are now new obstacles and learning points the player must overcome to proceed to the next level.



#### Level 3

Level 3 is a large level where the player must now learn to use their abilities effectively in order to reach the end of the game. They must utilise their ability to change size through spraying, maintain their amount of sprays and dodge enemies and fires.

The first design iterations for level 3 were done on paper and then digitalised designs before then creating it in the unity project for testing.



## Win & Lose Conditions



### Win Condition

The player is able to continue to the next level by reaching the end of the level and exiting through the door. The player wins the game by reaching the final door.

### Lose Condition and Death

The player is able to die during the game by getting touched by an enemy (guard), falling into a fire or spraying all of their life force away to zero. Upon death, the player will be reset to the beginning of the level.



## Finite State Machines

