

IRON MAN “Return to Darkness”

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Design Document
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Index

Executive Summary	2
Abstract of Game Story	2
Game Play and Appearance	2
Development Specification	2
Product Specification	3
Production Team Description	3
Target Audience	3
Game Play	3
Production Tools	4
Game Specification	4
What it is like to play the game?	4
Interface Mockup	5
Story Line	6
Storyboards	6
Character Bibles	7
Game Screen Progressions	11
Level Outline	11
Bibliography	13

Executive Summary

Abstract of Game Story

The game to be created will be called "Iron Man: Return from Darkness". The story will be based on the song Iron Man composed by Ozzie Osborn. The game will feature a character named Oz who was turned evil by society and searches to exact vengeance upon those who have betrayed him. Oz has the ability to travel through time so he will be in different time periods battling the people of those times.

Oz will battle people with the use of his powers gained from the earth's magnetic field. Oz can not stop until he has satisfied his vengeance and made society pay for turning on him. The story will begin in the past and continue on into the future as each generation will pay for turning on Iron Man.

Game Play and Appearance

Overall game play will be set with one character Iron Man and many enemies to destroy. Iron Man will be placed on the screen with a horizontal view. When the character moves there will be a side scrolling to move from area to area. The side scrolling will take the character to the end of the level, and at the end of the level a boss character will confront the player and once defeated the character will move onto the next level.

The levels of the game will take place in the past to begin with and continue through time. Each level will be structured the same with enemies being characters from that particular time and environment. As each level is passed the player will continue onto the next level with more difficult enemies. The enemies will be more difficult due to an increase in speed and attack.

The main character will be able to move in all directions along the horizontal plane. Jumping and ducking will allow the player to avoid enemies as well as their attacks. The player will also have use of weapons all derived from the magnetic field. The player's standard attack will be to shoot iron bullets from his body. This attack will have a limit on use. The player's other attack will be to magnetically punch his enemy up close. This attack requires the player to be close to the target to execute effectively.

The main character will have a health bar and a weapon bar. The health bar will be large enough to allow the player to take a few attack damages. To regain health the player will have to find health power ups along the game board. The weapons bar will show how much fire power the player has before they run out. Fire power ups can be found on the game board as well.

Development Specification

This product will be developed during the fall 2005 semester. Production on the project will start in October and complete in December of that semester. The project will begin with learning of components on how to program games. Once an idea of how to program games is completed there will be a design phase. The design phase will consist