

The Hare's Revenge
Design Specifications Document
Michael Choppa
CIS 487
November 15, 2005

Table Of Contents

Executive Summary

<i>Game Story</i>	3
<i>Game Play and Appearance</i>	3
<i>Development Specification</i>	4

Product Specification

<i>Production Team Description</i>	5
<i>Target Audience</i>	5
<i>Game Play</i>	5
<i>Production Tools</i>	6

Game Specification

<i>What is it like to play the game?</i>	7
<i>Interface Mockup</i>	8
<i>Summary Of Story Line</i>	10
<i>Storyboard</i>	11
<i>Character Bible</i>	12
<i>Flowcharting</i>	13
<i>Level Outline</i>	15

Executive Summary

Game Story

This game's story was created from the popular story of the Tortoise and the Hare. In this story, the tortoise and the hare have a race. The hare is much faster than the turtle, and because of this the hare is boisterous and arrogant. The race begins, and the tortoise quickly gets behind in the race. The hare, thinking the tortoise has no chance, eventually decides that he has time to take a nap.

When the hare awakens, the tortoise is inches from crossing the finish line. Realizing that he is going to lose, the hare desperately tries to catch up, but it is much too late. The turtle crosses the finish line, and wins the race.

This game's timeline takes place after this point in time. The hare doesn't want to settle for losing to the turtle, so he decides to try and get back at the turtle. It doesn't lead to another race, but instead the hare takes the turtle's lucky beanie hat. It is up to the turtle to get it back.

Game play and Appearance

This game is a side-scrolling two dimensional platform game. The game will take place both on land and in water. The turtle will be able to jump, hide in his shell, and squirt water from his mouth in order to attack his enemies, as well as roll around while in the shell to crash into enemies. The turtle cannot shoot water while swimming underwater. Various enemies will try and attack Shelton, such as foxes, birds, and fish.