

Technical Design One Sheet: CTF – SpaceRock

Core Loop Diagram:



Figure 1 - Capture the Flag Core Loop

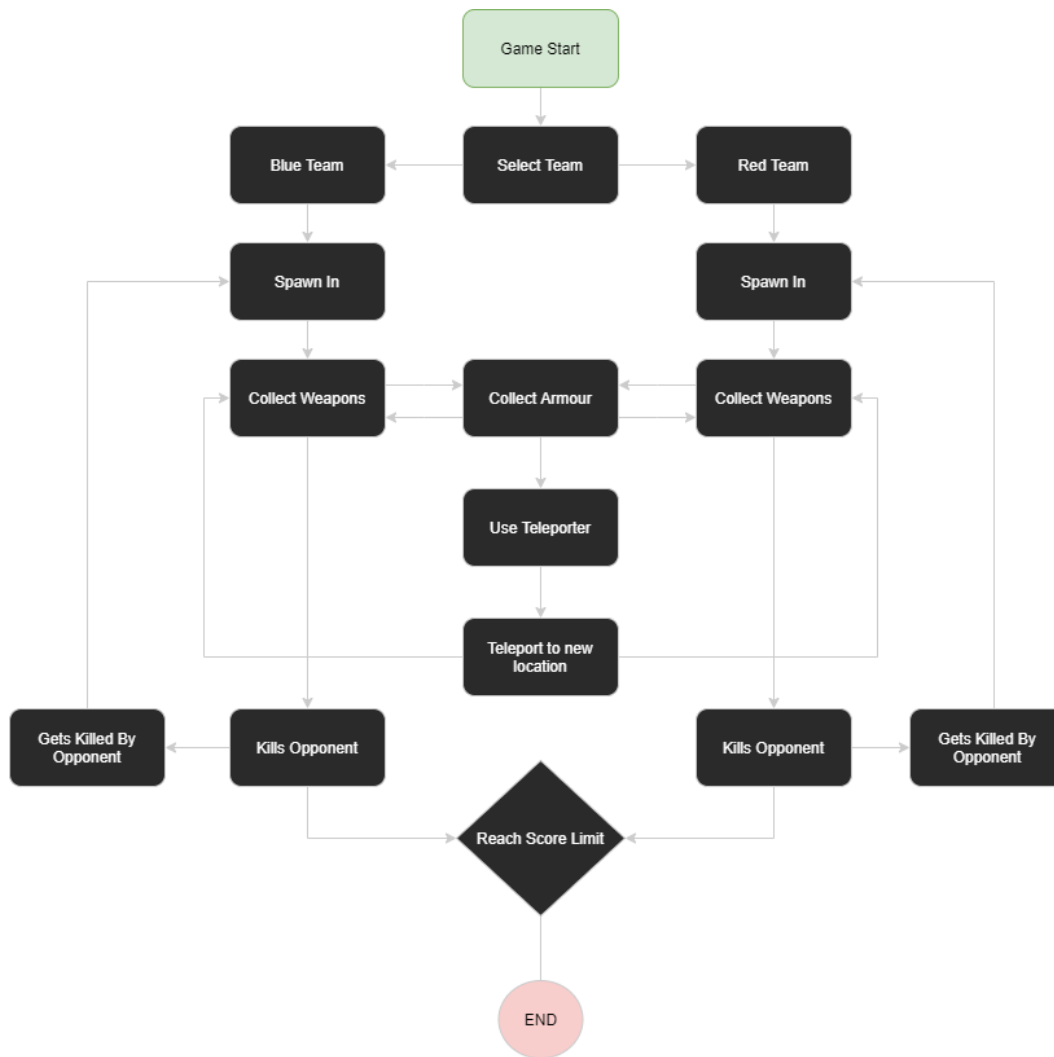


Figure 2 - Team Death Match Core Loop

Actions:

| Action Type | Description |
|-----------------|--|
| Movement | The player will be able use WASD and Space to move the character, along with the mouse to move the main camera / player. |
| Firing | The Player can press the left mouse button to fire the main projectile as well as press the right mouse button to fire a secondary one or aim down the sights if the weapon supports either. |
| Collect Pickups | Pickups will be collected automatically when overlapped. This includes Armour, Guns, Powerups, and Flags. |
| Respawning | Respawning will occur automatically upon player death. |

Game Rules: Capture the Flag

Win Condition: Capture the enemy team's flag to the score limit or run out of time.

Lose Condition: Don't capture enough of the enemy's flag during the time limit, or don't reach the set score before the other team do.

Death: The player can be killed by both players but also themselves. As weapons placed round the map can fire projectiles that can kill the player themselves if fired too closely too them. Players are also able to kill themselves by jumping out of the map.

Respawn: Players will respawn automatically at the start of each round, as well after each death.

Time Limit: The game will have a time limit so that it doesn't run only on a score so that the game doesn't end up going on indefinitely if no one is able to end up reaching the set score.

Score: A score limit is set within the time frame that players should ideally be able to reach during that time frame, or at least during both halves of the game.

Game Rules: Team Death Match

Win Condition: Get to the score limit set at the start of the game or have the most kills by the time the time limit runs out.

Lose Condition: Don't get the set number of kills that was set at the start of the game or end up having less kills than the opposing team at the end of the time limit.

Death: The player can be killed by both players but also themselves. As weapons placed round the map can fire projectiles that can kill the player themselves if fired too closely too them. Players are also able to kill themselves by jumping out of the map.

Respawn: Players will respawn automatically at the start of each round, as well after each death.

Time Limit: The game will have a time limit so that it doesn't run only on a score so that the game doesn't end up going on indefinitely if no one is able to end up reaching the set score.

Score: A score limit is set within the time frame that players can reach that score within the time frame within their teams.