

# AXE GAME



**AN ENDLESS AXETHROWING GAME**

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# HIGH LEVEL CONCEPT

Axe Game is a game about holding evil forces at bay whilst wielding your mighty axe! Play as a lumberjack who has to throw and catch his axe endlessly until overtaken by the enemies sent by the devil himself! Fail to catch the axe and the floor it lands on can be destroyed!

# GAME GENRE

The genre of Axe Game is an endless game but with the player restrained to a singular platform. The player has to destroy any oncoming obstacles until they are overcome by the eventual volume of enemies OR the axe the player throws falls through the destructable floor.

# NORTH STAR

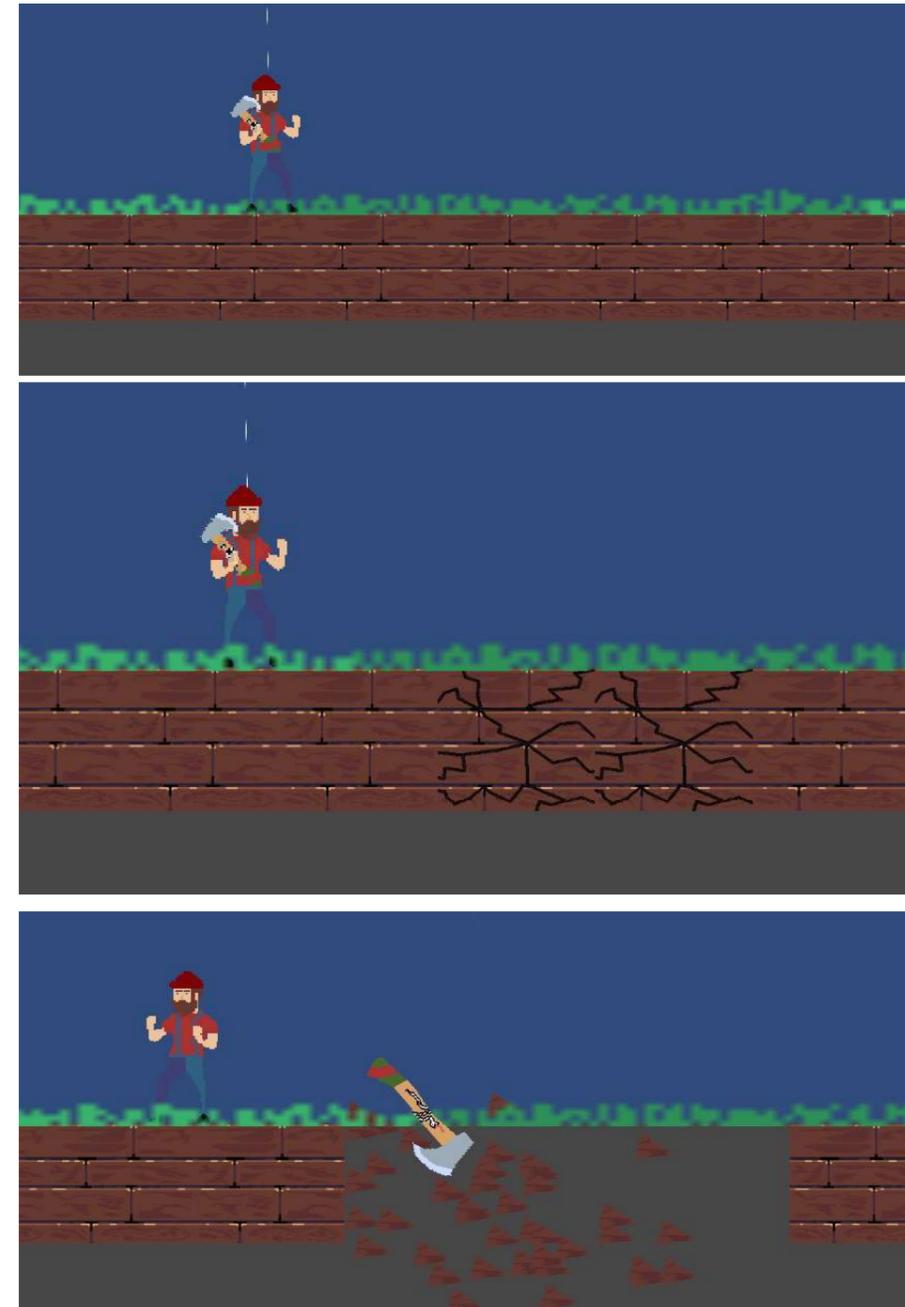
- + Keep it simple
- + Keep it colourful
- + Throwing Axes should feel fun!
- + Surprise the player!
- + Keep it light hearted

# VERBS

Throw  
Catch  
Move  
Die  
Fall  
Follow  
Guide

# CONFLICT

The conflict in Axe game comes from the platform the player is standing on. If the Axe lands on the floor it will become damaged. if the axe lands on a damaged platform it will break and fall through. If the axe hits a collider past the floor the lose state is activated. Players also need to contend with enemies who are trying to collide with them. So they have to be precise in their throwing but also have to catch the axe to avoid damaging the floor.

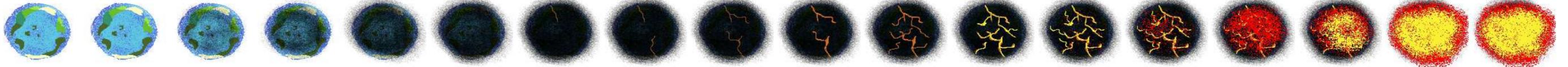
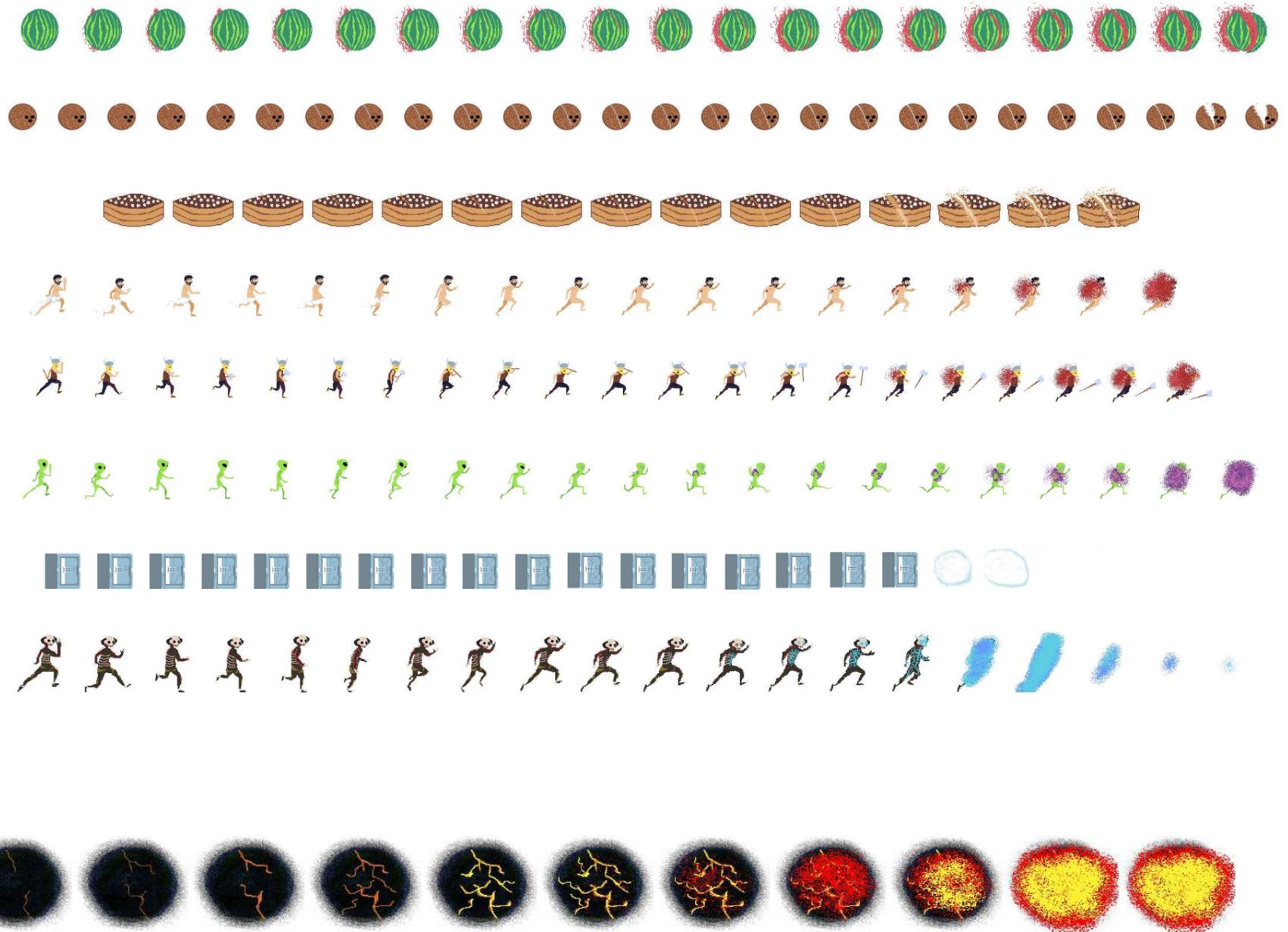


# PLAYER MOTIVATION

Axe game being endless needs to motivate players in two key ways. One is score, keeping the player motivated to earn as many points as possible by killing as many enemies as possible.

The Second is rewarding them with new enemies. As the games timer increases newer enemies will be presented showing progression and giving them a feeling of accomplishment everytime they face something new.

I've designed a multitude of enemies ranging from silly to intense looking. ALL of which behave in the same way. As with the frequency of enemies constantly increasing players will have enough to deal with without introducing new mechanics.



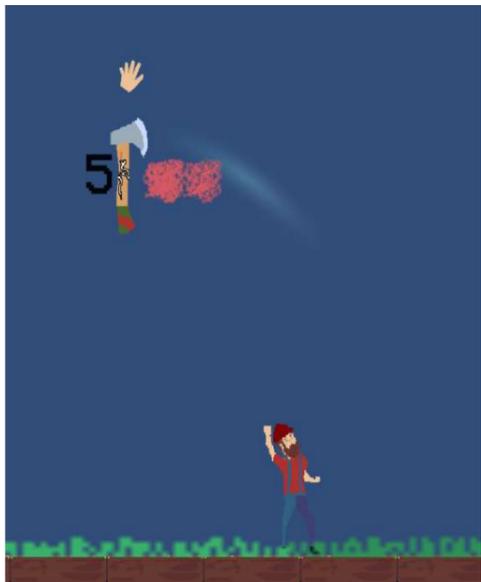
# GAMES MECHANICS PT1.

## AIM



The player aims with the mouse which is represented by the small axe with the dotted line showing the direction it will take. Player uses the left mouse button to activate throw

## THROW



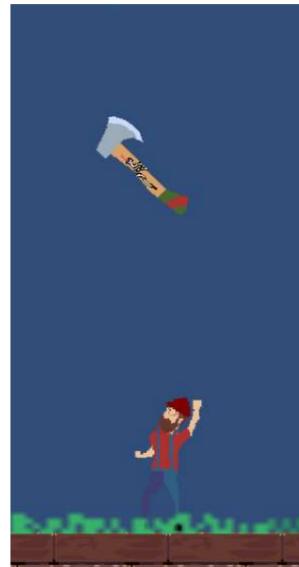
When the player has clicked the left mouse the axe is shot in the direction of where the mouse cursor was. The cursor showing a now empty hand as it is not currently in the players possession.

## GUIDE



When the axe is in it's thrown state it's direction can be influenced in the players mouse position as can be seen from the trail coming off of the axe showing it's direction has been influenced to go left back towards the player.

## CATCH



If the axe collides with the player the player will be set back to it's idle state and the mouse icon will revert back to an axe. The player can't be killed by their own axe only on colliding with enemies.

# GAMES MECHANICS PT2.

## RICOCHET



The player once in the thrown state can ricochet the axe off of the trees that act as the walls of the game. Resulting in prolonging their time in the thrown state and able to capitalise on the momentum in destroying multiple enemies in the sky.

## DIE



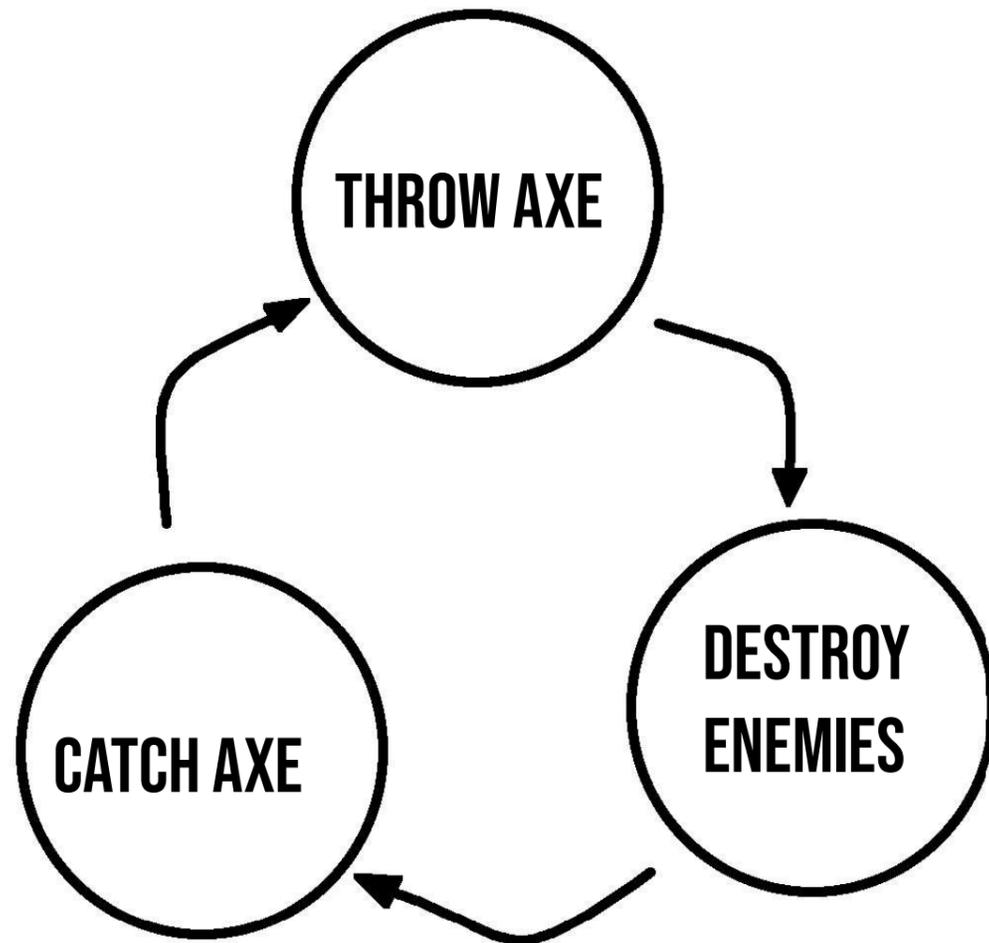
If the player collides with an enemy object they will be moved into the death state. Enemies can come from above falling down onto the player or from the left and right where they will be humanoid enemies running along the ground. Collisions with all enemies results in death.

## DESTROY FLOOR



If the player fails to catch the axe they can damage the floor they are standing on. If the axe lands on floor in an already damaged state the axe will break through the floor. If the axe hits a collider past the floor the game ends in a fail state.

# CORE GAME LOOP



The core gameplay of Axe game is very simple players will be throwing their axe at falling and approaching targets. They need to make sure they catch the axe to avoid damaging the floor. As the game continues the frequency of enemies continues to increase eventually the player will be overwhelmed. The key is to allow the player to accrue as many points as possible before that happens.

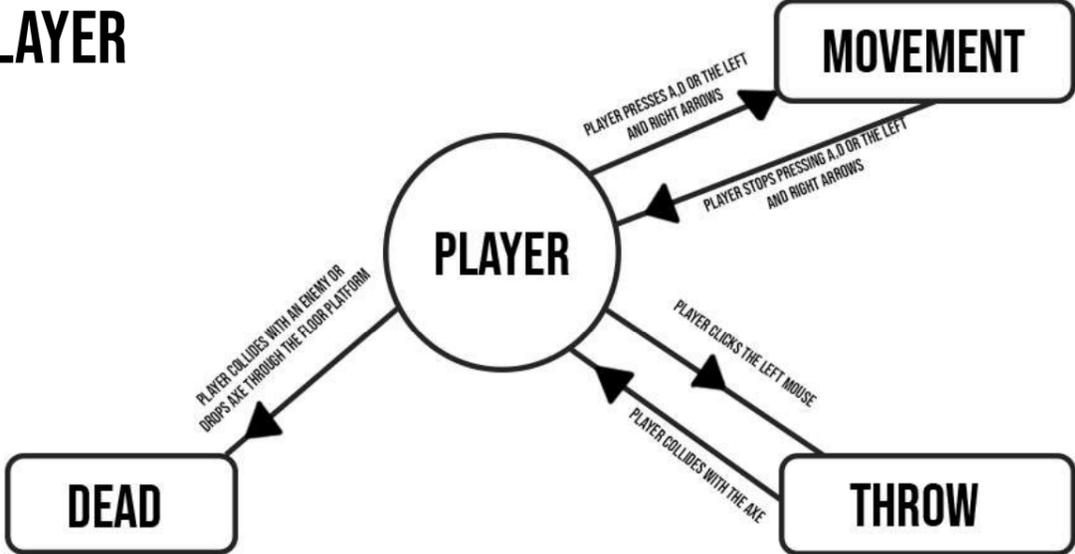
## WIN/LOSE CONDITIONS

**WIN:** There is no win state. The game being endless has to end on a lose state. But the player's goal is to accrue as many points as possible.

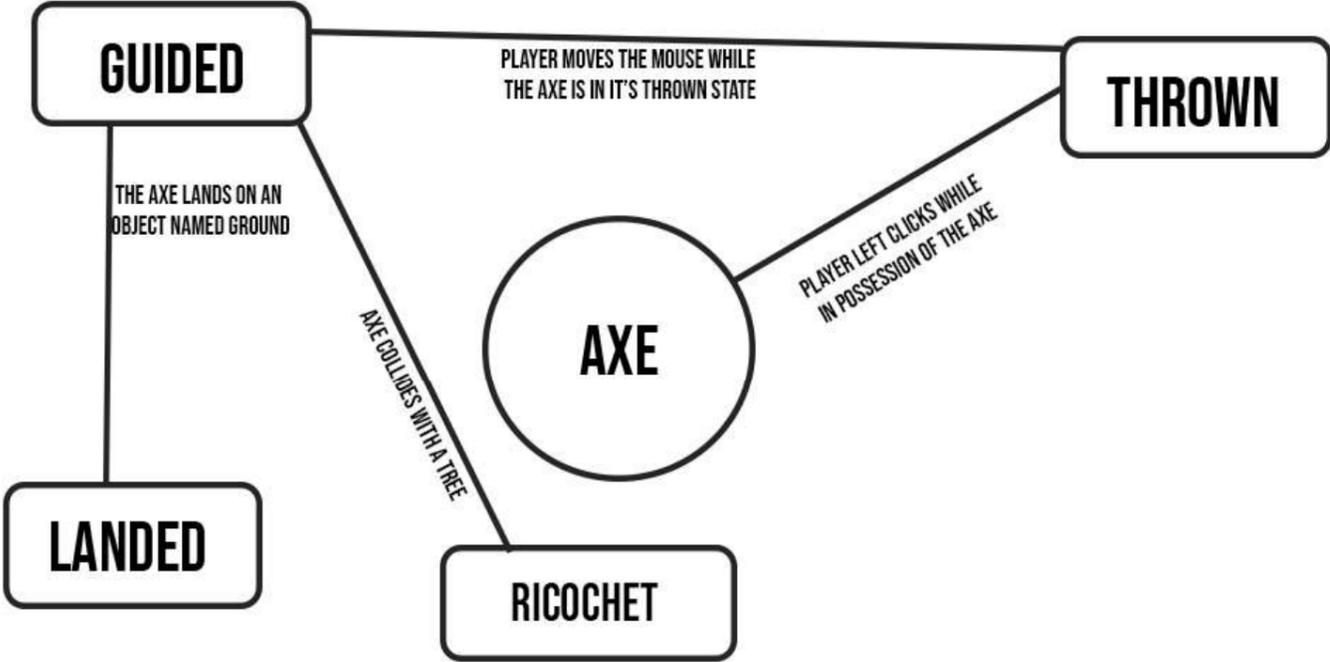
**LOSE:** The lose state is if the player either collides with an enemy. Or breaks the floor and allows the axe to fall through.

# FINITE STATE MACHINES PT.1

## PLAYER



## AXE



# FINITE STATE MACHINES PT.2

