

BEAT CHART



BASIC GAME ENGINE (DGA 30123)

**DIPLOMA IN GAMES ART
KOLEJ KOMUNITI SELAYANG**

**AZIM AR-RAZI BIN MOHD NAHARUDIN
B05DGA23F01**

LECTURER

PN SYARIZA BINTI MOHAMAD SAMURI

Beat Chart - mysterious creature

Level : 1

Game Name : mysterious creature

Location : Forest

TOD : Day

Story Elements for Level:

In a dark forest, there is a mysterious creature and we have to find the mysterious creature and kill it

Gameplay:

- Walking/Running (First Person)
- Searching & kill Capture

Objectives:

- Find the creature and kill

Progression:

- Player taught basic movement
- How to kill the creature

Est Player Time:

5-10 minute Maximum

Color Map:

Green (Trees)

Dark blue (Sky)

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Enemies/bosses introduced and used

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Mechanics introduced and used

- First person camera
- Moving character
- Game Objective (UI)
- Shooting

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Hazards introduction and used

- None

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Power up found in level/environment

None

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Collectible items

- None

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Bonus Materials

- Maps

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Music Track:

A) Environment Sound FX:

1. Wind Flow
2. Animal sound

B) List of Sound FX:

1. Movement
(Walking, Running, Jumping)
2. Gun shooting
3. Getting Hit

GAME FLOW CHART

Flowchart

MYSTERIOUS CREATURE

