

DISASTER COUNTDOWN

Game Design Document

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DISASTER COUNTDOWN

The Concept

Disaster Countdown is an online Web-based Flash game. It is designed to teach teenagers what to do in the event of a disaster. It is similar in game play to the popular *Mystery Case Files*.

The Game

Disaster Countdown is a timer-based game. It is played in a first person, isometric view. The setting is a teenager's bedroom cluttered with various items.

In each level, a specific disaster forces the player to evacuate the room. The player gains points by locating important objects and dragging them into a bag. The player has 60 seconds to fill the bag

If the player fails to earn enough points or perform all of the required tasks, he/she must replay the level successfully before being allowed to move on. At the end of the level, the player receives tips and reinforcements about disaster preparedness.

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Game Elements



The game board consists of a bedroom set at the top and an inventory dock at the bottom.

A running tally of the score is in the upper right hand corner of the screen.

The "Go Bag" is located in the lower right hand corner.

The door at the back of the room is the means of exit from the level.

Level 1

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Game Play



Level 2

Using the mouse, the player clicks on items scattered about the room and drags them to the green bag in the right hand bottom corner of the screen.

When the object is released into the bag, it appears in the inventory dock at the bottom of the page. Clicking objects in the inventory removes them from the dock and returns them to the room.

"Necessary" objects increase the player's score. "Extraneous" objects are worth less or no points.

The player must place enough good objects in the bag and exit via the door, by clicking on the door knob, before the time runs out.

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Levels



Level 3

Each level features a different disaster, which is represented by a different element on the screen.

In each level, the objects look different and are placed differently. As the levels progress, there are more extraneous objects and you have less time to fill your bag.

Level 1 - Flood

Player must fill the bag and exit the room before the water fills it.

Level 2 - Fire

Player must fill the bag and exit the room before it fills with smoke

Level 3 - Tornado

Player must fill the bag and exit the room before it fills with wind.

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Objects

Necessary Objects



Extraneous Objects



There are necessary objects and extraneous objects in each room. The necessary objects earn the player from 5 to 20 points; the extraneous objects give few or no points. A maximum of ten objects will fit in the bag, so the player must choose wisely.

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Level Endings



Success

If the level is successfully completed, a WIN screen appears and the player is allowed to proceed to the next level.

Before going on to the next level, a short CUT SCENE appears showing a neighborhood meeting place where people have gathered. The player is congratulated on making it to safety.

Failure

If the player runs out of time before scoring 100 points and fails to exit the room, a GAME OVER screen appears, and the player is prompted to go back to Level 1.

If the player exits the room before scoring 100 points, a LOSE screen appears prompting the player to repeat the level. The CUT SCENE (above) also follows.

Tips

All 3 end screens feature a random preparedness tip below the player's score.