

Discordant Noise [revised GDD]

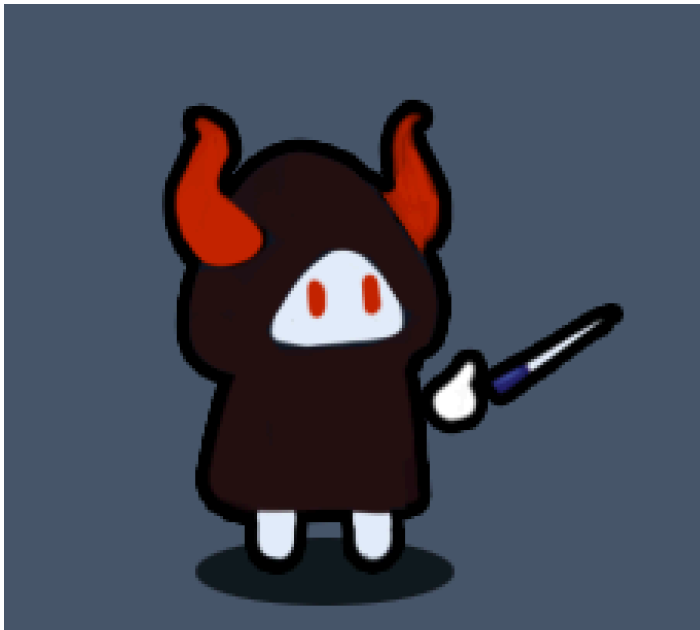
Purpose

Discordant Noise development halted mid-development. The goal of this document is: to outline crucial information from the original GDD without introducing extensive information that may not be implemented due to time factors; outline the necessary development steps to complete a Proof of Concept version of the title; and look at ways of expanding the title from Proof of Concept if there's time for it before the deadline (end of Christmas period)

Overview

Story Summary:

In this game, you play as Noise. A Sound Demon who is imprisoned at the bottom of the Sound Prison, a notorious prison run by the Maestro, where every action needs to be in time with the "Metronome". To escape, Noise needs to defeat the Wardens of each Area, and finally confront the Maestro themselves.



Noise, the playable character



Maestro, the prison boss

Basic Gameplay Summary:

The game is intended to be a rhythm-based Top down Action RPG Boss Rush, while the Proof of Concept stage will display the gameplay loop against a single boss. Attacks from both the Playable Character - Noise - and the boss - Maestro - will be melee attacks for the purpose of the Proof of Concept, that will used most effectively against the timing of a scripted metronome to lean into the rhythm-based aspect of the game

The scripted metronome will be designed to keep track of specific note timings: Semibreve (whole notes); Minim (half notes); Crotchet (quarter notes); and Quavers (eighth notes)

Work listings

Below is a list of work needed to complete Proof of Concept; stretch goals; and other current-project related artefacts. An overview of the critical path and stretch goals is listed before the specifics of work needed to be done, to get a broader understanding before jumping in.

- **All notes are considered “TO DO”**
 - Unless they have been ~~struck-out~~ to show they are **DONE**.
- Notes highlighted in yellow are to be finalised (though all work notes are up for discussion)

Context: Current playable project

- Audio settings can be adjusted
- Controls settings page doesn't display controls/isn't grabbing them
- Accessibility page is blank
- Main game is WASD movement on 2D plane

Context: Current project files

The below is a condensed summary of checked-in assets. All assets listed are in-engine only, and have not been implemented unless otherwise specified

- In-game: Main Menu progresses & quits correctly
- In-game: Audio settings work
- In-game: Player movement is in
- Melee key is defined but not used [Z]
- Player FSM is created in player scene
- Sprite sheet for regular enemy (Warrior_Blue) and other character (Dragon Knight Sheet) provided
 - Can use these for enemies and tutorial boss for Proof of Concept?
- Metronome script keeps track of timing
- GameEvents script to track player death, quitting title, pausing game

Stage 1 overview: Critical path of completion (proof of concept)

Art & level design

- Art & music to be dark fantasy but not grimdark. Helltaker to be used as a reference from GDD, but I'd like for it to not be a carbon-copy. Maybe look at subtler hell/despair themes like Samurai Jack's cave aesthetics
- Tilemap based for ease of development & mass production of levels
- Ideally to include diagonal walls, ramps/stairs for some variety
- Player is a demon of sound, imprisoned in a dungeon
 - Deep red colour palette would work well with Player's current design (found on page 5 of the GDD)
 - Ideally a mix between brickwork and more organic rock could give variety to levels
 - Collidable objects to be simple objects (wood or stone benches, cell doors, etc.) to break up walls and room similarity

Audio

- Background Music has a tempo/bpm that users can sync their movements and actions with
 - BGM beat is clear for users to follow, or this is accommodated for in accessibility settings
 - BPM to ideally be defined early on for artist animation timing if needed

Design

- Game is 2D top-down, and with movement akin to 2D Legend of Zelda games (2D directions not restricting to cardinal movement in one direction at any time)
- Game flow: 3 levels initially, 1 enemy for tutorials; a few enemies; and a tutorial boss fight

Gameplay

- Player is able to attack, and can combo attack/create strong attacks if attacking on the beat of the BGM
- Player attacks are melee only to work with the music aspect of the game
- Player can only attack with their conductor's baton on each full beat for Proof of concept (i.e. not button mashing to attack quicker)
- Player has health value (balance needed after critical path complete). Dying results in the Player being reset to the start of the level/boss fight
- Camera focuses on Player, but tracks behind while moving at max speed or has moved a set distance from their last idle position (catches up when idle or not at max speed)

UI

- Player's health is displayed either as number or progress bar until art assets are checked in. Can evaluate theming in fleshing out
- Metronome/method of tracking audio beat to be visible to user

Stage 1 specifics: Needed project asset files for Proof of Concept

- Player sprite sheet (character design can be found at the top of this GDD):
 - Idle
 - Walking up
 - Walking down
 - Walking side
 - Attacking using a conductors baton, facing up
 - Attacking using a conductors baton, facing down
 - Attacking using a conductors baton, facing side
- Tilemap of dungeon (outlined in critical path overview)
- Tilemap of collidable objects (outlined in critical path overview)
- UI assets: health bar primarily, but Menu themes and .ttf wouldn't go amiss
- Audio BGM tracks potentially. Timed to a specific time signature that can work with the metronome

Stage 1 specifics: Needed project work for Proof of Concept

Art & level design

- Google Drive doc outlines initial asset list
 - <https://docs.google.com/spreadsheets/d/1QZtKfgHIWSjvJM0crBzFIIxsnO-rFFIWEAZQPp5NJO8/edit?gid=0#gid=0>
- Sprites for Final Boss (Maestro) and Player (Noise) have been provided in google drive:
 - <https://drive.google.com/drive/folders/1cF4A34Ht-7-AibggCJqP0fztjkpxR9MA>
- Up to artists if we use them and keep working or use them as a foundation for a different anim approach
- We have "Dragon Knight Sheet" in project files that I think we should stick with as Proof of Concept boss
 - *Fresh assets to be made for boss based on Maestro design*
- Level design: Walls, floors and furniture to be placed in 3 levels, alongside spawners for 1 enemy, 3 enemies, and tutorial boss in each level respectively. Use tilemap to fully design level
 - *For absolute critical path, the Boss will be focussed on before anything else*

Audio

- Google Drive doc outlines initial asset list
 - https://docs.google.com/spreadsheets/d/1PRjcxXB6K17bSir-06hVlwa_d3OI3-bCetEK34m8sX4/edit?gid=0#gid=0
- .wav files need to be pulled from google drive:
 - <https://drive.google.com/drive/folders/1ty9gQQNnZLEGrozt4V2rk9vwbx-FAqxR>
 - Not a finalised list though: we'll need to evaluate what's missing: multiple BGM tracks during regular gameplay against standard enemies would be a nice to have if we can get Audio devs

Programming

- FSM: Attacking state to be created
- Melee control to be hooked up to attacking state
- "Action timing" script [metronome.gd] to be evaluated and used or replaced as exclusive method for Player and enemies to track timings and cooldowns on attacks
- Enemy: Scene to be created in full
 - CharacterBody2D (or otherwise appropriate) that can make use of the FSM to track player and uses the above "action timing" script to attack player when both close enough and on correct timing
 - Able to take damage and die
- GameEvent script improvements that will progress game when "level complete" criteria is met (defeating all enemies? Exiting the level?)
- Camera manager that can track player slowly and not at 1:1 movement
- Tidy-up: currently 9 variables on repository pull that aren't used, and a few scripts that are pretty much empty - need to evaluate if these are needed and/or Work In Progress

Technical Art

- AnimManager to be set up to handle sprite anims for idle, walking and attacking anims for Player and Boss

Stage 2: Fleshing out gameplay after Proof of Concept

Design

- Fleshed out dungeons with tutorial rooms in place of a tutorial level, that can be expanded on to include rooms of multiple enemies, combining the first 2 critical path levels into one homogeneous level, allowing for the tutorial boss to be at the end of the level

Gameplay

- Mechanic for users not hitting the beat with "perfect" timing: less damage dealt?
- Multiple abilities that can be triggered on different note durations (Quaver, Crotchet, Minim and Semibreve)
 - Abilities have less power on shorter note durations (i.e. quavers) but can be used much more regularly (balance on abilities will need to be planned out)
 - Abilities need to be designed with the tempo of the BGM in mind as well: if a quaver ability is designed with an eighth of a beat in mind, and we play a high bpm track in the background, that ability will be used like a minigun
 - Could be "magical" in nature to lean into rough fantasy genre?
Nothing epic: basic fire, healing, noise stun, etc. D&D level 1 spells for example
 - Player is able to dash in any direction to avoid attacks. The success of the dash is dependant on the user's timing

Stage 3: Stretch goals

- Use the GDD to finalise good stretch goals after gameplay fleshing out is done - need a working project before defining what else would be good to add
- Hub level as described in GDD that allows users to define the time signature (would need BGM tracks that accommodate any time signature provided for the users)
- More bosses
- More levels
- Multiple abilities to equip
- Different methods of performing melee combo attacks
- Game juiciness paired with music: muffle BGM when taking damage, highlight BGM notes on-beat when attacking perfectly
- Option to save/load progress (and settings)