

# Game Design Document: *Helios Studio*

## 1. Game Overview

### 1.1 Game Title

*Helios Studio*

### 1.2 Genre

2D Shooter Arcade

### 1.3 Platform

PC

### 1.4 Target Audience

- Ages 10 and up
- Fans of arcade shooters and single-player games

## 2. Game Concept

*Helios Studio* features a single player who can choose to control one of two witches riding flying brooms, battling against a swarm of mischievous flying ghosts. Players can switch between witches at any time during the game to utilize their unique abilities.

## 3. Gameplay Mechanics

### 3.1 Controls

- *Player Movement:*
  - W (up), A (left), S (down), D (right)
- *Shooting:*
  - Spacebar for shooting
- *Switch Witches:*
  - Tab key to switch between the two witches

## 3.2 Objective

Players must shoot and defeat as many flying ghosts as possible within a set time limit or until the ghosts reach the bottom of the screen. Players can switch witches to take advantage of different abilities and strategies.

## 3.3 Witch Abilities

- *Witch 1:*
  - Special ability: Fireball – A powerful shot that deals extra damage.
- *Witch 2:*
  - Special ability: Ice Blast – Slows down enemies for a short duration.

## 3.4 Power-Ups

- *Speed Boost:* Temporarily increases broom speed.
- *Multi-Shot:* Allows the player to shoot multiple projectiles at once.
- *Shield:* Provides temporary invincibility.

# 4. Art Style

## 4.1 Visual Theme

- Color Palette: Purple, black, and blue
- Style: Cartoonish and whimsical, with a slightly spooky aesthetic to match the ghostly enemies.

## 4.2 Characters

- *Witches:* Distinct designs for each witch, with unique broomsticks and visual effects for their abilities.
- *Ghosts:* Various types of flying ghosts with different appearances and attack patterns.

# 5. Sound Design

## 5.1 Audio Elements

- *Background Music:* Upbeat, magical theme to enhance the arcade atmosphere.
- *Sound Effects:*
  - Shooting sounds for broom projectiles
  - Ghost sounds when defeated
  - Power-up collection sounds

## 6. User Interface

### 6.1 HUD Elements

- Score display
- Time remaining
- Player health indicators
- Current witch indicator

## 7. Development Considerations

### 7.1 Tools and Technologies

- Game Engine: Unity or Unreal Engine
- Art Creation: Adobe Illustrator or Photoshop for sprites
- Sound Design: Audacity or similar software for audio editing

### 7.2 Gameplay Flow

- Start with Witch 1 or Witch 2.
- Players can switch between witches to adapt to different challenges during gameplay.

## 8. Conclusion

*Helios Studio* aims to provide a fun and engaging single-player experience, combining fast-paced shooting action with the unique ability to switch between two witches, enhancing strategy and gameplay variety.