Multyplayer Game Document

Assassination Classroom: GD4

November 22, 2024

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Submission deadline: 9 February 2025

# Game Overview

* Concept:

Platform combat is similar to Smash Bros, but instead of melee combat, it focuses on GUNs. Players are eliminated when knocked out of the map. Weapons and Power-ups fall randomly from the sky and are Auto-picked up by the player touching them. Players have 3 lives each and the game has a timer when over if there is a tie, it goes into sudden death and any hit causes max knockback.

* Genre: 2D action shooter game platform
* Platform: PC, online and local multiplayer

# Gameplay

Objective:

Be the last man/woman/sentient being alive. Knock all other players off the map to remove a life.

## Game Mechanics:

Players start with a pistol. They spawn randomly throughout the map in set spawn locations. Throughout the fight guns and power-ups fall from the sky and land in designated random locations.

The player can move around, jump up onto platforms from below and double crouch to drop from a platform. They can also crouch. Players can shoot from a crouch and non-crouch position.

\* – Possible feature

### Weapons

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | RoF | Knockback | Bullet Travel | Bullet  Velocity \* |
| Pistol | MidLow | MidLow | MidLow | MidLow |
| Shotgun | Mid | High | Low | Low |
| Rifle | Low | Mid | High | High |
| Machinegun | High | Low | Mid | Mid |

### Power-ups

|  |  |
| --- | --- |
|  | Power up effect |
| Extra Jump | Allows the player to have an extra jump for recovery for the ability's duration. |
| Shield | Prevents knockback for the ability's duration or after a certain amount of knockback/damage is applied. |
| Speed | Increases movement speed for the ability's duration. |

## Levels/Challenges:

* Main platforms – Solid, can't drop down from. Always found on a map. Needs space on the side to fall off from
* \*Solid platforms – Solid, can’t drop down from. Placed throughout the map
* Non-Solid platforms – Solid, can drop down from, Placed throughout the map
* \*Trap platform – temp solidity, can drop down from, placed in specific locations, can be activated/deactivated with an interactable element.

|  |
| --- |
|  |

### Level theme Ideas

* Basic – scenery background with a generic floating island
* Computer – screen background with keyboard platforms.

## User Interface: Layout of keys, screens and elements.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Player 1 | Player 2 | Other… |
| Move Left | A | ← KEY | when playing more than 2 players we go into the online multiplayer set-up. So the controls for each character can be customised. |
| Move Right | D | → KEY |
| Jump | W | ↑ KEY |
| Crouch/Drop | S | ↓ KEY |
| Shoot | F | / |
| Reload | G | . |

### In combat screen:

A **Hidden timer** at the top of the screen, If the game takes too long the timer appears and counts down until there is a last man/woman/sentient entity left standing or when the timer runs out whoever has the most lives left. If there is a tie, enter sudden death where knockback is MAX.

**Player Data Cell** Shows the Name, Icon, what gun is in hand & how many lives are left.

**Death notifications,** when a player dies a kill notification drops down at the top right of the screen saying who died and the person who hit them in the last 3 seconds.

### End of Combat screen:

**Winner platform**. Player icon and name, how many kills, how many lives left.

**Your player data**. Position placed (2nd and bellow), how many kills

**Other player data**. Position placed (2nd and bellow), how many kills

**Continue button**. Located in the bottom right corner.

### Menu Screen

**Play local -** Go to Game setup screen

**Play online** – Online Play screen

**Settings**

**Exit**

### Settings

**Volume controls**:

* Main
* Music
* SFX

**Keybinds**

**Fullscreen mode**

**Back Button** – to return to the menu. Located in the bottom left corner

### Online Play screen

**View any open “servers”**

**Back Button** – to return to the menu. Located in the bottom left corner

**Continue button**. Located in the bottom right corner. Go to Game setup screen

### Game setup Screen

**“Character” selector** – players will be able to select who to play as (Jack wants to make an avatar for everyone in the class as a character. There is no difference between them except for visuals)

**Game settings –** Duration, number of lives, \*game mode, what guns and power-ups spawn, \*map

**Ready up button** – for online only

**Continue button**. Located in the bottom right corner.

**Back Button** – to return to the menu

# Art and Audio

* Art Style: Pixel art.
* Character Designs: Classmates.

### Music and Sound Effects:

* Buton
* Scroller
* Ready
* Fall off
* Take a hit
* Shoot
  + Pistol
  + Shotgun
  + Rifle
  + Machinegun
* Pick up gun
* Pick up Shield
* Pick up extra Jump
* Pick up Speed
* Jump
* Jump 2
* Crouch
* Reload
* Walk sound
* Land
* Soundtrack
  + Normal
  + Deathmatch
* Victory screen
  + Winner
  + Looser

# Ideas

* More stages
* Something the dead players can do!
  + Play a minigame to unlock an interaction with the match
  + Have a single grenade
  + Can shoot a pistol from the edge of the map
  + Convert the game to a team deathmatch if the player count is greater than 6/8
* Reanimate the walking and jump animations within the code so that they are reliant on speed and stuff.
* Edge grab save. (if you touch the edge of the platform it resets your double jump)