Go Bananas! Design Document

Your Game Logo

Here

***‘GO APE!’*** – Adam Salem

This page: Table of Contents and Team Member Listing

|  |  |  |
| --- | --- | --- |
| Table of Contents  [1 Game Overview](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [2 High Concept](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel) / Genre  [3 Unique Selling Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [4 Platform Minimum Requirements](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [5 Competitors / Similar Titles](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [6 Synopsis](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [7 Game Objectives](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [8 Game Rules](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [9 Game Structure](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10 Game Play](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.1 Game Controls](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2 Game Camera](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2.1 HUD](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [10.2.2 Maps](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11 Players](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.1 Characters](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.2 Metrics](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.3 States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [11.4 Weapons](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [12 Player Line-up](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13 NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1 Enemies](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1.1 Enemy States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.1.2 Enemy Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2 Allies / Companions](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2.1 Ally States](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [13.2.2 Ally Spawn Points](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14 Art](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.1 Setting](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.2 Level Design](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [14.3 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15 Procedurally Generated Content](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.1 Environment](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.2 Levels](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.3 Artificial Intelligence NPC](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.4 Visual Arts](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.5 Audio](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [15.6 Minimum Viable Product (MPV)](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  [16 Wish List](https://n-xovwktmtjsnaxyc2mwes2xu7pohqedmdm6zjw5q-2lu-script.googleusercontent.com/userCodeAppPanel)  17 Bibliography   |  | | --- | |  | | Game Development Team Members    PRODUCER  Adam Salem    PRODUCTION MANAGER  Adam Salem    PRODUCTION COORDINATOR  Adam Salem  GAME DESIGNERS  Adam Salem  SYSTEMS/IT COORDINATOR  Adam Salem  PROGRAMMERS  Adam Salem  TECHNICAL ARTISTS  Adam Salem  AUDIO ENGINEERS  Adam Salem  UX TESTERS  Adam Salem |

|  |
| --- |
|  |

# 1 Game Overview

Title: Go Bananas!

Platform: PC Standalone

Genre: Endless Run/Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: April, 2021

Publisher: Adam LLC.

Description: Go Bananas! is a game where you get to truly go ape. In this game, you play as a monkey climbing up vines with one goal in mind: to collect as many bananas as he can before falling off. Each difficulty will scroll progressively faster than the last, and in order to succeed in scoring as high as possible you must avoid enemies and try to make it as far as possible while also collecting as many bananas as possible. Score in this game will entirely be based on the bananas collected, NOT the distance travelled. Unlike other endless run style games, the collectables are important and not just an add-on for power ups, they are the central point of the game.

# 2 High Concept / Genre

Go Bananas! puts the player up in the treetops. There will be 5 different “lanes” of vines, with the player automatically climbing upwards. Players can switch lanes to the left or right, but not speed up or slow down the ascent of the monkey. In order to score high, players will have to simultaneously change lanes in order to collect bananas, while also not getting greedy and getting hit by enemies in the process. As the difficulty increases, the screen will move faster and the bananas will be positioned in harder to reach spots. Newer players may want to start from lower difficulties in order to get accustomed to the mechanics, while more skilled players can hop right in to a harder difficulty (with increased score multipliers).

# 3 Unique Selling Points

* Innovative scoring system
* Charming/Old school feel
* Apes
* Difficulties for all levels of players

# 4 Platform Minimum Requirements

# 5 Competitors / Similar Titles

Temple Run, Subway Surfers, Doodle Jump

# 6 Synopsis

Deep in the jungle, you are a gorilla rampaging for food. Nothing will stop an ape trying to satisfy its hungry belly. Swing from vine to vine and collect bananas in this fun climbing game.

# 7 Game Objectives

* Try to avoid getting hit by birds for as long as possible (3 Hits = LOSE)
* Traverse through all 4 difficulties (Easy, Medium, Hard, Great Ape)
* Collect bananas on the way in order to get a higher score

# 8 Game Rules

# 9 Game Structure

# 10 Game Play

## 10.1 Game Controls

## 10.2 Game Camera

### 10.2.1 HUD

### 10.2.2 Maps

# 11 Players

## 11.1 Characters

## 11.2 Metrics

## 11.3 States

## 11.4 Weapons

# 12 Player Line-up

# 13 NPC

## 13.1 Enemies

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# 14 Art

## 14.1 Setting

## 14.2 Level Design

## 14.3 Audio

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# 16 Wish List

## 17 Bibliography

Pecha, K. (n.d.). *Jungle Background and Vines*. Katelyn Pecha.

*Icons - Jungle Adventure*. Game Art Guppy. (n.d.). https://www.gameartguppy.com/shop/icons-jungle-adventure-free-game-art/.

*Monkey*. Game Art Guppy. (n.d.). https://www.gameartguppy.com/shop/monkey-game-character-sprites/.

*Sprite Bird - Unlimited Download. cleanpng.com.* cleanpng.com. (n.d.). https://www.cleanpng.com/png-bird-flight-bird-flight-bald-eagle-sprite-chameleo-709745/.

*crow1.wav by \_nuel*. Freesound. (n.d.). https://freesound.org/people/\_nuel/sounds/54973/.

*Oryk Taiko Rhap*. CC Mixter. (n.d.). http://dig.ccmixter.org/files/JeffSpeed68/57432.

*coin4.wav by Free-Rush*. Freesound. (n.d.). https://freesound.org/people/Free-Rush/sounds/336933/.

*FAKE MONKEY CHATTER 001.wav by sandyrb*. Freesound. (n.d.). https://freesound.org/people/sandyrb/sounds/41382/.

*Jungle or rainforest, daytime, tropical birds singing close up and distant, insects, distant traffic, Vietnam - ZapSplat - Download free sound effects*. ZapSplat. (n.d.). https://www.zapsplat.com/music/jungle-or-rainforest-daytime-tropical-birds-singing-close-up-and-distant-insects-distant-traffic-vietnam/.