PROPOSAL / GAME DESIGN DOCUMEN
TUGAS UAS GAME PROGRAMING

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FAKULTAS ILMU KOMPUTER

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RABROCK (do Something !!)

STORY OF RABBIT AND FRIENDS

PROPOSAL / GAME DESIGN DOCUMEN

Autored by Moh Aenul Yaqin

PRIMEN Production

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1. Game Design

a. Title
   i. Game Title   : RABROCK : do something !!
   ii. Target   : 10+, Android
   iii. Team   : PRIMEN Production
   iv. Member   : Moh Aenul Yaqin

b. Summary
   RABROCK : do Something !! players embark on an adventurous journey with a brave rabbit named Rock. Rock's best friend, a His friend, has been kidnapped by a cunning and malevolent fox named Vix. Determined to save her friend, Rock must navigate through various challenging terrains and overcome numerous obstacles and enemies.

c. Objective
   The main goal is to guide Rock through all the levels, defeat Vix, and save his friends. Along the way, players can collect items and complete side missions to improve their abilities and uncover hidden secrets.

d. Gameplay
   Players control Rock as he jumps, shoots, and runs across a variety of environments, including enchanted forests, dark caves, and treacherous mountains. Along the way, Rock encounters a series of evil creatures and devious traps set by Vix to hinder his progress.

   in order to make that happened, player can do :
   i. Action
      1. Moving
         Player can do both moving right and left. there are button that would be triggers how player can achieve this action.
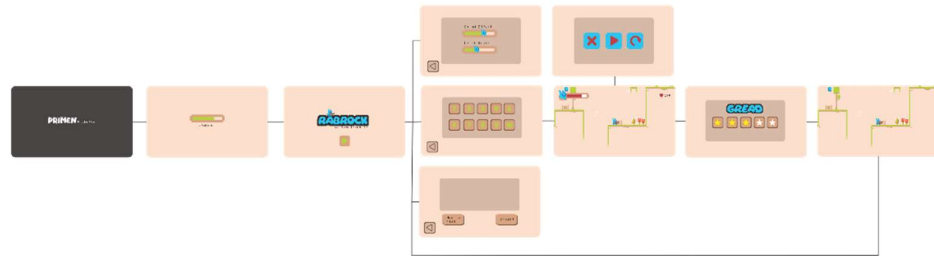   2. Jumping
         in order to pass a gap, player hould jump by pressing jump button. some collectible item are up abouve the character so layer shouls jump up.
      3. Shooting
         Player can shoot enemies to get wisdom poin and win the stages

2. Technical Design

a. Screen Flow

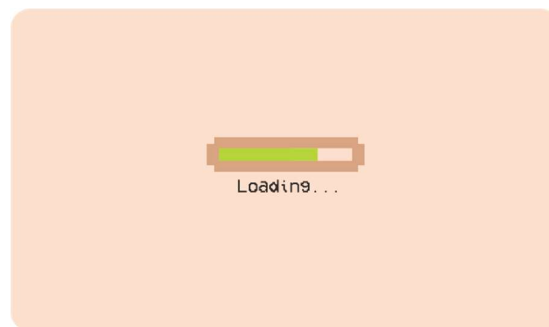*Design is not finish yet

b. Screen
   i. Splash Screen

Showing the logo of the creator ot the game

ii.   Loading Screen

Showing the status progress game
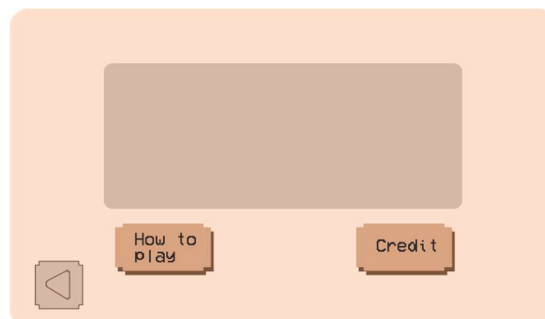
iii.   Main menu screen

This is the main menu of the game. player press play button to play, or press option button to set the game preference
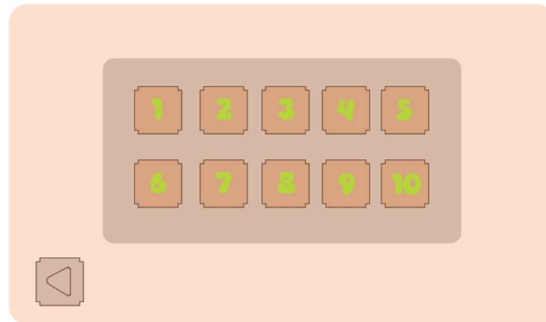
iv.   Option and Info screen

Player can set sound effect and level music

Player get info about how to action on the game here, in this info screen

v. Level menu screen

player have to play and win a previous stage before a next stage unlocked. some stage have story entertain and give hints to play the game.

vi. Game Screen

This is main screen in the game.

c. Mechanic
   i. Player
      1. Move left and right
         Player can move the character left or right as which movement button he/she pressed
      2. Jump
         Player can jump to pass a terrain gap or to get wisdom poin abouve the caracter
      3. stoop
         Character can stoop to avoid enemies fire
      4. Shoot
         Player can shoot the enemies to get wisdom point and to complete stage

ii. UI
1. Bounce in/Fade in
   Every time screen change, UI of this game would bouncing into the
   screen. this is to increase the interest of the players.
2. Bounce out/Fade Out
   UI Will bouncing out as player do an action up button pressed

3. Visual Arts

a. Style Attributes

The characters in this game are chibi to fit any age using pixel art

b. Art Needed
   i. Character
      1. Rock

Rock is the main character in this game
      2. Blue Bee

Blue Bee is the Enemies character in this game
      3. Yellow Bee

Yellow Bee is the Enemies character in this game
      4. Caterpi

Caterpi is the Enemies character in this game
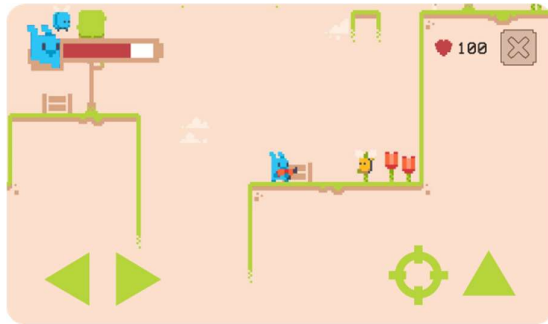
      5. Vix

Vix is the Gread Enemies character in this game

ii.   Environment
    1. Theme

    2. Platform
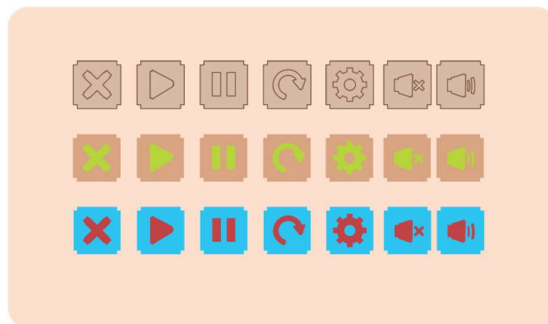   The platform on which the character can stand is flat terrain
    3. Effect

    4. Item

        There would be just 1 types of item

iii.   UI
    1. Button

    2. HUD and Bar

4. Sound / Music

a. Sound Needed
- i. Foot step
- ii. Jump
- iii. Shoot
- iv. Get hurt
- v. Getting Wisdom Points
- vi. Button Clicked

b. Music Needed

For the environment music, this game use fast and medium beat for background music.