

Drone Video Game

Game Design Document Lite

Core Concept

- [Untitled Drone Game] is a 2D platform game where you play as a young boy who must use his remote-controlled drone to solve puzzles and defeat enemies in order to progress through the game.

Story

- It is the near future, and a mysterious drone army has taken over the world around our boy and his drone.
- Most people have gone into hiding, avoiding being spotted and detained by the drones.
- The boy has been raised by his inventor mother who has taught him the ins and outs of electronics.
- We discover the boy has managed to reverse engineer a drone and remove it's automation, allowing him to control it.
- We start out our story with the boy awakening to find his mother missing, and he must set out to find out what's happened to her.

Visual Style

- The game will be in a style like 'Limbo', with black and white / greyscale, and the only colours (initially at least) being the lights on his drone and enemies.

Mechanics

- Flying mechanics for the drone. Instead of jump, we hold the button to fly up, and the drone will drop if the button is released.
- Puzzle / problem solving – the boy will walk until he reaches a point where he cannot progress, at which point the drone must be used to fly ahead and work out what needs to change. Examples:
 - o The player needs to cross a chasm, he uses the drone to lift a piece of strut and place across the gap, allowing him to continue walking.
 - o A ladder is out of reach, the drone must be flown up to hit a lever, dropping the ladder to be climbed.
 - o Puzzles get more complex as the game progresses.
- Enemies introduced in later levels. Depending on scope this could include turrets, drones and bosses.
- Potential for upgrades depending on scope. Examples:
 - o The drone is manual at the start, requiring constant button holding to fly it. An upgrade would allow for the drone to hover without the button press.

- Other items like grappling hooks could be introduced.
- Weapons are also an option – simple shooting, machine gun, missiles, homing missiles, bombs, etc. (scope dependant)

Unique Selling Points

- The 2D drone puzzler concept.
- Shareware style episodic release proposed.
- Mix of traditional, simple platforming and 360 movement with drone flying.
- Progression from simple puzzles to action gameplay.
- Simplicity of artwork that can allow for some interesting visuals, especially if coloured lights can be utilised appropriately.

Target Platform & Audience

- Steam, possibly Switch and other platforms. Could also work on mobile/tablet depending.
- Accessible to a wide audience. The game would be PG for mild stylised violence (assuming the enemy element is incorporated).
- Appeals to the older platformer audiences.
- The drone-factor will assist with marketing, given the large number of hobbyists out there who would be interesting in this element alone. The game could incorporate more real-life drone mechanics to emphasise this.

Timeline & Milestones

- To be discussed.
- Short timeline for the demo, a simple single level could be developed in a short period.
- Propose an episodic approach, allowing the first chapter (approximately 10 levels) to be kept simple, and therefore development time to be minimal.
- Allow for the first episode to tease what is coming in the following chapters – a build up from simple puzzles to more complex and teasing enemy mechanics towards the end (perhaps a boss level, with a drone to fight, as a display of things to come).

Samples of Development

- Note : A prototype level has been started, with drone movement in place.
- Some scene assets and animations exist.



