

Made with



THE GETAWAY

GAME DESIGN DOCUMENT

FIGHT TO WIN - BY AKARSH KAIN

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Game Design

Overview and Gameplay

Title: The Get Away

Platform: PC Standalone

Genre: Fighting Arcade Game

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November 2019

Publisher: Akarsh Kain

The Get Away is a two-player fighting arcade game. It has two characters – A cop and A prisoner. Players has to decide what they want to be and then they have to fight for their lives. Each player will get 5 lives and they can hit each other with a gun.

There are two levels in this game.

Level 1 is basic without any hurdles. In that level, players can hide from each other and jump over the walls to save/kill each other. This level is pretty simple and just involves fighting.

Level 2 is a little bit difficult than Level 1. This level includes some hurdles like moving floor and some metal spikes. If player falls on the spikes, then that player will lose one life.

About the Genre

These kinds of games will make you run, jump, shoot, slice, avoid players. Such games range from shooting to more defensive games to retro games. Other examples of such kind of games are Karate Champ, Yie Ar Kung-Fu, Art of Fighting, Soul Caliber and many more. These games are here for entertainment and keep the players engaging. The action in these kinds of game increase the interest of players. Also, 2 player games make the players more involved because they play these games with their friends and try to compete with each other.

Unique Selling Points

1. Stunning Graphics
2. Engaging Gameplay
3. 2 Levels of Meaningful Quest
4. Multiuser

Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

Operating System: Windows XP, 7, 8 and 10
Mac OS X 10.8+

Graphics card: DX9 (shader model 2.0) capabilities

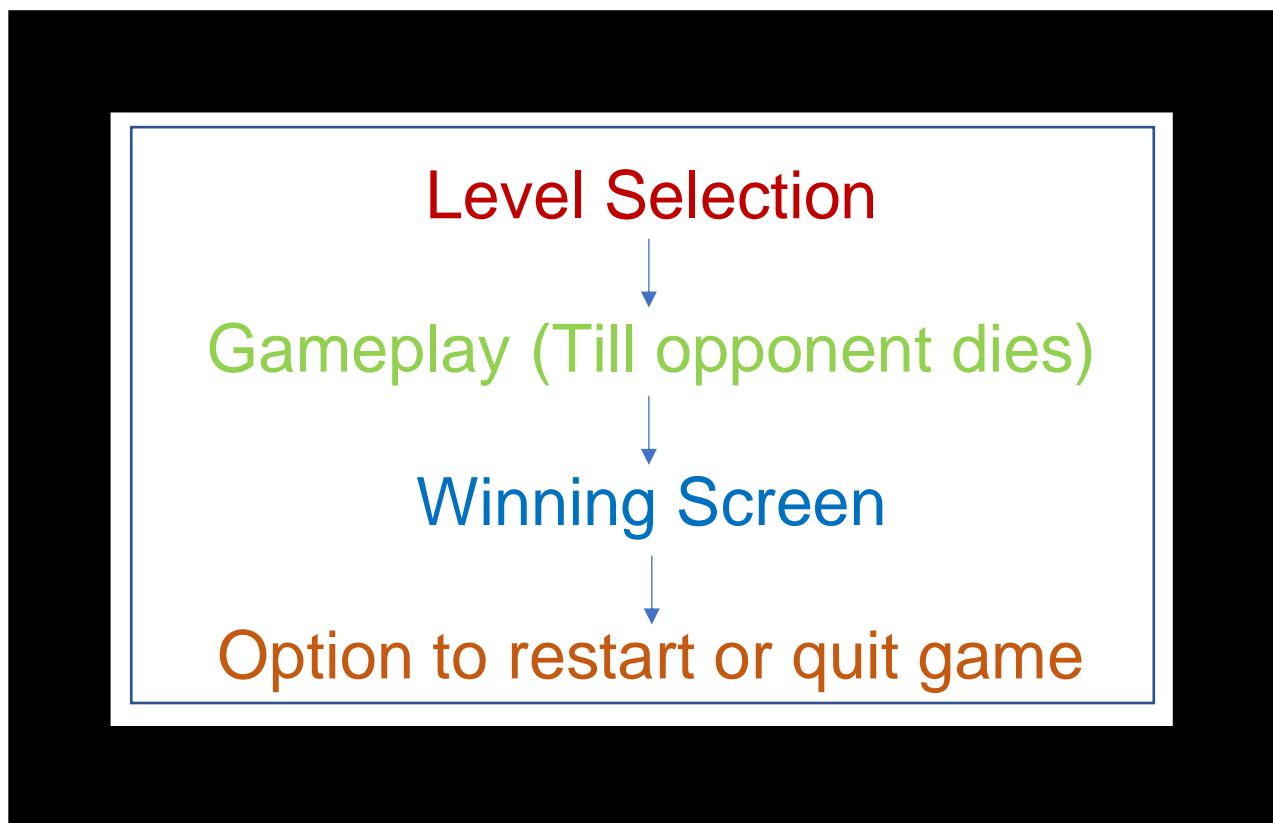
Everything made since 2004 should work



Game Objective

The Objective of this game is to kill the opponent and win the game. Each player will get 5 lives and the mission is to finish all those 5 lives of the opponent.

Game Structure



Technical

Screens

1. Title Screen

- a) Start Game
- b) Quit Game
- c) Settings

2. Level Select

- a) Level 1
- b) Level 2

3. Settings

- a) Sound Control
- b) Credits
- c) Help

4. End Credits

Controls

For this game, just keyboard is required. There is no requirement of mouse. Players have to use “WASD” and Arrow Keys to move around the screen and Shift/ Space Bar keys to use weapon.

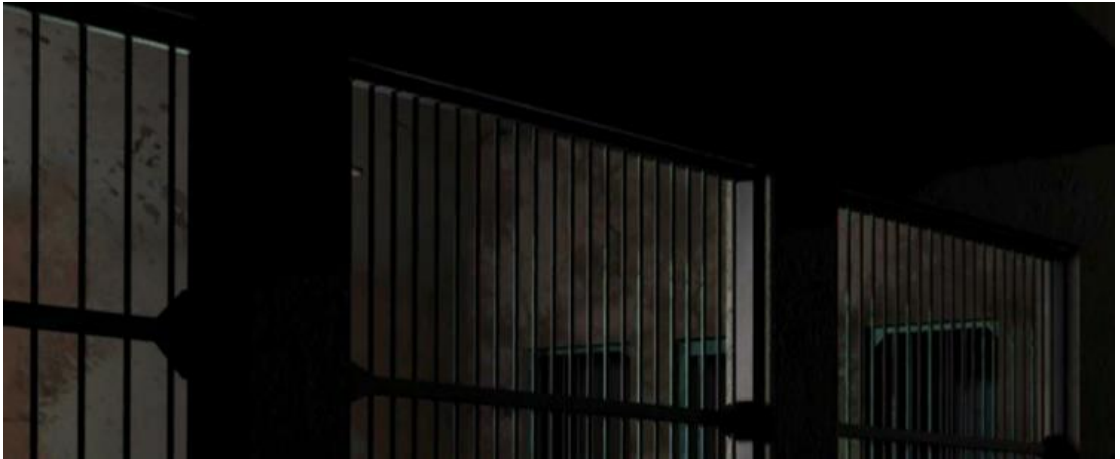


Level Design

Theme

1. Mood

- Dark and Calm



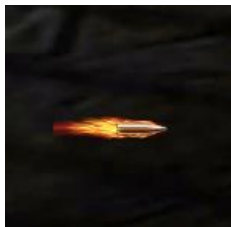
2. Objects

- Spikes
- Wall
- Moving Floor



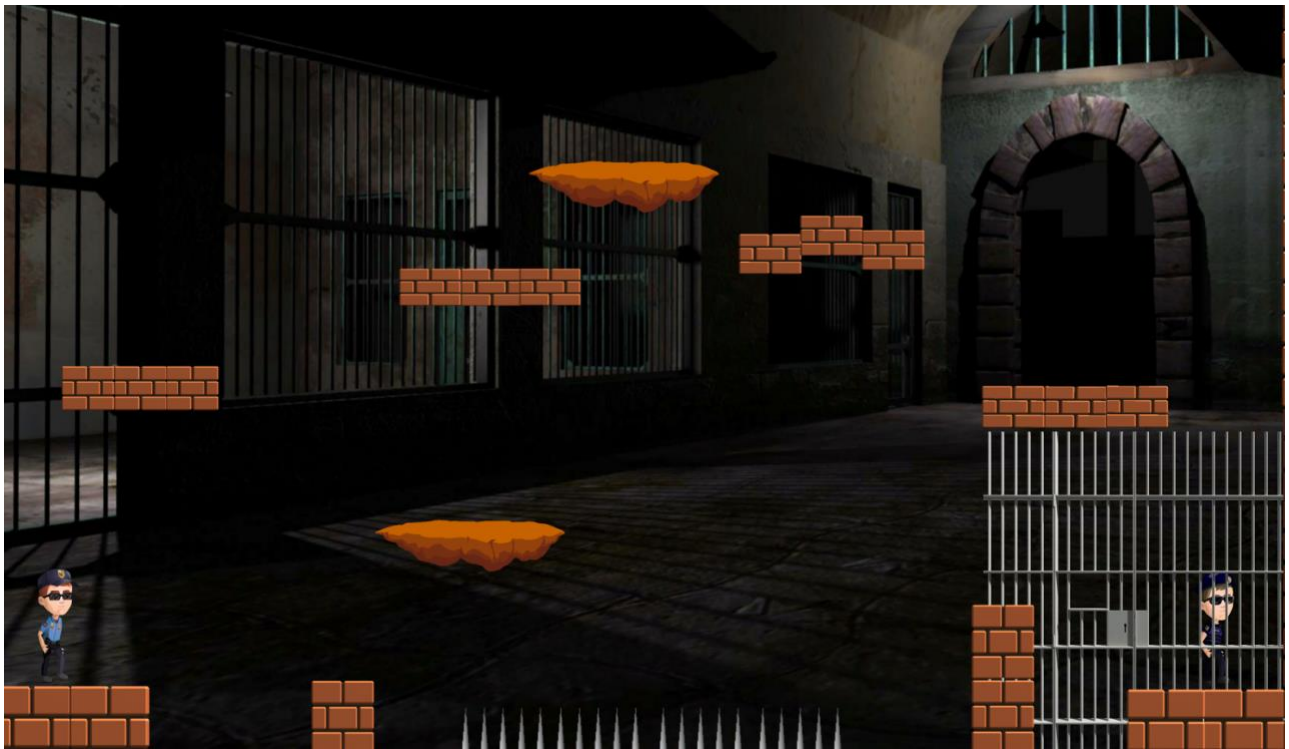
3. Interactive

- Bullets



Game Flow

1. Players starts in a prison
2. Cop should go right to attack prisoner
3. Prisoner should go left to attack the cop
4. They both have to use the walls to save themselves from bullets
5. There will be hurdles that each player has to avoid to keep their lives up.
6. Player can shoot each other using the guns.



Graphics

Style Attributes

In this game I have used mostly dark colored backgrounds with bright colored objects. The reason behind this is that the objects are easily visible, and players don't find any difficulty while engaging with the game.

The graphic style that are used in this game are cartoony. Both, smooth curvature and sharp angles have been used while designing the game. For borders, sharp angles have been emphasized while for the characters, smooth curvatures were focused.

Graphics Needed

1. Characters

Human Like

- a. Cop (idle, running, jumping, shooting)
- b. Prisoner (idle, running, jumping, shooting)

2. Blocks

- a. Stoned Bricks
- b. Moving Bricks
- c. Metallic Spikes
- d. Wall

3. Other

- a. Life Hearts
- b. Blood Stains

Player

Game Characters

A prisoner found out the key to escape his cell but as soon as he got off, the cop came and saw him escaping the prison. The prisoner has a gun, so the cop has no choice but to kill the prisoner. The prisoner also has to save himself, so he has to kill the cop.



Player Metrics

Max Health: 5 Hearts

Attack Damage: N/A

Time to attack: Depending on gun

Player States

Idle: This state involves the loop animation where the player is just bouncing on its spot. The image is on loop until the player moves.

Move: The movement animation will take place when the character moves left or right.

Jump: The jump animation will make the character jump on its spot or while running and it will trigger the jumping animations.

Shoot: This state involves the animation in which the character shoots the opponent. It will trigger when the player hits the shooting button

Sounds/Music

Style Attributes

The sound in the game are consistent and are used wherever necessary. The main music is very intense which goes with the mood of the game.

For this game, cartoony sound effects have been avoided and some realistic effects have been added instead. Realistic sound effects like jump, run and hit has been added. These effects have been added to let the player know what is happening.

Volume, panning, and frequency/pitch are all important in both music *and* sounds and hence, they have been tested before adding to the game.

Sounds Needed

- a. Running Footsteps
- b. Jump
- c. Hit
- d. Shooting bullets
- e. Dying

Music Needed

- 1. Exciting Main Menu track - "Rataan Instrumental"
- 2. Funny Settings track - "Robert B. Weide theme music"
- 3. Intense Gameplay track - "Daredevil style"

Wishlist

Add more Levels

Add more levels with higher difficulty level in the next update.

New Settings

More options should be added like an option to change player's appearance or to change player's gender.

More Options

It is a 2-player game but in the future, add an option in which player can compete with the computer.