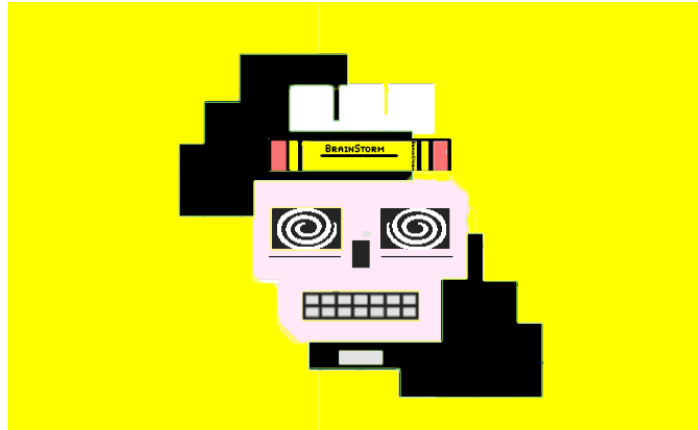
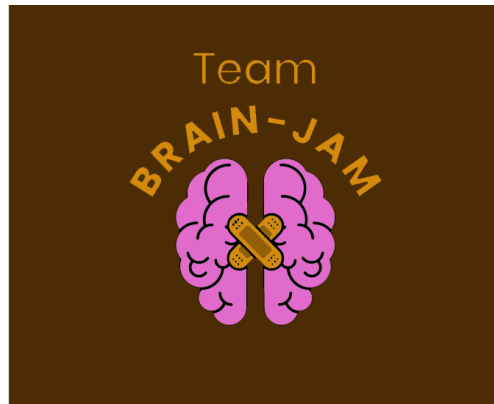


# BRAINSTORM



## GAME DESIGN DOCUMENT



IM 289-03

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## ***High Concept:***

Brainstorm is a 2D side scrolling platformer where the player fights brainwashed students and overcomes puzzles in a multi-level adventure.

## ***Summary:***

Brainstorm is a game about a sophomore named John in Moss State University, a college focused on building the creative skills of its students. Upon waking up one day, John notices all the students became infected with a virus that uninspires every creature inflicted. With the entire school losing the creativity it's known for, it's up to John to find a way to save the inspiration.

This game will be a mix of platforming and adventure. The player must explore each of the buildings to look for the abilities they need to progress and eventually save the university. Enemies will block their path, and the player will have to use the arsenal of skills they gather to either get around or through them. The player will have three lives, and if they are hit by an enemy/environmental hazard, they lose one. If the player loses all three, they have to restart the level. On the flip side, if the player saves the professors and makes it to the final boss, they can save the students from the virus and beat the game.



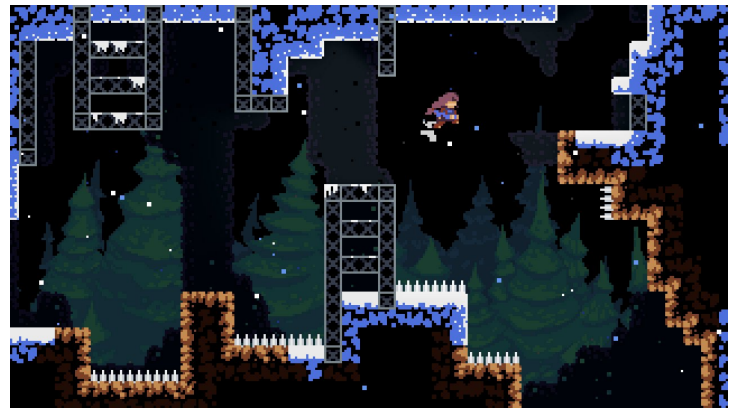
## ***Game Mechanics:***

**3 hearts:** At max you will have 3 hearts and each time you get hit you will lose a heart. When you reach 0 hearts you will lose a life and be sent to a checkpoint closer to where you died.

**Win Condition:** completing the level, completing the game, and getting the video game items from the professor

**Lose Condition:** Whenever you take damage you will lose one heart. After 3 hearts are lost you are sent back to the last checkpoint.

**Movement:** For the movement of the game it will consist of running, jumping, and dashing to avoid students who are uninspired and aggravatedly trying to harm you.



**Combat:** For combat your way of defending yourself is by utilizing your brainstorm. Then, when you reach the combat stage/level your brainstorm will adapt to fit the need of colosseum combat by turning into a sword.

**Puzzles/Traps:** For puzzles the only place you will find intricate puzzles is in the puzzle level/stage. The brainstorm will evolve to be ready for puzzles shutting robots that you see with lightning.

**The “Brainstorm”:** The mechanic within the game that almost everything revolves around

- The brainstorm has a base function of shocking the students with a spark ability that will re-inspire they’re uninspired
- It has different uses as you progress through the game
- For each level the brainstorm prioritizes a function specifically for the levels environment
- On the final boss you will utilize each level of the brainstorm to beat the boss
- On stages/levels you can use brainstorm functions you got from other levels inside other levels as needed
- The brainstorm “override” specifically takes a strong lightning bolt and shoots it out as a projectile at robots and platforms temporarily freezing them. As well it is used to open locked doors
- The brainstorm “Cloud Sword” will equip a sword made of a storm cloud that when it passes through enemies it re-inspires them. But when it hits projectiles they get destroyed.
- The brainstorm platform ability will give you a double-jump that is always accessible and used throughout the game.
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## *Characters:*

### *Player:*

*Student:*



- John Van Damme
- Colorful hair

### *Enemies:*

#### ***Uninspired Students:***

Chase after the player to infect them with un-inspiration

- Football Players
  - Throws Footballs at range
  - Damage on sprite contact
  - Low speed
- Fencing
  - Slices with a sword when near
  - High speed
- Climbers
  - Stationary
    - Throws carabiners from afar
  - Mobile
    - Punches player when in line of sight
- Robot
  - Simple enemy type, mostly goes back and forth between a certain area
  - Damages player on contact

## *Boss:*

### *Superintendent/Principal:*

- Mostly environmental boss
- Defeating the grunts grants you the opportunity to damage the boss directly



## *Npcs:*

### *Elizabeth York:*

- Female Basketball coach who stands for no nonsense
- Wears a tracksuit and has a ponytail



### *Romeo Dobbs:*

- Athletic climbing teacher, with glasses and a hat



### *Isaac Stafford:*

- A skinny, man with blue hair and a mustache



## *Environment:*

Brainstorm takes place at a University known for its creative freedom and the unique ideas constructed by its students. One day however, a mysterious virus appeared out of nowhere and stole the inspiration of every student on campus.

The professors who remain unaffected have locked themselves away in the campus buildings, which are now flooded by the infected students who are looking for whatever inspiration they can find left.



**ICC (Inspiration Creation Center)(Mixed Level):** A building where most Interactive Media classes were held. This building was hit first and the hardest, with every student in the department becoming infected almost immediately. Seems to be the most heavily populated building with the infected. The ICC has three floors filled with all kinds of technology, including a broadcast room that seems like it could be important if it were ever used.



**B.E.N.(Business & Engineering Nexus)(Puzzle Level):** The University's engineering building, where engineers of every type gather and invent their wildest imaginations. Unfortunately, now there are no more inventions with no more inspiration within its students. The only remnants are the robots that the engineering students have repurposed to capture inspired students. The newest, and by extension nicest looking building on campus. While this building also consists of three floors, they are double the size and even has a basement.

**Renaissance Stadium (Combat level):** The University's stadium for their sports teams. As expected, now it's filled to the brim with uninspired members of those same teams. The stadium is wide open, having a spot for football, basketball, and fencing respectively. Surrounding all the fields within is a track that separates the wall/seats from the action within the stadium.

**Azlea Gym (Platform level):** A beautiful building with plants scattered on the window sills. The building contains a track on the upper floor that surrounds a large open court. The training equipment is all packed together in another section of the upper level, with large windows allowing light to pour in. Overlooking the entire gym is the indoor rock climbing wall that extends all the way to its ceiling. Unfortunately, the building has begun to fall apart with debris laying around after the bodybuilders on campus began to smash the floors and walls in an attempt to prevent anyone from entering or leaving.



## *Citations:*

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