

<Project Flash>

<Your Company Logo Here>

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Special thanks to Alec Markarian
Otherwise this would not have happened

Reformatted by: Brandon Fedie

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Assets Needed

2D

3D

Sound

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Schedule

<Object #1>

<Object #2>

<Object #3>

<Object #4>

Overview

➤ Theme / Setting / Genre

- Theme: Cyberpunk + Aztec + Ultra-Violence
- Setting: Fictional City of “Cipactlitlan” (seaside city)
- Genre: 2D Shoot’em Up (2D Version of My Friend Pedro)/Platformer

➤ Core Gameplay Mechanics

- Damage Dealing: Primary method of dealing damage to enemies in this game is a knife. Can be used up close or from range. Potentially add a mechanic to throw the knife and teleport to the location? Players can use an explosive version of knives or use plantable explosives to deal damage.
- Bounce: Throwable objects are able to bounce off certain surfaces, UI indicates trajectory for which player can throw along to distract or kill enemies
- Destructible Environment: There are destructible environment items that have a visual cue. These can be used to damage enemies by toppling over or destroying them.
- Item Drops: Dead enemies drop item pick-ups/buffs. However, these items will also scarcely be spread out across a level.
- Timing Rank: Players are ranked on time taken to complete a level.

➤ Targeted platforms

- PC (steam)

➤ Monetization model (Brief/Document)

- <Monetization Type> - Premium (pay upfront)
- <Link to Monetization Document>
- /How do you plan to monetize the game?/

➤ Project Scope

- <Game Time Scale>
 - <Cost?> /How much will it cost?/ - We are currently on a budget of \$0
 - <Time Scale> /How long will it take to make this game?/ My estimate is anywhere from 9-18 months. I would make my final estimate 12 months ([see schedule tab](#)), that is if most of the team members below are able to give the game the full attention it needs. Extending the schedule by an additional 4 months to reach 18 total is fine. The purpose of this project is to create a game that is at least 4 hours long and offers replayability through different weapons that offer different playstyles.

- <Team Size>
 - <Core Team>
 - <Andre>
 - Gameplay + UI Programmer
 - Gameplay Designer
 - Narrative Writer
 - Animation (in-engine)
 - <Gabriel>
 - Art Director
 - Sprite Production
 - <Kevin> ?
 - Music Director
 - Music Production (Possibly thinking about Keith on board as well for music production)
 - Programming?
 - <Marketing Team>
 - <Richard>?
 - Design Studio Logo
 - Edit Trailer?
 - Idk that much about marketing tbh so I will need help fleshing this out
 - /List as many marketing team members as you need to/
- <Licenses / Hardware / Other Costs>
 - Don't know much about licenses either, will need help fleshing this out.
 - Possible LLC Registration?
 - Considering we all have PCs capable of developing a 2D game, costs should be \$0 for hardware.
- <Total Costs with breakdown>
 - [LLC Registration](#) ~ \$115
 - [Steam Game Registration](#) ~\$100

➤ Influences (Brief)

- <Ricochet Kills 2>
 - <https://www.addictinggames.com/shooting/ricochet-kills-2> (flash game)
 - Projectile bouncing mechanic was what this game was centered around.
- <Doom 2016/Eternal>
 - <https://store.steampowered.com/agecheck/app/379720/> (Game)
 - Doom 2016 and Doom Eternal both master the fast-paced environment that this project strives to achieve, players should be compelled to get back into the action for the chance of regaining health/resources.
 - Music
- <My Friend Pedro>

- https://store.steampowered.com/app/557340/My_Friend_Pedro/ (Game)
- Ranking Mechanic (sort of), Level Design, humor
- <Hollow Knight>
 - <https://www.hollowknight.com/> (Game)
 - Lighting effects, Parallax
- <Ghost Runner>
 - <https://store.steampowered.com/agecheck/app/1139900/> (Game)
 - Cyberpunk Aesthetic

➤ **The Elevator Pitch**

/Pretend that you are pitching your game to an executive in an elevator. You have less than 60 seconds./
If Doom was fused with My Friend Pedro but you play as “Cyberpunk-Aztec” Minato.

➤ **Project Description (Brief)**

<Two-Three paragraph description>

➤ **Project Description (Detailed)**

<Four-Six paragraph project description>

What sets this project apart?

- Theme: the Aztec theme is one that I feel is underutilized and can offer many interesting stories based on Aztec mythology.
- Playstyle Choice: Players should be able to play the game in any which way they so choose. They can go for brutal kills or play as a pacifist, guns blazing or sneaky. What sets it apart from playing pacifist in “My Friend Pedro” (MFP) is the design of certain weapons to adhere to that playstyle. Meanwhile, in MFP, you are forced to play at a large disadvantage since it was not the way the game was meant to be played.

➤ Core Gameplay Mechanics (Detailed)

- <Damage Dealing>
 - <Details>
 - The player starts with a melee only weapon (machete) but early on in the first level the tutorial should drop them a throwable knife which they can use to take out enemies. Another mechanic that stems from this one is the ability to teleport to a knife you’ve thrown, that should come in later in the game. There should also be a mechanic of an exploding knife that deals damage upon impact to an enemy or destructible environment items (explained in a section below).
 - <How it works>
 - The the player presses the bound key for the knife in order to bring up the trajectory UI which they use to line up where they want to throw their knife. If the knife is a knife they can teleport to, they may teleport to it at any time by pressing the key they used to throw it again. Upon hitting an enemy or surface (a surface that doesn’t allow the bounce mechanic stated below), the knife should return to the player’s hand, if it is a teleport knife, it should initiate a small cooldown. Detonating an exploding knife is triggered the same way as teleportation, allowing for an early detonation if the player chooses to.
- <Core Game Mechanic #2>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #3>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/
- <Core Game Mechanic #4>
 - <Details> /Describe in 2 Paragraphs or less/
 - <How it works> /Describe in 2 Paragraphs or less/

Story and Gameplay

➤ Story (Brief)

- <The Summary or TL;DR version of below>
- TL;DR Main Character is fighting a war against a corporation called Cortes Industries who seek to gain control over city resources (water, power, political positions) and hike up prices and turn it into a police state.

➤ Story (Detailed)

- /Go into as much detail as needs be/
- /Spare no detail/
- /Use Mind Mapping software to get your point across/
 - Need more time to flesh this out

➤ Gameplay (Brief)

- <The Summary version of below>

➤ Gameplay (Detailed)

- /Go into as much detail as needs be/
- /Spare no detail/
- /Combine this with the game mechanics section above/
-

Assets Needed

➤ 2D

- Textures
 - Environment Textures
- Entity Sprites
 - Sprites for players and enemies

➤ 3D

- N/A

➤ Sound

- Sound List (Ambient)
 - Outside / Inside
 - Ambient noise for each level
 - Loopable music for each level
- Sound List (Player)
 - Character Movement Sound List
 - Running sound for different materials
 - Jumping Grunt
 - Teleport Sound
 - Character Hit / Collision Sound list
 - Knife Bounce sound
 - Character Pick Up Item sound
 - Knife “whoosh” sound
 - Knife Hit Flesh sound
 - Knife Hit (x) material sound
 - Explosion sound
 - Body Dismemberment sounds
 - Environment collision sounds
 - Character on Injured / Death sound list
 - Character Injured Sound (variations)
 - Character Low Health Sound
 - Character Death Sound
 - NPC Stun Sound
 - NPC Death Sound (variations)
 - NPC Injured Sound (variations)

➤ Code

- Character Scripts
 - Player Base Class (Health and Damage)
 - Player Controller
 - Damage System
 - Dialogue System
 - Projectile movement
 - Projectile Base Class (How much damage each type does as well as the ability it grants the player)
- Ambient Scripts (Runs in the background)
 - Game Controller
 - Audio Playback
 - Scene Transitions
- NPC Scripts
 - Enemy Behavior
 - Several different types of enemies and behaviors (follow on ground, follow in air, patrol, instakill etc.)
 - Enemy Drop Items
 - Enemy Base Class (Health and Damage)

➤ Animation

- Environment Animations
 - Environment Destruction Animation
 - Background Animations
- Character Animations
 - Player
 - Idle
 - Move
 - Attack (ranged and melee)
 - Death
 - Particle Effects
 - NPC
 - Move
 - Attack
 - Death
 - Dismemberment: Dismembered body parts emit from dead enemies, doesn't add anything to the gameplay, simply a design choice to fit the ultra-violence theme.

Schedule

➤ <Basic Setup>

- 2 Weeks
 - Basic World Physics
 - Movement
 - Spawning and Dying
 - Main Menu
 - Placeholder Assets
 - Settings Menu
 - Placeholder Sounds
 - Pause Menu
 - Audio System
 - Narrative
 - Cultural Research
 - TL;DR
 - Act 1 Brainstorm

➤ <Core Mechanics I & Act 1>

- 4 Weeks
 - Projectile Throwing System
 - Projectile Bounce System
 - Basic Enemy
 - Item Spawns and Drops
 - Cutscene System
- Narrative
 - Act 1 script and start Act 2 if done early

➤ <Core Mechanics II>

- 4 Weeks
 - Explosive Weapons
 - Destructible Environment Pieces
 - Ranking System
- Narrative
 - Act 2 & 3 script

➤ <Level & Enemy Design> (Repeat Until There Are 45 stages)

- 4 weeks
 - Design and Implement 5 playable stages with a consistent theme

- Design and Program enemy types with a consistent theme (stop at 9)
- Design and Produce Player, Weapon, and Enemy Sprites
- Animate Player, Weapon, and Enemy Sprite
- Design and Produce Gameplay Audio, Ambient Tracks, and Background Music.

➤ **There Should Be A Total of 45 Stages With At Least 9 Different Enemy Types**

- This brings the total number to 46 weeks or 11.5 months