

TDDD23 Game Project Plan [Duck Typing]

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Initial Words

This game is already mostly finished, as I wanted to do most of the work during summer before the course started.

Game Idea

Duck Typing is a 2D incremental game centered around typing. The core gameplay loop is typing a shown word to get “breath”, a form of ammunition. Your duck then uses that ammunition over time to quack at humans. Once a human has been “quacked” enough it is defeated and leaves behind breadcrumbs, a currency which you collect. Using those crumbs, you can buy upgrades for your duck, increasing its power exponentially. The humans also increase their power, but *slightly* more exponentially.

The gameplay should be customizable to the player’s preference, being viable for both quick- and slow-typing players. Faster typing should obviously be more rewarding, but any speed should be viable. Typing accuracy should also be rewarded.

The game takes inspiration from incremental games such as Cookie Clicker and AdVenture Capitalist, and from typing games such as The Typing of The Dead.

Game Tech

The Unity engine is used as it’s free, powerful, and easy to use.

Progression in the Game

The progression in incremental games can be challenging to get right. The genre is based on watching numbers grow bigger, whether it is your fire rate, damage, money, or health. At the start of the game, your duck may be quite slow-quacking and weak. With upgrades, your duck grows more powerful the longer the game goes on.

If you are a quick typist, you can acquire ammunition (breath) quicker and hence sustain a higher fire rate, but if you are slower you can invest into raw damage (quack intensity) instead. Fire rate upgrades are generally cheaper than damage.

There is a maximum amount of breath you can hold at once, and you can extend that cap with upgrades. This is good if you like to type a large amount of words to stockpile ammunition, and then go away from your computer while your duck fires that ammunition.

There is also a powerup system. When you type any word there is an x% chance of receiving a powerup, which you can activate with a key on your keyboard. These are very powerful, such as

multiplying your fire-rate by 100, or giving triple damage for 10 seconds. Powerups are intended to reward active typing even if your ammunition bar is full as they are rolled per word typed. It is possible to increase the probability of a powerup appearing through an upgrade, if you want to center your gameplay around that.

Because of the genre, having a “win condition” is quite unnatural. The game is mainly intended to be satisfying typing-practice. If necessary, a “win-condition” could be implemented by for example, reaching a particular wave of enemies or buying a super-expensive item in the shop.

The progression is initially to customize your duck to your liking through certain upgrades, and then to increase its power over time in a satisfying way.

In-game feedback and visuals for teaching the game

The game should be quite self-explanatory if you get the visuals right. The word that the player should type is initially in a grey font, and with each letter typed correctly, the letter turns green and a satisfying typewriter-click is heard. Once the word is fully typed, your ammunition bar increases and the duck starts quacking, hopefully the player correlates the two.

As the duck quacks, the health of the humans decreases. Once the health hits zero you hear a “ka-ching”-sound and you get some crumbs (money). There is also a particle animation of crumbs falling over the shop. At that point one should notice the shop and its upgrades, “1.1x quack rate – 10 crumbs” should be obvious what it does.

When a powerup appears, the word is golden by default instead of grey. Once the word is typed a powerup-sound is played and some text appears explaining which powerup you currently have stored and what it does.

With a short text at the start of the game outlining what the game is about, the player should naturally go to typing the word and seeing the chain of events happening.