ITI Graduation Project

Game design document

Version 1.1

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Overview

Fluffs is about escaping the stress of our lives and jumping into a world full of fantasy and colors, throughout the game, you get to meet the delightful inhabitants of fluff-land: The fluffs, and you get to help a fluff solve various physics based puzzles to retrieve his wandering children…and avoid an earful from his mate.

What is different in our game?

This game requires dexterity and accuracy to direct your projectiles as well as thinking skills to solve the puzzles yet it is all wrapped up in a bright, friendly environment where you can enjoy the feeling of taking care of your fluffs and get adorable and enjoyable reactions from them with in various situations you will be exposed to during the game progress.

The game is divided to a group of levels with a shared theme, the level should contains one puzzle in almost static stationary environment so the player will be able to pass a level in 1-2 minutes, the game is targeted to all ages, and can be played any place and any time you have a couple of minutes to yourself.

The game is a physics/puzzle based game, designed as a standalone for mobile platforms.

Game mythology and style

This game universe is an imaginary fantasy world (fluff-land) based on earth but more idyllic; everything is colorful and bright, even the tiny creatures which live there (fluffs) have vivid, intense colors. There are a lot of fantastical constructs which also give a sense of joyfulness and ethereal beauty, intensely green grass, exotic flowers and plants, and trees which bear shiny orbs instead of regular fruit.

The main characters in the game are fluffs, the inhabitants of fluff-land; they are small, fluffy, ball-shaped creatures with giant anime-like eyes, and small antennae. There are adult fluffs which can be male or female, and child fluffs which are asexual

The back story for fluffs is quite simple, it involves a frantic father fluff trying to locate his missing children –who ran off after he fell asleep- before his mate returns, the concept is illustrated in further detail below.
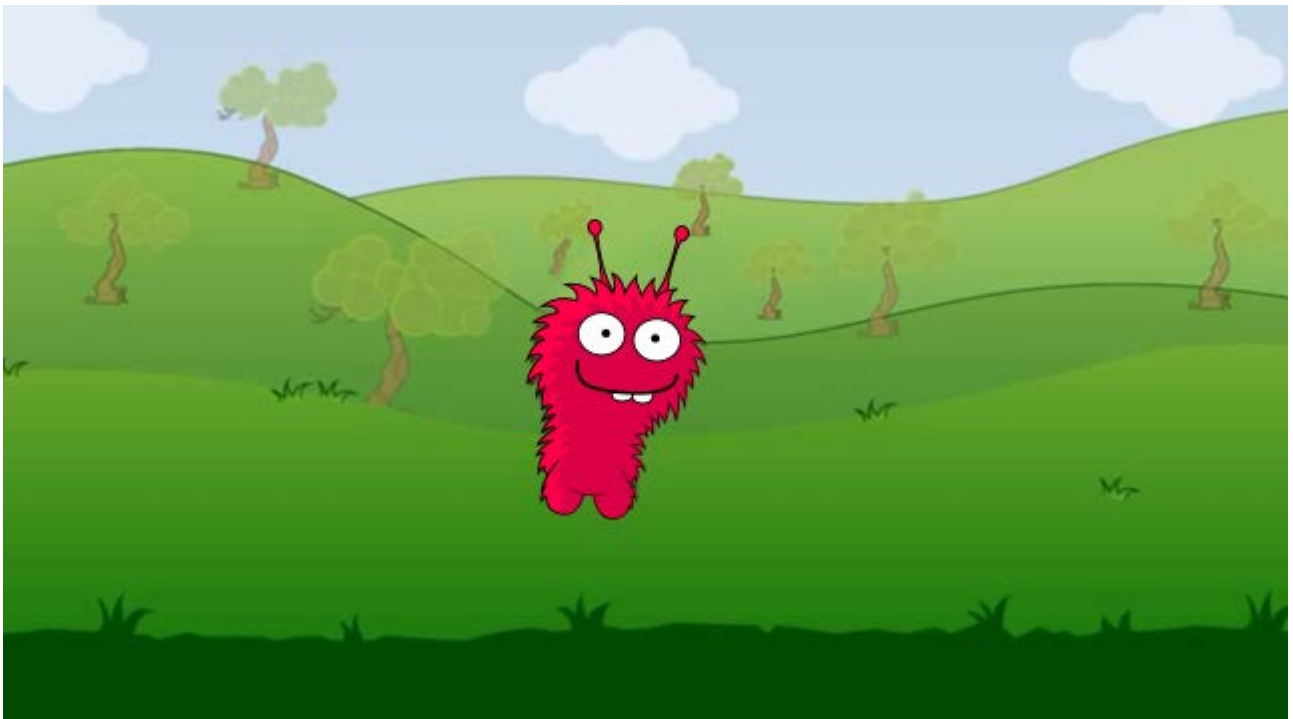
In fluff-land a happy family of fluffs live in peace (Flopsy and Foxy's Family)

One day the mother (Foxy) left on an errand and left the father (Flopsy) to watch over the children
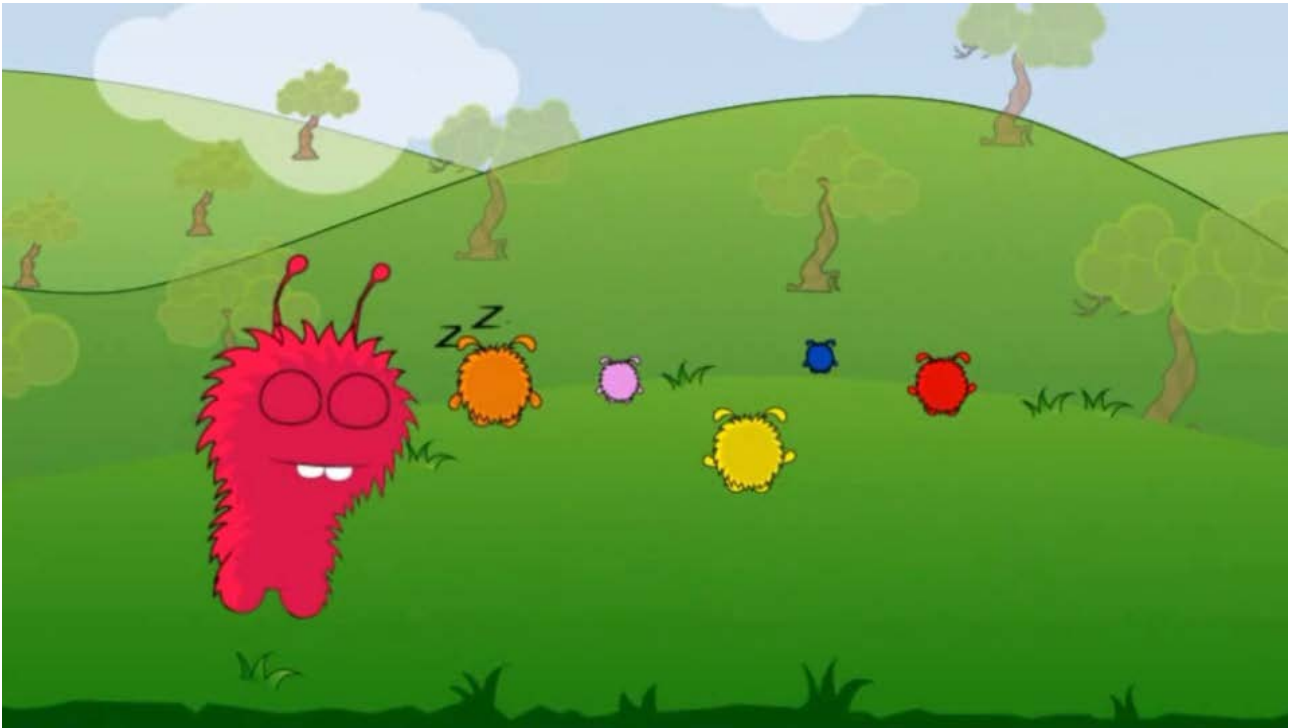
The father (Flopsy) fall into a doze, and the baby fluffs all went haring off on their own

So after waking up he found himself alone and he couldn't find any of his beloved kids.
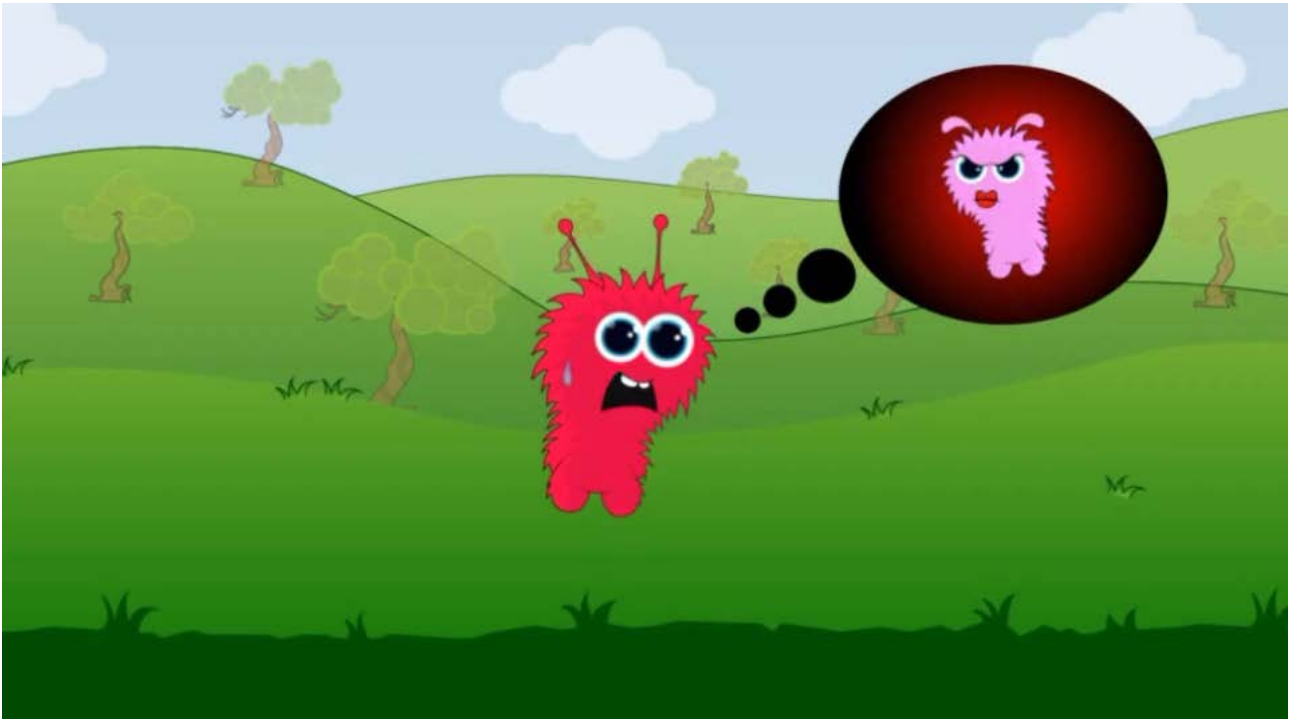
He was scared of what his temperamental mate would do if she found out he lost the kids

So he went out on a quest to find and return them before his mate comes back and gives him the thrashing of a lifetime.

In each level the father fluff (Flopsy) should recover one or more of his kids till he finds them all

The game mode should be humorous and full of fun; it is designed without any antagonists, evil characters or creatures, so that even while being challenged, the player still views the game as a bright, entertaining environment.

Game flow

In each level the fluff faces a different puzzle, he will use his abilities in different combinations to respond to the various constructs and environments, the fluff will be

- Cutting objects
- Burning objects
- Activating catapults
- Creating bridges

Game elements, characters and units

Game Elements and Constructs:

Exploded projectile:

The exploded projectile is an exploded Object like a gear in its shape, once flicked by the fluff it flies in a linear trajectory. It can cut certain elements, like vines and suspended orbs.

Exploded projectile is an accumulative object through the levels.

Fireball:

The fire ball is also similar to the exploded projectile, but it is generated between the fluff's antennae, once completed, it is flicked to the desired target, it can be used to set tinder on fire, burn through foliage that is resistant to the projectiles (Ex. ensnaring bush). It cannot affect the Tree Trunk

Enclosing Vine:

The enclosing vine is nature based version of rope, it can be used to tie ends in plants, to hold suspended objects…etc.

Vine sensitivity may differ according to different levels, sometimes it can be cut through catapult plant projectile only, and sometimes it can be affected also with the exploded projectile

Ensnaring Bush:

The ensnaring bush is a lighter version of flesh eating plants, it traps an object within, and is resistant to the exploded projectile, however it may be burnt using the fire-ball

Tree Trunk:

The Tree Trunk, instead of regular fruit, sometimes the trees bear Special kind of fruits which offer different actions with different elements like sleeping fruits, sneezing fruits and others, the Tree Trunk is impervious to needles or fire balls.

Fruits:

Tree Trunk fruits as well as normal trees (they don't always appear), they can be sneezing/sleeping or even generate popcorn inside it (Popcorn fruit need to be heated first), and can be used for a variety of purposes, sometimes to make the catapult plant sneezing to be able to use its projectile, and sometime to make the catapult plant sleep or generate a lot of popcorn to make a bridge.

Catapult Plants:
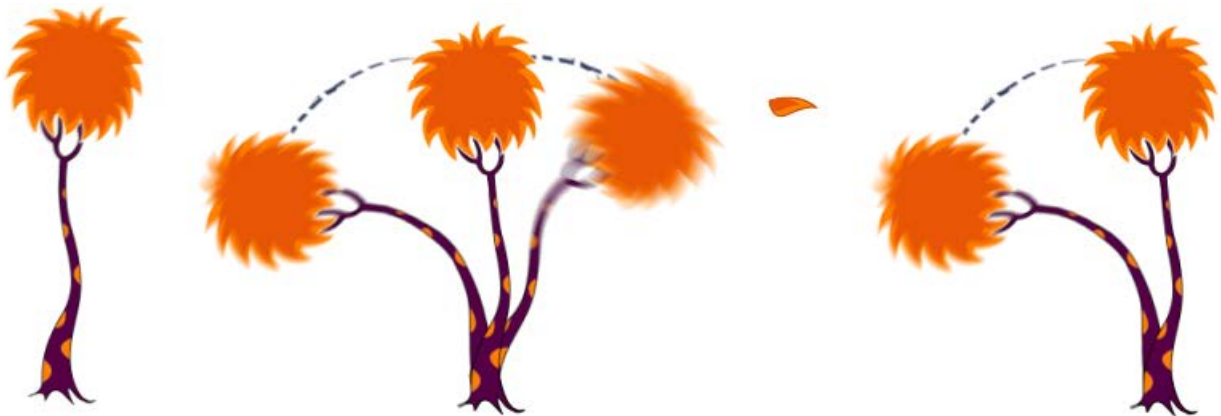
The catapult plant is a plant with a very thin stalk/shoot and a bushy head of leaves on top, it's role is two-fold; when sleeping fruit powder are dropped on it, it will lean down and act as an ad-hoc bridge, when sneezing fruit powder are dropped on it, it will sneezing and throw a projectile to a far distance.

Wind Shears:

On occasion, there will be wind shears which can deflect the projectiles and extinguish fireballs, the player will need to correct for wind-deviation, or in the case of fireballs (shears will be intermittent) player will have to time the throw so it doesn't get intercepted by a wind shear

Game Characters:

Father Fluff (Name Flopsy):

The protagonist of the game, the father fluff is out searching for his wandering kids, each level is passed by retrieving one of the kids, the father fluff solves the puzzle in order to open the way to his child, he is able to throw exploded projectiles and fire-balls.

Child fluffs:

Each level contains one of the wandering child fluffs, they are usually entrapped in at the core of the challenge, and once the puzzle is properly solved, the fluff returns to its father.
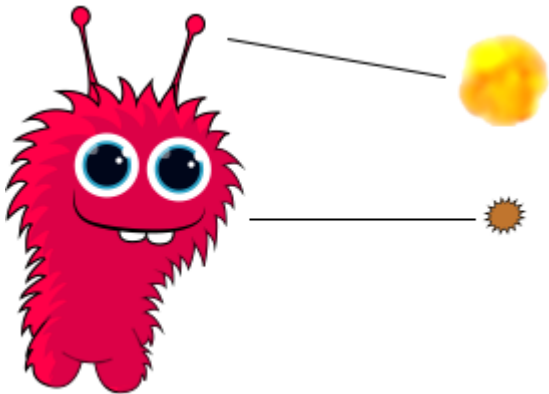
Mamma fluff (Name Foxy):

The driving force behind father fluff's fervent search, she only appears in the game intro, and is not involved in game play, father fluff is trying to find all the children before she comes back, and occasionally she features in his thoughts (bubble like nightmares)

Game Abilities:

Projection:

The core ability of the fluff, is its ability to project, it works in two ways; either shooting exploded projectiles from its body, or shooting fire-balls which are formed between its antennae.

Game modes

Aside from the standard play mode, the game will contain the following modes:

Intro mode

It features a video of the story of the game and it will be played only once before level 1 from set 1

Main Mode

Features the main menu where we have the following options:

- Play

- Options

    o Enable/disable (sound, music)

    o Credits

- Quit

- Facebook

Loading screen

It will be some kind of container which gets filled with child fluffs until the brim (next level loaded)

Levels screen

The played levels will be represented as numbers, while the locked levels will be covered by a lock.

Sets and Levels

Forest Set

At this set the father fluff will search for his kids inside the forest and the view will be trees and different kind of plants.

Level 1

Introduces

- exploded projectile
- Enclosing vine

Level Content

During this level, the player learns about using the exploded projectile.

Player throws an exploded projectile to cut an enclosing vine.

Level2

Introduces

- Tree Trunk

- Sleeping Fruit

- Catapult plant

Level Content

During this level, the player will first see the Tree Trunk, they will also learn about the effect of dropping a sleeping fruit powder on a catapult plan.

Player throws an exploded projectile to hit the sleeping fruit, which then drops a sleeping powder on a catapult plant and turns it into a bridge for the child fluff.
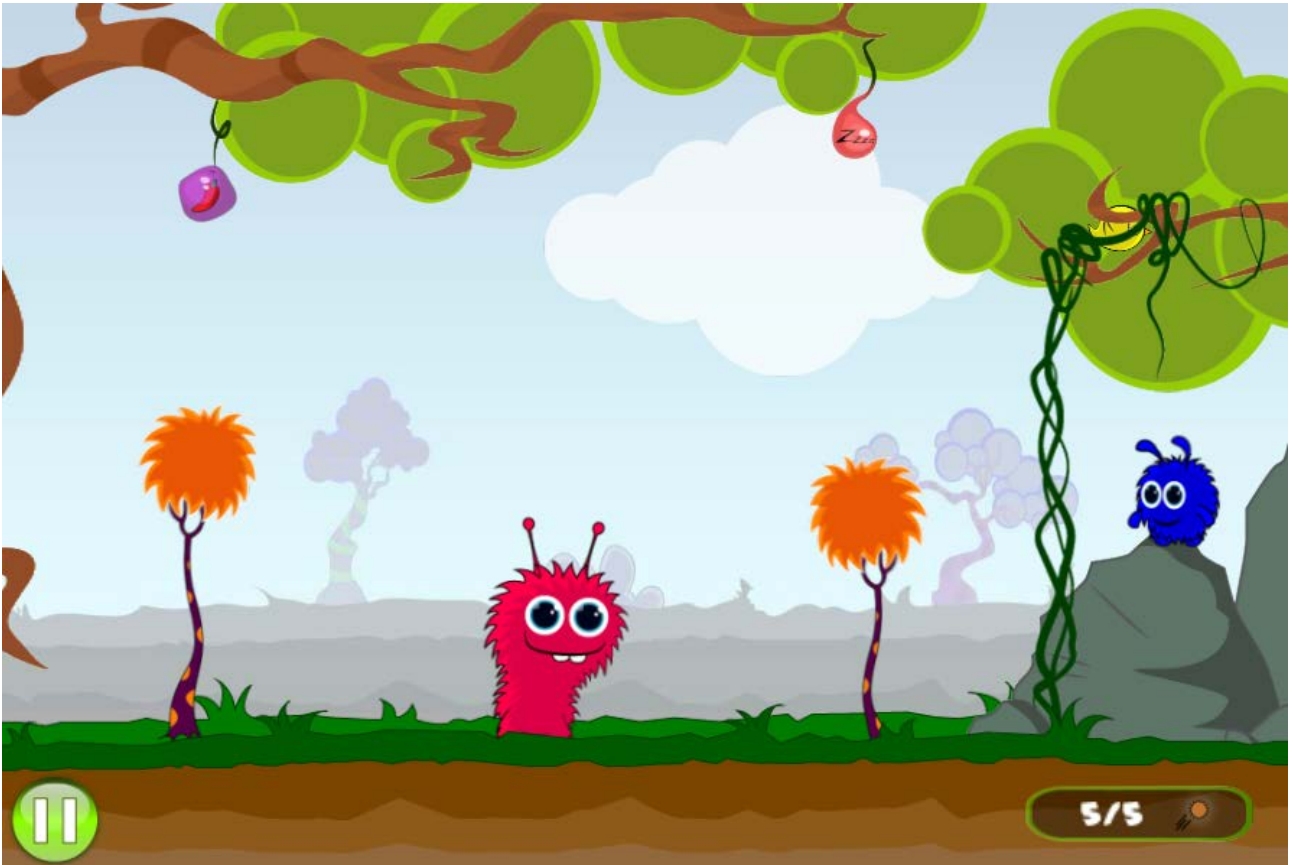
Level3

Introduces

- Sneezing Fruit

Level Content

During this level, the player will learn that some kinds of vines won't be affected by the projectile so he will learn about new way to cut it using the effect of dropping a sneezing fruit powder on a catapult plan and using its projectile to cut these new kinds of vines.

Player throws an exploded projectile to hit the sleeping fruit, which then drops a sleeping powder on the right catapult plant and turns it into a bridge for the child fluff and then the player will throw another one to hit the sneezing fruit, which then drops a sneezing powder on the left catapult making it sneeze throwing a small but affected projectile to cut the vine opening the way to the baby fluff.

Level 4

Introduces

- none

Level Content

In this level the player will learn to combine all the tricks he learned in earlier levels, he will also learn how to save more than one fluff at the same level.

Player throws an exploded projectile to hit sleeping fruits one by one to generate bridge for the right baby fluff, then after saving the right baby fluff the player should hit the sneezing fruit to cut the vine to be able to open the way to the left baby fluff.

If player cuts the sneezing fruit before moving the right baby fluff first, the catapult plant will simply sneeze and back to its original, and the player will have to restart the level.

Level 5

Introduces

- Constant wind shear

Level Content

During this level, the player learns that constant wind shears will skew their projectiles, and that catapult projectile can pass through Constant wind shears, and they can also tear enclosing vines

Player throws exploded projectile, gets skewed by wind shear, player must throw a projectile at a sneezing fruit so it drops its sneezing powder which makes the catapult plant through its projectile through wind shear, tears enclosing vines, and frees child.

If player cuts a sleeping fruit instead of a sneezing fruit, the catapult plant will simply fall down the other side, and the player will have to restart the level.

Level 6

Introduces

- none

Level Content

At this level player learns how to use constant wind shears to redirect the exploded projectile to hit a specific object and at that level the player will be more familiar with using wind shares.

Player throws an exploded projectile to cut the sleeping fruit, then using the wind shared to get the projectile skewed to hit the vine opening the way for the baby fluff.

Level 7

Introduces

- Intermittent wind shear

Level Content

During this level, the player will learn about how to utilize an intermittent wind shear to re-direct his projectile into inaccessible areas.

Player needs to cut the vine (that kind which the projectile won't affect), the only way to do it is to use catapult plant projectile, player will hit the sneezing fruit when the wind is blowing, the wind will skew it upwards so it reaches the vine cutting it.

Level 8

Introduces

- none

Level Content

During this level, the player will learn how to be more familiar with intermittent wind shear and how to use it to re-direct his projectile into inaccessible areas

Player needs to create a catapult plant bridge to child, the only way to do it is to strike a projectile when the wind is blowing, the wind will skew it upwards so it reaches a sleeping fruit which will create the bridge, once that is done there is a clear path to the enclosing vine, but this time player must throw his projectile when the wind is not blowing.

Level 9

Introduces

- none

Level Content

At this level the player will learn how to combine between all the last features and he also will learn more about the two kinds of wind, he will learn that the constant wind can't redirect the

catapult   plant   projectile   but   the   intermittent   can.

Player needs to create bridge to his kid but there is two wind shares as barriers so the only way is to use catapult plant projectile but he should wait for the intermittent wind to blow, the intermittent wind will skew the catapult projectile hitting the sleeping fruit creating the bridge for the baby fluff.

Level 10

Introduces

- Fire ball

- Popcorn fruit

- ensnaring Bush

Level Content

During this level the player will learn about generating and using a fireball and how to use popcorn fruits to make a bridge for the baby fluff, probably some tutorials will be required to explain the process. Player will learn about the ensnaring Bush which won't be affected by the exploded projectile, the only way to get rid of ensnaring Bush is to burn them.

Player throws fireball at ensnaring Bush, once they burn; the player will need to fill the pit they were in using popcorn fruit. The player must heat the popcorn fruit first because the projectile won't affect the popcorn fruit before being heated, the popcorn will fill the hole and make a bridge for the baby fluff to go to its father.

Level 11

Introduces

- none

Level content

At this level player should be more familiar with fireball and popcorn fruit and learn more about using popcorn to create bridge for his kid.

Player first needs to throw a projectile hitting the sleeping fruit, the catapult plant will simply lean down creating a bridge, then player throws a fireball heating the popcorn fruit and the explode it to fill the hole between the two catapults with popcorn making a bridge. Player does the same with the other two popcorn fruits to create a fully clear path for the baby fluff.
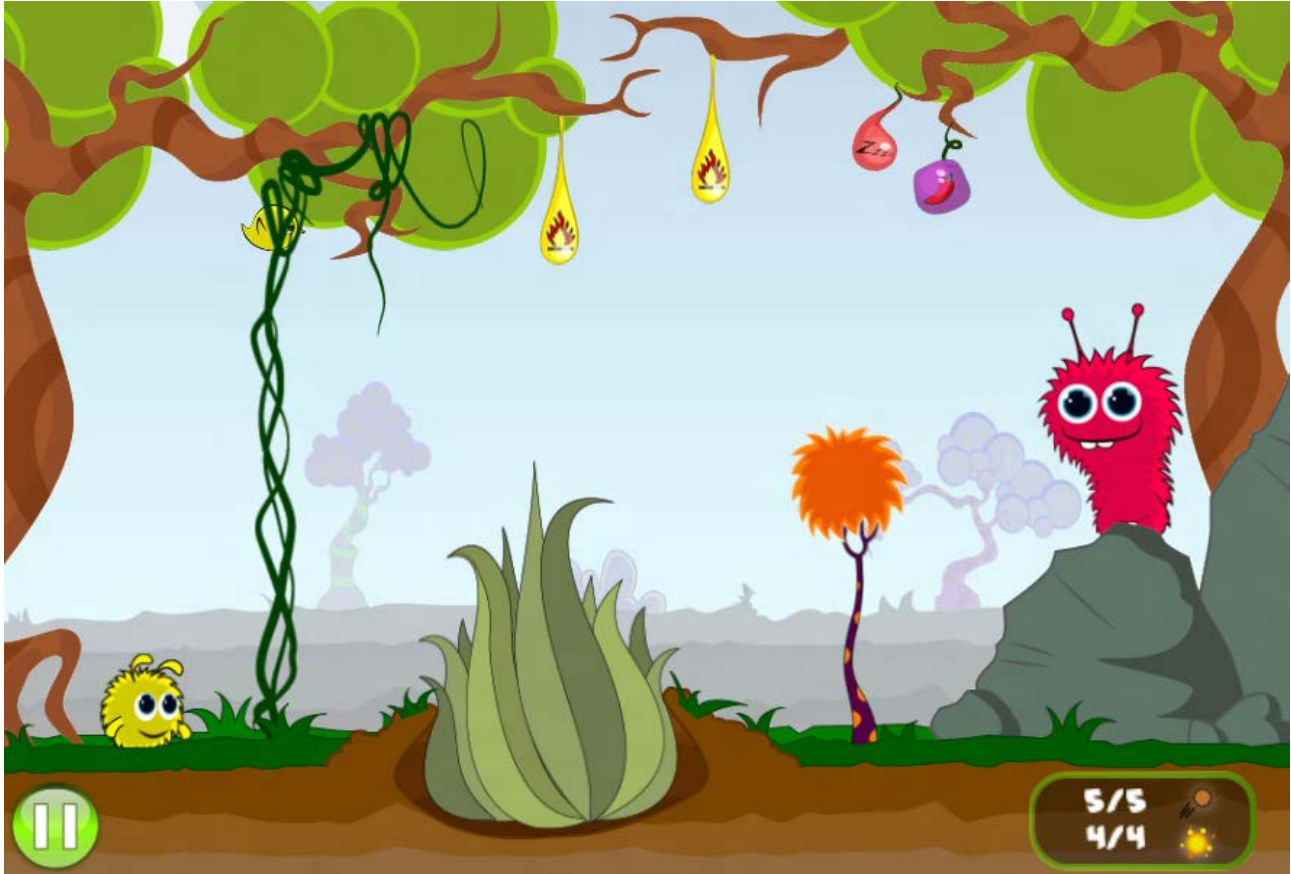
Level 12

Introduces

- none

Level content

At this level player learn how to manage his resources and when he should use projectile and when he should use fireball

Player throws exploded projectile cutting the sneezing fruit, catapult plant will sneeze throwing a projectile to cut the vine, player throws another projectile cutting the sleeping fruit creating a bridge, player throws a fireball to fire the ensnaring Bush, by heating the popcorn fruits and explode them one by one the player will create a clear path for the baby fluff to get throw.

If player by mistake hit the two fruits together, he has to restart the level.

Level 13

Introduces

- none

Level content

This level is to train the player more how to use fireball, popcorn fruits and catapult plant to create clear path for the baby fluffs

Player throws projectile cutting sneezing fruit, catapult plant will sneeze throwing a projectile while will cut the vine, by heating and exploding the popcorn fruits player should create the path to the baby fluff.

Level 14

Introduces

- none

Level content

This level is to combine between most of the last feature and to teach player how to use popcorn fruits with other elements in the environment.

Player throws projectile hitting sneezing fruit, catapult plant will sneeze cutting the vine by its projectile, player throws projectile cutting sleeping fruits one by one, catapult plant will lean down creating a bridge, by heating and exploding popcorn fruit player will fill the way with popcorn creating path, player throws projectile cutting the last sleeping fruit to open the way for the baby fluff.

Controls

The game controls will be completely based on screen touching aspect, no additional buttons will be utilized. The main controls the player will be using are as follows:

- Firing an exploded projectile simply through flicking the finger softly out of the fluff's position in a short line; the gradient of that line will determine the shooting angle.

- Generating a fire ball through holding down the finger over the fluff's antennae long enough for that fire ball to be fully generated and then use the previous basic firing control to launch it. Keep in mind that should it be launched before it is completely generated then a failure to launch process will result and the ball will vanish in mid-air.

Visual style

As previously stated, the style of game will focus on bright, intense, nature-based environments, with vivid characters and high focus on aesthetic value. Factors mentioned here will be settled after consulting with the graphic artists.

Perspective will be side view, may utilize some form of axonometric projection.

the environment and the characters will be implemented in 2D.

There will probably be no HUD, as the player has unlimited life, it might be used if the number of projectiles the player may use will be limited, in that case it will probably be an image of the project, with the amount of strikes left.

Audio style

The sound effects should reflect the aesthetic of the game, focus on using bright and amusing sounds; tinkling, light tolling, maybe sighing breezes, impact sounds might simulate a tuning fork. Background music TBD after meeting sound designer.

Interface

Buttons

- Buttons on the main menu will show a pearly glimmer in response to being pressed
- Pause and resume buttons will enlarge slightly in response to being clicked

Fonts

TBD. Will probably use images rather than text to facilitate multi-language support.

Additional Considerations

Porting

The game will be developed using Unity game engine which will give it the power of supporting wide range of different platforms however we will target Android/IOS touch devices that are close in screen resolution and hardware capabilities.

Business Model

The basic business model will be built up on releasing sample of levels for free -20%- of the total levels and you have to pay to unlock the rest.

Language Support

The player will have the option to select between two languages English.