**Brave Llama Games GDD**

**for**

**Clumsy Bat**

# Game Overview

Clumsy bat is a deceivingly cute and playful 2D side-scrolling avoidance game. In concept, Clumsy Bat is a spin-off of Flappy Bird, with added abilities, obstacles, and RPG elements. It is designed for touch-screen mobile devices (Android and Apple) to accept gestures to control the character to get to the end of each level unscathed.

# Game Mechanics

This section covers the list of rules as to how the game works and what the player can do.

## Mechanics Concept

The core concept of the game is to avoid obstacles (inanimate or otherwise) and collect moths to trigger abilities to reach the end of the level

* The player taps the screen to make the bat flap once
* Gameplay ends when:
  + Clumsy reaches the end of the level
  + Clumsy collides with an enemy object
* Clumsy consumes moths with his lantern when he moves close to them
  + Eating a moth will fuel the lantern and maximise the light after a short delay
  + The lantern will stay maximised for 7 seconds, and then diminish over 4 seconds

## Player Abilities

There are five (5) abilities / mechanics that are activated by the player throughout the game:

|  |  |
| --- | --- |
| **Ability** | **How to activate** |
| Flap | Activated by tapping the screen |
| Perch | Automatic when landing on the floor, activated by holding tap when |
| Lantern Light | Activated automatically when a moth is collected |
| Hypersonic | Activated when a gold moth is collected and the player has unlocked the hypersonic ability |
| Rush | Activated by swiping the screen (right only in normal levels, left and right in boss and crystal levels) |

* Criteria for granting abilities at villages is defined in the **Villages** component of this section
* Imbuements are granted by returning a boss shard to the village which grants the ability. See the **Bosses** component of this section for further information on bosses and boss drops.
* Ability levels are granted by obtaining enough level achievements at the village which grants the ability
* An idea is to have the player aim for 80% completion to unlock level 3 of each upgradeable ability in order to reach and defeat the final boss.

**Additional ability ideas:**

* N/A

### Lantern light

* The field of view represented by a ring of light centred at the lantern
* Triggered by consuming any type of moth to fuel the lantern
* Granted by default once clumsy possesses his lantern
* No upgrades are designed for this ability

### Hypersonic

The lantern unleashes a devastating wave of sonic energy, destroying objects in its wake

|  |  |  |
| --- | --- | --- |
| **Description** | Destroys certain objects on the screen each time it pulses |  |
| **Triggered by** | Consuming a gold moth |  |
| **Trigger conditions** | The ability has been unlocked |  |
| **Unlocked by** | Reaching the first village and meeting its criteria |  |
| **Base Capability** | Destroys stalactites |  |
| **Imbuement 1** | Destroys stalactites and mushrooms |  |
| **Imbuement 2** | Destroys stalactites and mushrooms, dazes spiders (removing them from the screen) |  |
| **Level 1** | Hypersonic pulses once | Base level |
| **Level 2** | Hypersonic pulses twice (once every three seconds) | 50% section achievements |
| **Level 3** | Hypersonic pulses thrice (once every three seconds) | 80% section achievements |
| **Level 4** | Hypersonic pulses x4 (once every three seconds) | 100% section achievements |

### Rush

|  |  |  |
| --- | --- | --- |
| **Description** | Clumsy increases his velocity for a short amount of time while performing a barrel roll. |  |
| **Triggered by** | User swipes the screen to the right |  |
| **Trigger conditions** | The ability has been unlocked  There is at least one charge of rush available and shown in the HUD |  |
| **Unlocked by** | Reaching the second village and meeting its criteria |  |
| **Base Capability** | Allows clumsy to fit through small openings |  |
| **Imbuement 1** | Rush gains a fire effect, allowing Clumsy to dash through webs |  |
| **Imbuement 2** | Blink. Rush becomes a short distance teleport (Clumsy can travel through any object over a short distance). |  |
| **Level 1** | 3 green moths = 1 charge / max 1 charge | Base level |
| **Level 2** | 2 green moths = 1 charge / max 2 charges | 50% section achievements |
| **Level 3** | 1 green moths = 1 charge / max 3 charges | 80% section achievements |
| **Level 4** | Any moth grants 3 / 3 charges | 100% section achievements |

### Control Mechanical Objects

|  |  |  |
| --- | --- | --- |
| **Description** | Causes mechanical objects to move in a predetermined motion, along a predetermined path. |  |
| **Triggered by** | Consuming a blue moth. |  |
| **Trigger conditions** | The ability has been unlocked.  There is a mechanical object on screen. |  |
| **Unlocked by** | Reaching the third village and meeting its criteria. |  |
| **Base Capability** | Moves the mechanical blocks in front of hidden passages in the top or bottom of the cave. |  |
| **Imbuement 1** | TBD |  |
| **Imbuement 2** | N/A |  |
| **Level 1** | Hypersonic affects secret passages only | Base level |
| **Level 2** | Hypersonic affects secret passages and... traps, which can be used to destroy obstacles or damage bosses | 50% section achievements |
| **Level 3** |  | 80% section achievements |
| **Level 4** |  | 100% section achievements |

Control Mechanical Objects idea:

* Works with mechanical traps (see additional obstacle ideas in 2.4 below)
* Note: we don’t \*need\* control mechanical objects to have an upgrade.

## Gnome Villages

There are 3 (or 4\*) Gnome Villages in the first ‘world’ of Clumsy Bat. Each Village can be found at the end (or near the end) of each section of the world, and provides a unique ability for Clumsy to activate in levels by consuming the respective coloured moth. (Idea: villages could be coloured the same as the moths they activate).

The player can upgrade abilities at each of the villages by collecting achievement points for the associated section. These achievement points are presented to the player in the form of essence tokens. See the Currency section for further details.

\*In the case of 4 villages, the last village could be where the boss resides. Defeating the boss relieves the gnomes of the spider invaders, setting the gnomes free.

## Obstacles

There are three kinds of obstacles and one (or four\*) boss(es) in this game.

### Stalactites

Stalactites have two types; static, or unstable. Unstable stalactites fall when Clumsy gets into proximity. For all intents and purposes, an unstable stalactite is essentially a stalactite which is on the lower cave. The only difference is the start position, which is intended to trick the uninitiated player.

Stalactite properties:

* Can be one of two types (static or unstable)
* Hitting a stalactite results in a loss.
* Stalactites do not interact with any object other than the player
* Can be destroyed by the hypersonic ability
* The first obstacle (aside from the cave itself) introduced to the player

### Mushrooms

All mushrooms release a spore when Clumsy gets in proximity. The spore, if intersected, will cause Clumsy to have a reduced lantern vision for 5 seconds, even when collecting additional moths.

Mushroom properties:

* Release spores when the player is at a pre-determined distance.
* All mushrooms release a spore.
* Touching a mushroom results in loss.
* Can be destroyed by the upgraded hypersonic ability
* Spores reduce visibility for 5 seconds.
* The second obstacle introduced to the player.

### Webs

Webs are essentially blocked paths until Clumsy gains the ability to rush through them.

Web properties:

* Webs are static obstacles.
* Cause Clumsy to get stuck if touched, resulting in a loss.
* Do not necessarily need to block off a path, however this is its main function
* Can be destroyed by using fire dash while passing through the web
* The third obstacle introduced to the player

### Spiders

Spiders come in two varieties; Drop spiders and Swing spiders. When clumsy within a pre-determined proximity to the spider, drop spiders will descend at a stuttered rate, while swing spiders will swing in a pendulum manner, starting from right to left.

Spider properties:

* Two varieties; dropping or swinging
* Will fall if clumsy dashes through the web (tbc, as this is not an essential mechanic, just polish)
* Touching a spider results in a loss.
* Hypersonic imbuement/evolution 3 will incapacitate spiders, causing them to fall out of vision, harmlessly
* The fourth obstacle introduced to the player

\* Boss design could incorporate one boss with augmenting abilities over the course of the story, or four unique bosses with individual skill sets, depending on design preference. In the case of one boss, the boss could escape after each fight until the final battle once clumsy has maxxed out (or close to) all his abilities to defeat all the obstacles the boss has at their disposal.

**Additional Obstacle Ideas:**

* Mechanical traps, which can be controlled by the Control Mechanical Objects ability (blue moths). These can be e.g. mines, or balls which produce spikes in all directions when in proximity. Clumsy may need these to be in the game in order to defeat the boss using blue moths (i.e. control the mechanical trap to move toward the boss, while avoiding it himself).
* Mechanical traps backstory: introduced by the gnomes to fight off spider invaders, hence they will destroy spiders if they get near them, however they will also indiscriminately harm any object which touches them.

## In-Game Collectables

Moths (Green, Gold, Blue, Red, Purple)

Idea: red or purple moths are placed in difficult to reach places in each level.

# Marketing

# Visual Style

* 2D
* Parallax Background
* Caves
* Cute & fluffy

# Audio Style

## Ambiance

Cavernous, echoic. Water dripping, creaking, rocks/stones falling

## Music

# UI

# Game Play

Game controller: touch input (tap and swipe)

### Game Modes

|  |  |
| --- | --- |
| List A |  |
| Mode | Description |
| Normal | Levels are generated statically (so the user can memorise the pattern to beat it)  Levels are played in a story-like order  Progression through levels involves collecting upgrades (described in mechanics) in order to pass to the next area  Includes boss fights  Includes villages  Includes NPCs to assist |
| List B |  |
| Survival | Endless  Randomly generated cave sections and obstacles |
| List C |  |
| Antigravity | Endless survival, but clumsy ‘falls’ upwards instead of down |
| Hunger Game | Instead of light decreasing, clumsy’s energy decreases.  Eat moths to stay alive! |
| Arachnophobia | So many spiders (TBD) |

### Win Conditions

|  |  |  |
| --- | --- | --- |
| Win definition | Achieved by |  |
| Level | Player reaching the cave at the end of the level |  |
| Boss | Successfully triggering the boss mechanic three times |  |
| Game | TBD  Defeat the final boss? (using all the skills and tricks learned along the way) |  |

### Lose conditions

* Clumsy loses the level by touching an object or exiting the screen

### Score

* In endless mode, score is measured by:
  + Distance
  + Moths eaten

### Currency

* 3 achievement points per level:
  + Completing the level
  + Completing the level with the special red/purple moth (only needed once and is generally hard to get)
  + Completing the level after collecting all moths in the level (except the special moth)
* Boss/upgrade shards
  + Awarded for defeating a boss
  + Idea: Upon defeating a boss, the boss will drop their lantern, shattering it and producing a shard which can be used to upgrade a pre-determined lantern ability.
* TBD. Ideas (which I’m liking less and less as I write this document, because this is a skill based game, not a grind game):
  + Green moths = 1, Gold = 2, Blue = 3 points
  + Can be spent to upgrade clumsy’s abilities, or
  + Can be used to upgrade the gnome villages

### Achievements

# Assets

## Artwork

Player:

* Clumsy Bat (himself)

Obstacles:

* Stalactites/Stalagmites

Collectibles

* Moths of various colours
  + Green
  + Gold
  + Blue
  + Red?
  + Purple?

## Sound

# Story

Clumsy bat was created by the evil spider lord <insert name here> to act as the servant guardian of the grand spider domain.

Unfortunately for the evil spider lord, something went horribly wrong and Clumsy came into existence without the relentless urge to wreak havoc on anyone who dared enter the evil spider lord’s domain. He was instead cursed with an inhibiting allergic reaction to the evil magic which ran through the evil spider lord’s lair, rendering him frightfully clumsy and ultimately useless to the evil spider lord.

In a furious rage, the evil spider lord cast Clumsy out into the lifeless depths of the undercaverns where he was doomed to a fruitless life of clumsily flying around not touching anything, lest he fall unconscious again, and again, and again.

Part1: The revenge of the inhibited creation

Clumsy attempts to sort-of-fly through obstacles and confront the evil spider lord, and rid the world of the Grand Spider Domain.

Part2: Escape from the unstable realm

Clumsy has defeated the evil spider lord and the Grand Spider Domain has become unstable. Help Clumsy escape this unruly mess he’s made.

Alternate story:

Clumsy is a vampire in bat form, and has to avoid light beams

Story to be updated

# Ideas

Increase difficulty:

* More spires / different obstacles
* Increase speed as time goes on
* Mode: lighter and darker or a mask so you can only see a little in front of you

Abilities

* Echo location (see further in front of you)
* Shield (does the shield thing)
* Speed modifier: slow motion / if time trial mode then speed up could be an option
* Hypersonic mode: destroys all obstacles on screen / for n seconds