

# NEW TOGETHER €R

## GAME DESIGN DOCUMENT

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## 1. Never Together Team

- Barbara Pagano: Game Designer/Programmer
- Isabella Agosti: Game Programmer
- Cai Yixiao: 2D Artist

## 2. Design History

### 2.I Version I.x

#### 2.I.I Version I.0

First draft of the document.

#### 2.I.I Version I.I

- Upgrading of the Gameplay Description paragraph;
- Upgrading of the Controls paragraph;
- Upgrading of the Interface - Gameplay screen;
- Addition of Statistics and GameOver Interfaces;
- Upgrading of the Items paragraph;

#### 2.I.I Version I.2

- Upgrading of the Graphic elements;
- Upgrading of the Interfaces;
- Addition of the Pause Interface;
- Upgrading of the Developed since now paragraph;

## 3. Vision Statement

Never Together is a 2D platformer in which the player controls the trend of two little-magnets through two different control inputs. Being their advancement automatic, these controls only include the change of polarity of the path surfaces, allowing to:

- **Hold** the magnet to the surface, in case of opposite polarity;
- **Levitate** the magnet from the surface, in case of same polarity.

However, sometimes unpredictable explosions will invert the surfaces' controls, allowing the player to use the same inputs used until that moment to control the opposite side. As you progress in the path, the difficulty will increase with further obstacles and an ever-increasing speed. The **player's goal** is to arrive at the end of the level with all three stars

obtained of the current level, in order to collect them and unlock new and special bonus levels.

### 3.1 Game Logline

Play with a couple of little-magnets in love who hope for a happy ending! These two little-magnets have been trapped in a temporal loop after a sudden explosion, and in this infinite journey they met and finally fell in love! Unfortunately, they are destined to be apart. That's right! They are incompatible and their union could only harm them!

### 3.2 Gameplay Synopsis

Never Together is a **single player platformer** game where, unlike others, the player can control the trend of two different main characters at the same time.

The **core mechanic** is to avoid the collision between the two little-magnets until the end of the level.

The **first levels** are dedicated to the teaching of basic game mechanics, such as attraction, levitation and the recover of the coins. The **next levels**, instead, are devoted to more complex mechanics with the introduction of additional elements that will make the progression more difficult. For example the presence of moving enemies on the path, the inversion of surface controls at each explosion or even only the use of several upgrades to be able to deal with the game difficulty. Every new element or situation will be introduced and explained through **small tutorial sequences**.

The chosen setting is a **sci-fi space** which is perfect to represent the theme of magnets. Considering the narrative aspect described in **chapter 7**, the metallic tunnel and the entire world are perfectly suitable to describe and represent a place only inhabited by magnets.

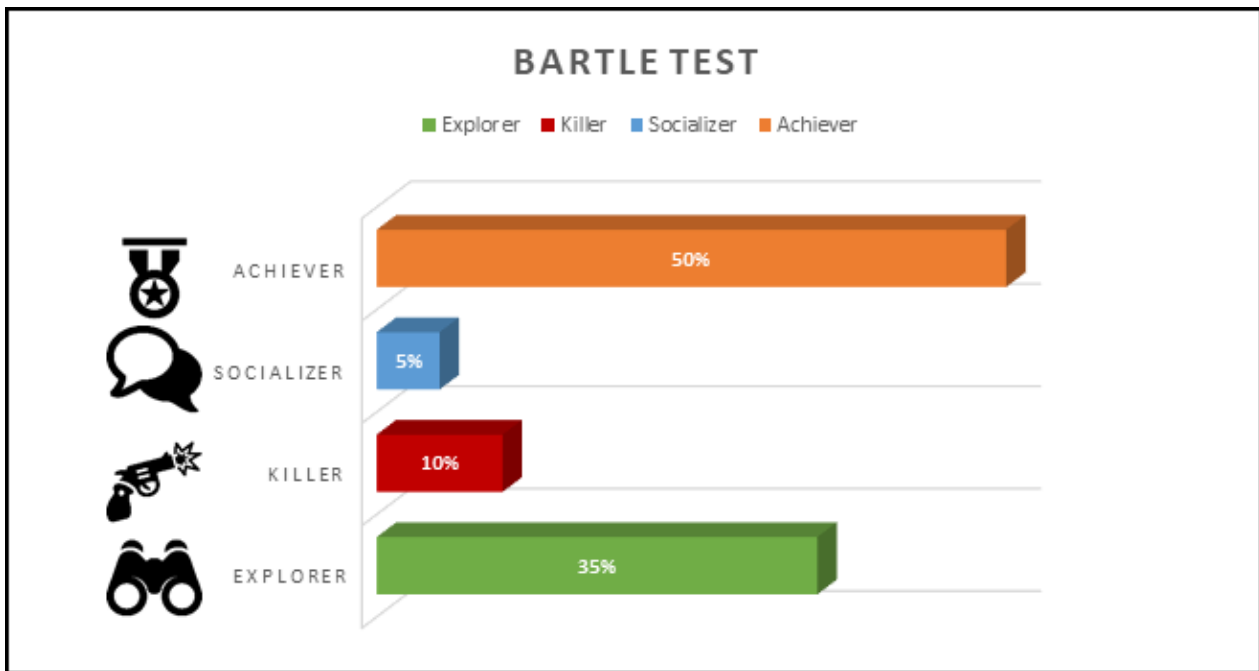
## 4. Audience, Platform and Marketing

### 4.1 Target Audience

The target audience is chosen according the Bartle's test, which identifies several types of players considering their preferences within a game:

- **ACHIEVER**: Focus on the possibility to achieve several objectives and obtain something back (like ingame reputation);
- **SOCIALIZER**: Focus on the possibility to create relationships or communicate with other players;
- **KILLER**: Focus on the possibility to fight and kill other players or bots;
- **EXPLORER**: Focus on the possibility to explore the entire game world and discover everything hidden in it.

The following Bartle's test represents the target players of Never Together:



The above graph evaluates the type of players the game targets. The 50% of the total is represented by players who prefer to gain points, levels, equipment and other concrete measurements of succeeding in a game (Achiever). Instead, the 35% of the total is represented by players that like to explore the map while playing and discover everything it contains (Explore). With a percentage of 10% and 5% we find Killer, players who like to be in competition against other players, and Socializers, players who aim to create relationships. Approximately PEGI rating will be 3+ as explicit violence will be present towards realistic characters, with human look. For known reason, in Japan, where the rating method is CERO, the chosen category is A. In the United States, where the method is ESRB, it will be C.

## 4.2 Platform

Mobile through the use of the touch screen.

## 4.3 Marketing

Play store.

## 4.4 Top Performers

Following a field search, the games approaching the mechanics and features of **Never Together** have been identified as the following:

- **Jetpack Joyride:** It's a shooter endless runner game where the player controls Barry, a man equipped with a jetpack that advances in an obstacles course trying to get as far as possible and recover as many tokens as possible.
- **Tiny Magnets:** It's a 2D endless runner game where the player controls two magnets playing the same level, one of them being upside-down. With just one control, tapping the screen to jump, the player can guide the magnets through dangers and make them jump onto blocks to get to the end of the level. The two magnets cannot collide so, if they do, the game is over.

## 4.5 Feature Comparison



Feature	Jetpack Joyride	Never Together
Platform(s)	Android, iOS, Web, Microsoft, Windows, PlayStation 3	Android, iOS
Game Mode	Single Player	Single Player
Genre	Shooter side-scrolling endless runner	Side-scrolling platformer
Power ups	Coins and upgrades	Coins and power ups
In common	Never Together shares the continues ride, the recovery of coins and the several power ups.	



Feature	Tiny Magnets	Never Together
Platform(s)	Android, iOS	Android, iOS
Game Mode	Single Player	Single Player
Genre	Side-scrolling platformer	Side-scrolling platformer
Power ups	Not present	Coins and power ups
In common	Never Together shares the basic gameplay mechanics to control two different characters and avoid to join each other.	

## 5. Gameplay Description

Never Together will offer a gameplay based on the classic mechanics of a [platformer game](#), where the main goal is to reach the end of the level. However, it also includes mechanics taken from the [endless runner games](#) where the player's goal is to overcome the obstacles he finds on his path while the speed increases. According to these aspects, Never Together allows to:

- Control the trend of the main characters using the two polarized surfaces:
  - The magnets [advance automatically](#) in the path, so the inputs connected to the surfaces only allow them to levitate or to be attracted;
  - These control inputs allow the player to [overcome any obstacles and RustyBots](#) he encounters while playing;
- Collect as many coins as possible throughout the entire level:
  - The player can [collect coins by passing over them](#) or through the Attraction power-up;
  - Every time the player collects a number of [150 coins](#) he can get an [extra heart](#) useful for the current level;

- In case the player already has a total of three hearts, the extra heart will be added on the left and it will be **yellow**.
- Strengthen the two magnets through different types of power-ups:
  - The player can **obtain and activate** several power-ups by passing over them;
  - In each of the **first levels**, the player will encounter one **power-up**. For example, the Attraction in the 1st level, the Shield in the 2nd level and Slowdown in the 3rd level;
  - In the **next levels**, where difficulty increases, the player will be able to obtain the power-ups even through the **Random** one.

The most important aspects of Never Together are to:

- Avoid that the two little magnets collide with each other;
- Reach the end of the level with at least one available heart.

## 5.1 Controls

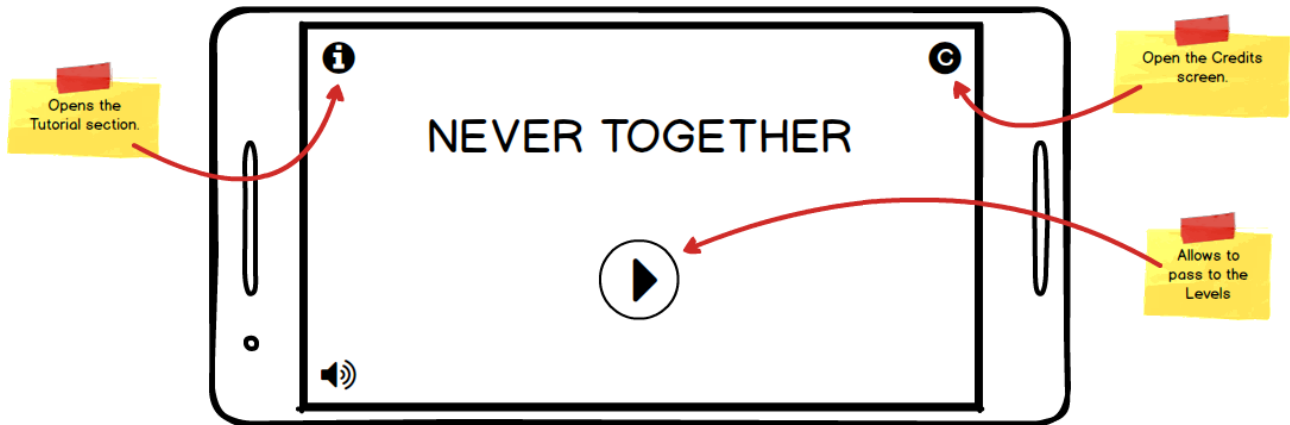
The game can be played with touchpad.

- **Left side of the screen:**
  - Controls the attraction and repulsion of the magnet placed on the lower surface;
  - Allows to return to the Menu screen when the statistics are displayed;
  - Allows to return to the Menu screen when the Pause is displayed;
  - Allows to return to the Menu screen when the GameOver is displayed.
- **Right side of the screen:**
  - Controls the attraction and repulsion of the magnet placed on the upper surface;
  - Allows to go on with the next level when the statistics are displayed;
  - Allows to repeat the actual level when the Pause is displayed;
  - Allows to repeat the actual level when the GameOver is displayed.

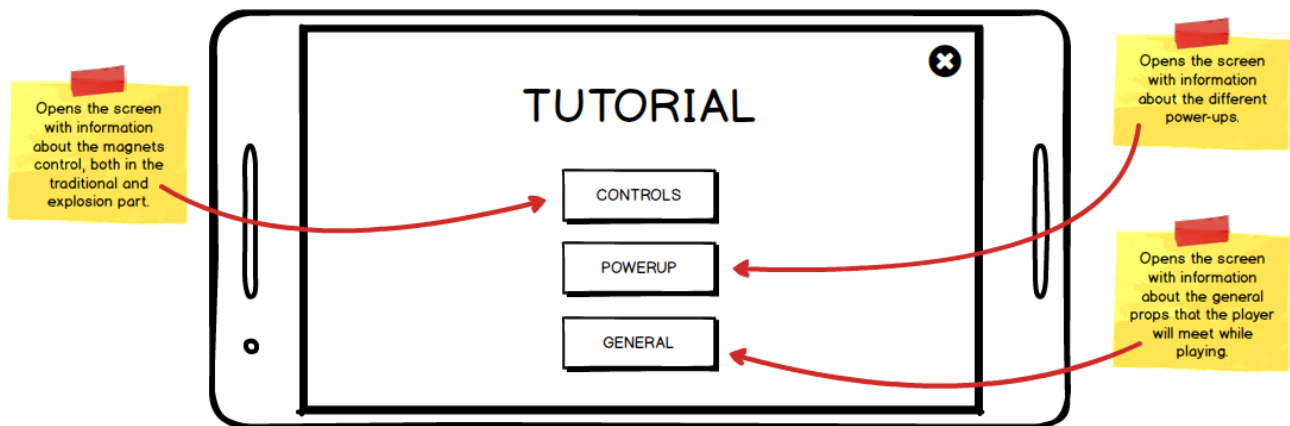


## 5.1.1 Interfaces

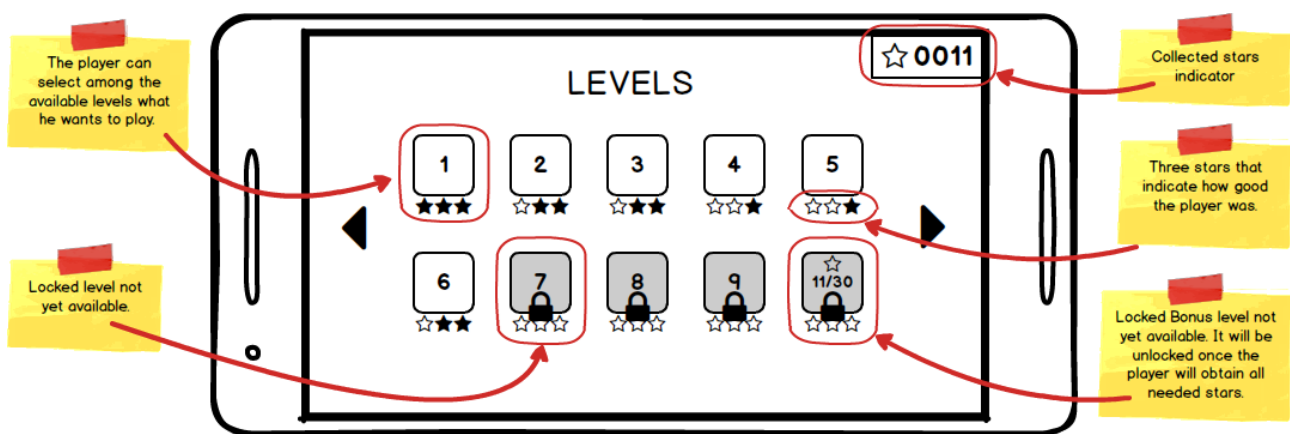
### ■ Menu



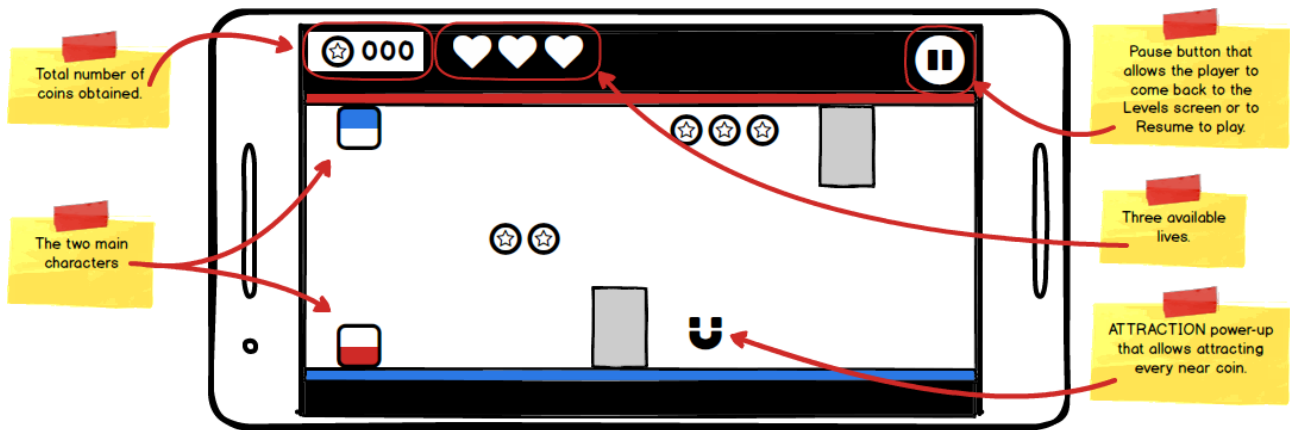
### ■ Tutorial



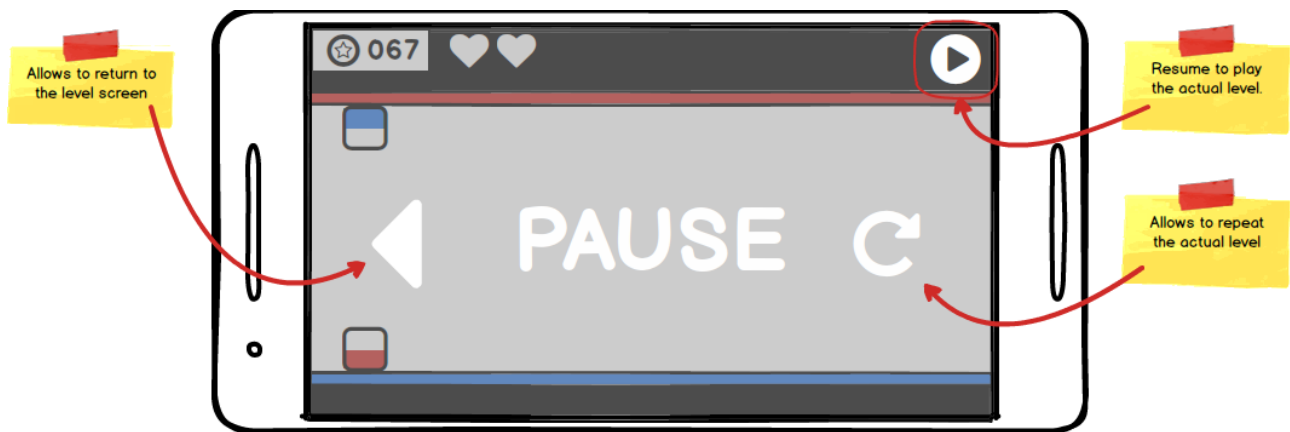
### ■ Levels



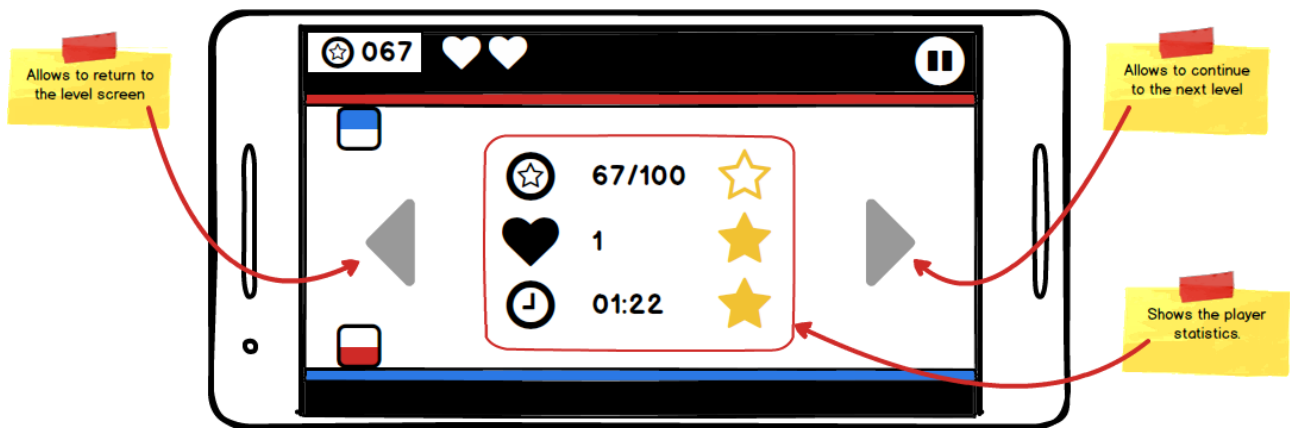
## ■ Gameplay Level



## ■ Gameplay Level - Pause



## ■ Gameplay Level - Statistics



## ■ Gameplay Level - GameOver



### 5.1.2 Rules

The rules of Never Together consist in:

1. Avoiding collisions between the two magnets;
2. Avoiding collisions with other obstacles or RustyBots;
3. Collecting as many coins as possible;
4. Arriving at the end of the level with at least one available heart.

### 5.1.3 Scoring and winning conditions

Every time the player is able to reach the end of a level of Never Together (according to the 4th rule mentioned in the previous paragraph), statistics will be displayed to define how great he was:

- Indicator of the number of **collected coins**, over the total amount of collectable coins;
- Indicator of how many **lives have been lost** among the three available;
- Indicator of the **time** used to conclude the level;

Each of these factors will be associated with an **empty or complete star** that will quantify the skill of the player.

The association of stars may vary depending on the difficulty of the level considered. Besides, just solving the level, regardless of the performance, unlocks the following level. Never Together's structure will also allow the player to rethink levels already played to improve the stats already obtained.

## 5.2 Player Rewards

The Never Together rewards are based on how great the player was. In particular, they are related to the amount of collected coins and the total number of obtained stars.

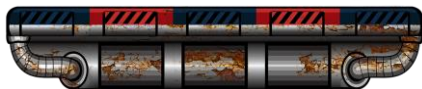
- If the player collects a total of 150 coins, he will gain an **extra accumulated heart** useful in the current level.. This is a feasible reward that can be easily obtained by occasional players;

- If the player reaches a certain amount of stars, he will be able to unlock **bonus levels** with particular features and high difficulty. This is a hardcore reward that can be obtained only by expert players.

## 5.3 Items

This paragraph describes all the game items with their expected behaviour and how they are represented in the level.

### Horizontal Platform

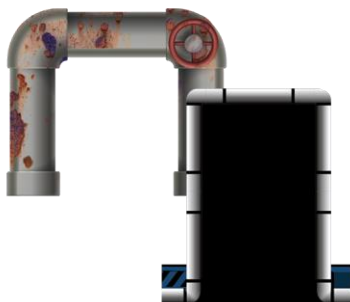


The horizontal platform is placed at the center of the tube. The two magnets can overcome it by **staying attached** to the surface.

If the magnet collides with it, he will lose a heart and add 20 sec to the actual time.

Current Status	Implemented and Working
Position	At each level

### Vertical Platform



The vertical platforms are placed on the tube's surface. The two magnets can overcome it by **levitating** from the respective surface.

If the magnet collides with it, he will lose a heart and add 20 sec to the actual time.

Current Status	Implemented and Working
Position	At each level

## Surfaces



The two surfaces allow the player to control the magnets' trend. Both of them can change their own color between red and blue, based on what the player needs.

When the magnet is attached to the surface, the surface's color is **opposite** to the color of the magnet's lower part.

Instead, when the magnet levitates from the surface, the surface's color is **the same** as the color of the magnet's lower part.

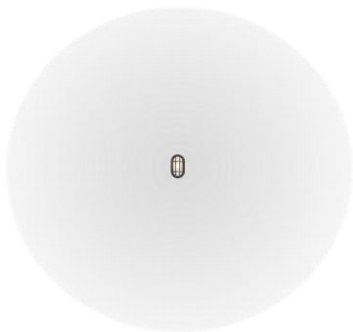
Current Status

Implemented and Working

Position

At each level

## White Lamp



The white lamp is used to represent the **quiet zones** within the tunnel.

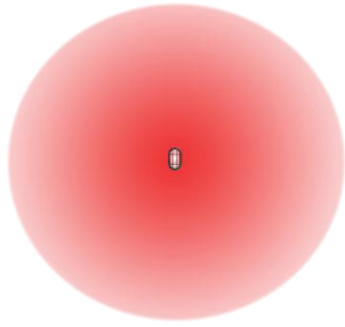
Current Status

Implemented and Working

Position

At each level

## Red Lamp



The red lamp is used to alert the player that he is passing through a **dangerous zone** of the tunnel. In it, he may encounter explosions or Interferences.

Current Status	Implemented and Working
Position	In case of explosions and interferences.

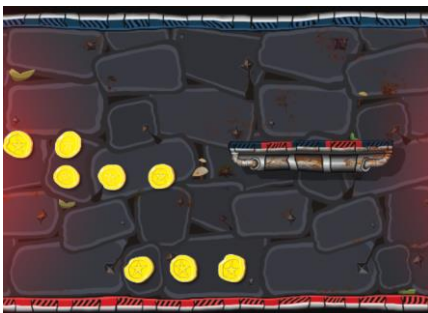
### Explosion



The explosion item is used to **reverse the control inputs** of the tube surfaces to make the progress more difficult. It is placed in the deepest levels and occurs frequently. The effect ends when a second explosion resets the control inputs.

Current Status	Implemented and Working
Position	4th level onwards

### Interference



The Interference makes the entire progression more difficult.

It consists of an effect that **distorts the entire tube** making it harder for the player to overcome obstacles and progress in the level.

Current Status	Implemented and Working
Position	6th level onwards

## 5.4 Power ups

Never Together allows the player to obtain and activate several power-ups applied to both magnets.

We can identify different types of power-ups, that are obtained in **specific levels** and in a random way through the Random power-up:

### Random



This power-up allows the player to **randomly obtain** a power-up among those available (Positive and Negative). The player can activate it by passing over it with one of the two magnets. This power-up is placed in the more difficult levels to make the experience more various.

Current Status	Implemented and Working
Position	7th level onwards

### Attraction



This power-up allows the player to **attract and collect immediately any close enough coin** he encounters while playing, without having to pass over it. In the level where it is placed, the player can activate it by passing over it with one of the two magnets. While in deeper levels, it can be casually obtained by passing over the Random Power-up.

Current Status	Implemented and Working
Time	~20sec
Position	1st level onwards

### Shield



This power-up allows the player to **protect** the two magnets from damage in case they collide with obstacles and RustyBots. Besides, at every collision the player will **get some coins**.

In the level where it is placed, the player can activate it by passing over it with one of the two magnets. While in deeper levels, it can be casually obtained by passing over the Random Power-up.

Current Status	Implemented and Working
Time	~20sec
Position	2rd level onwards

### Slowdown



This power-up allows to **slow down the entire tube and the RustyBot movement**, in order to help the player progress in an easier way.

In the level where it is placed, the player can activate it by passing over it with one of the two magnets. While in deeper levels, it can be casually obtained by passing over the Random Power-up.

Current Status	Implemented and Working
Time	~20sec

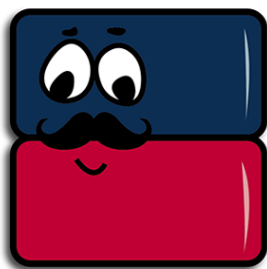


Position	3rd level onwards
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## 6. Game Characters

### 6.1 PCs

Man
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The magnet moves accordingly to the input of the player. In this case, its displacement is related to the polarity of the surface on which it is placed, allowing it to be attracted or rejected. The magnet in question will be positioned on the **upper surface** of the tube, parallel to the other.

Current Status	Implemented and Working
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Woman
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The magnet moves accordingly to the input of the player. In this case, its displacement is related to the polarity of the surface on which it is placed, allowing it to be attracted or rejected. The magnet in question will be positioned on the **lower surface** of the tube, parallel to the other.

Current Status	Implemented and Working
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## 6.2 NPCs

### RustyBot



Bots move back and forth wherever they are positioned. They are rusty, shabby and crazy [travelers](#) trapped in this temporal loop for eternity. Any collision with them causes damage to the magnets, following the loss of a life.

Current Status	Implemented and Working
Position	2nd level onwards

## 7. Story

The story of [Never Together](#) is based on the casual love encounter between two little-magnets with different social classes and physical structures. One day, while engaged in their daily activities, they both end up in a tunnel when suddenly an explosion occurs. This event causes a distortion of the regular time-space system of the entire planet, making everyone relive the last few hours of their lives in an infinite loop. The two little-magnets find themselves forever trapped in the tunnel, where they get to know each other, fall in love and dream about the day they will overcome their physical incompatibility and start a life together.

## 8. Developed until Now

- Implementation of magnets movement;
- Particle effect every time the magnets collide with each other;
- Loss of a heart every time the magnets collide with each other;
- Loss of a heart every time the magnets collide with an obstacle;
- Implementation of RustyBot movement;
- Loss of a heart every time the magnets collide with a RustyBot;
- Indicator of the amount of collected coins;
- Addition of one extra heart every time the player collects 150 coins.

- Implementation of GameOver screen when the player loses all the hearts;
- Implementation of Statistics screen at the end of the level;
- Creation of Tutorial section with every information about the game;
- Implementation of Pause screen every time the player click the Pause button;
- Implementation of Attraction power-up;
- Implementation of Shield power-up;
- Implementation of Slowdown power-up;
- Inversion of the magnets controls whenever an explosion occurs;
- Implementation of Random power-up;
- Implementation of Interference part in the 6th and 7th level;
- Creation of 7 levels and 1 Bonus Level;
- Implementation of sounds;
- Possibility to mute and play all sounds;
- Storing game progress on their mobile device.