Wagner gets coloured

Original - Frisch aus Unity

oder

"Farbfront von Ludea"

Table of Content

Design History

This section lists and explains the changes of the source version.

Version 1.0

- First version of this document

Version 1.1

- Style guide - Assets and Textures: text to table

Game Overview

This game is about a little colourfree demon called Wagner. One day he meets a fairy and she takes him out of his world and he starts to search for colours, to reach the colourful World.

Genre
- Jump'n' Run Platformer

Target Platform/Hardware

System/OS	Version	needed Hardware
Windows	XP, 7, 10	keyboard
Linux	minimum Ubuntu 16.10	keyboard
Smartphone Android	minimum 6 (Marshmallow)	

- recommended screen resolution: Fullscreen 16:9 , windowed

Target Group
- Children; best playable at age of 4-99

Game Target
- The purpose of the game is to entertain children, with a child-friendly design, story and characters.
- Place the subliminal message for fighting a depression, without addressing the topic

Features

General

- Toon/Comic art style
- 3D Environment
- 2D Character
- Sidescroller
- Different languages: german, english

Gameplay

- Singleplayer
- Collectable "Colourdrops"
- Story

Setting

- Jungle themed sidescroller with Toon/Comic art style
- Main Character: little demon

Philosophy

Wagner: Wagner, the main character, accompanied me through my whole gamedesign
                    education. At first there was a drawing in draw class, then a clay figurine in model
                    class and now the main character in my final project.

Under-Subtitle: The under-subtitle "Farbfront von Ludea" is a reference to "Volksfront von Judäa" from
                    the film "Life of Brian". I put this into the story because a friend of mine demands this
                    reference to the film.

Fairy Loretta: Loretta is searching for her husband Stan. She has a cigar box intended as a present
                    for him. This is another reference to "Life of Brian".

Music: The music of Richard Wagner is used, because the name of the main
                    character is Wagner and maybe someone recognizes this and it gives this person a
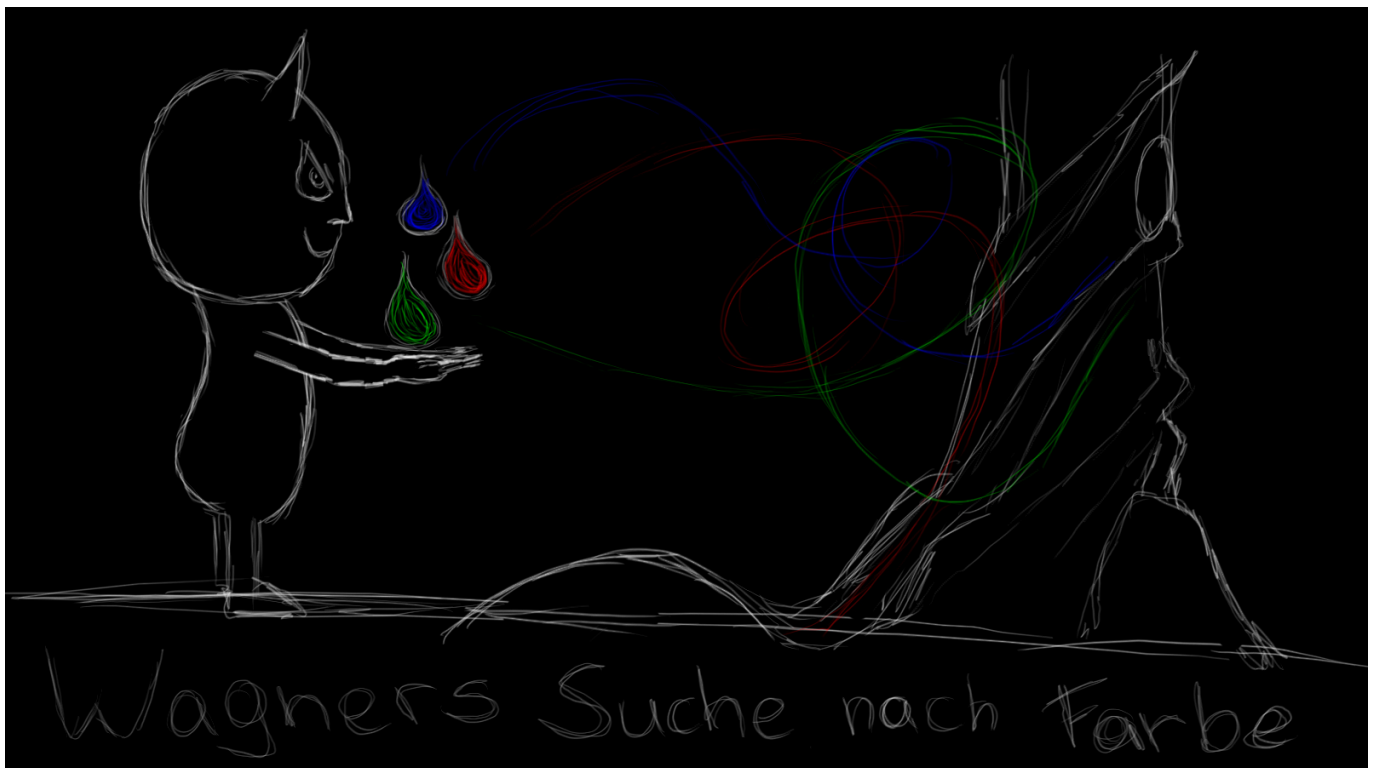   smile.

Story Intention: The story describes the way of a person out of depression. The Deep Dark represents the darkness in thoughts and feelings of a person that suffers from depression. There is nothing good, no beauty, no light, no colours, no hope. Wagner's 2D characteristic represents the flat and monotonous thoughts and sight of previously described person, trying to imply the missing of something important.

Through the fairy Wagner realizes, that besides darkness things like true beauty and hope exist as well. Therefore he goes on a journey to find these. Light, beauty and hope will be represented by "The White Light". His journey consists of collecting Colourdrops, symbolizing his progress of getting rid of depression.

Wagner's attraction to the fairy represents the love of a depressed person for a real person, who helps him ignite his drive to get out of depression.

Game World

Overview - (Concept Art)

Parts of the world: The Deep Dark (only in prologue), The White Light (only in epilogue) and The Between (in-game)

The Deep Dark
This world is pure black. It is empty. It seems that there is only void, but that is not true, as there is a whole world, but without any colour, so nobody is able to see.
Wagner's World is inside a book in the Deep Dark and he is flat (2D).

The White Light
This is the world the fairy lives in, which got lost and meets Wagner. Everything is rich in colours and it is a very vibrant world.

The Between
This world absorbs the colours of everything passing through it. It absorbs from objects and entities from the White Light, the Deep Dark or other worlds. It incorporates the colours and exists between the colourful and the colourless world. It is separated in three parts: The first part contains the collectible blue colour, the second part the red colour and the last part the green colour.

Story

Wagner is a little demon who lives in a book, somewhere in the Deep Dark. His world is dark and he is lonely. Someday a vibrant shining fairy appears at Wagners home. She got lost on her way to find her husband Stan. In another dimension she bought a box of cigars for him and took the wrong route, so she ended up in the Deep Dark.

Wagner meets her and is curious about the wonderful colours she emits. He wishes to be able to emit the same nice colours. So in exchange for a way out of this place, she proposed him to fulfill his wish. And so they did. Wagner is teleported to a small place, where some things can be seen and it's not as dark and black anymore. The fairy finds her way home, but before she is gone, she tells Wagner the way to "White Light".

So Wagner goes on his journey in search for the colours. He is heading through "The Between" and collects every single Colourdrop in each region of this slightly scary world. So at first he collects all blue colour drops, after that he goes onward to fill his world with red colour turning all around him to shades of violet and at last, he collects green Colourdrops, to finally see the world in all it's colourful glory. His journey ends in a cave-like room, made up of trees, which are covered in vines, leaves, gras and other plants. Then he notices a vibrant white shining door or maybe something more like a rift in space. By entering this rift he leaves "The Between" and enters "The White Light".

Everything is exceptionally vibrant, peaceful and happy here. Wagner feels more blessed and cheerful than he ever was.

Physical World

Key Locations
- blue-level
- red-level
- green-level

Objects
- Colourdrops

Camera

- side scrolling movement attached to the player
- up scrolling movement lerped according to the player by jumping upwards

Gameplay

Hours of Gameplay

- with Story: ~ 30 minutes
- without Story: ~ 15 minutes

Victory Conditions

- collect every Colourdrop in all three level

Player Control

Player controls:

- right/left arrow keys to move forward/backwards
- space to jump

Movement:

- moving forward and backwards or upwards in every level

Mechanics

- walking and jumping
- collecting items

Challenges

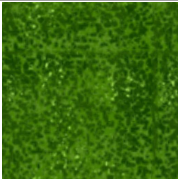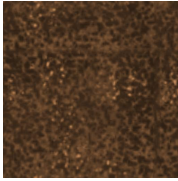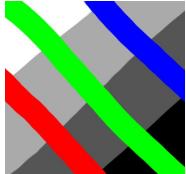- jump from platform to platform
- collect every Colourdrop

Reward

- level success
- victory

Styleguide	**Assets**

Tree

- kind of twisted willow
- trunk with one big root, which is break of the ground

Plant 1

- cylinder with plane as leaf
- kind of long, small leafs
- leaf: like banana leaf

Plant 2

- cylinder with plane as leaf
- four-leaf jungle plant

Colordrop

-Color: blue, red and green
- emits coloured light

Wagner

- Maincharacter
- Demon like
- toony

Textures

Grass

- different green tones splashed on square
- seamless

Ground

- different brown tones splashed on quare
- seamless

Menu/HUD

- black with white lines
- greytones: [dark grey] RGB(85, 85, 85), [light grey] RGB(170, 170, 170)
- colours: [red] RGB (255, 0, 0), [green] RGB (0, 255, 0), [blue] RGB (0, 0, 255)

Level Building

- small levels but wide and high environment
- jungle like arrangement

Sound

- atmospheric music of Richard Wagner

Programming

Language: C#
Shader: UnityCg/HLSL

Player Movement

- simple movement right/left moving and jumping
- third person view

Camera Movement

- horizontal movement attached to the character
- vertical movement, if player jumps out of view, delayed lerp to character

Texture Movement

- 2D seamless background texture scrolls with playerview

Colour Change Shader

- Shader which fade in the separate RGB-Colours for each level

UI/Menu

Components
    Canvas
    Panels
    Buttons
    Texts

Functions
    Buttons lead to Menupanels, start the game or skip intro story-panels

HUD
    show count of Colordrops