Domestic Violence

Game Design Document

##### Created and Produced by The Silent Prawn

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Game Design

## Summary

Domestic Violence is a 4 player fighting game where players can punch, kick, drop, or throw objects at their opponents to achieve victory of their household.

## Gameplay

At the start of the game, the players are spawned within a set of random locations inside of a two story house with the second floor acting as a platform. The golden words “Win!” flash momentarily on the screen and then lifebars appear for each of the respective players at the top of the screen. A timer also appears at the top, counting down from 5-8 minutes. At this point, the players are given control of their characters.

Gameplay for Domestic Violence is fast paced and chaotic. The goal of the game is to either defeat the opponents by depleting their health to zero, timing them out, or by talking it over with them. The players are given a variety of movement and attack options to deal with their opponents. Players can double jump, slide, run, punch, kick, grab, drop, throw, block, and talk. Combos are possible as hits incur down scaling staggers with each consecutive hit. Items are displaced within the map for the players to use to their advantage. Items linger once they are thrown and dropped so players can even wall out or in their opponents. If the fight continues until the time reaches zero, police enter the house and charge the person(s) with the most health with domestic violence, effectively granting the title of winner to the player with the least amount of health. The winner(s) of the fight will get a star beneath their lifebar to indicate a win for the round. First person to win three rounds wins the game.

## Mindset

Domestic Violence should incur feelings of excitement with its fast paced gameplay. Players should feel agile and powerful with the quick movement and attack options in the game. The tactical gameplay should leave the players with a sense of dominancy when they outsmart their opponents and maybe even a bit sly when they cheese them out. Players should be free to be as creative as they want with their attack options and feel encouraged to use the furniture in the game. The game presents itself with a constant tension for all players, as even the winner can lose if they get timed out.

Technical

## Platform

Domestic violence is going to be create with java and intended for PC and Android gamers. It should be able to play both locally and through lan.

## Screens

1. Title Screen
   1. Start
   2. Options
   3. Credits
   4. Exit
      1. Are you sure you want to quit?
         1. Yes
         2. No
2. Level Select
   1. Cpu / Humans[#]
   2. 1 Story home
   3. 2 Story home
   4. Neighbors
   5. Back
3. Game
   1. Pause
      1. Continue
      2. Exit
   2. Post win screen
      1. Retry
      2. Exit
4. Goodbye screen

## Controls

Menu options are controlled with either the d-pad or mouse click. Default player controls are as followed:

* LAN
  + Player’s movement controls are w, a, s, d for jump, move left, crouch, move right.
  + U - talk, i - punch, o - kick, p - grab/throw,
  + Spacebar - block
* Local
  + Player 1 movement wasd
  + T - talk, y - punch, u - kick, i - grab/throw
  + Player 2 movement d-pad
  + L mouse click - punch, R mouse click - kick, scroll wheel - grab/throw, M mouse click - talk
* Additional info
  + The grab button is changed to throw after the player picks up an item.
  + The grab button can be used on other players
  + Players can drop items using down and throw

Player controls can be changed in the options menu.

## Mechanics

Physics engines will need to be created for the players and objects in the house. Players must fall a set distance once they jump and will not have access to their jumps until they hit the ground again. Theoretically, this can be done by having their bodies always falling until they hit something and have the jump strength higher than the fall strength so the player can still jump.

Items will also need an abstract class and base properties for their weights and damage to the player. Player speed is not affected by the weight however. The weight will determine the damage as well as which item will win in a clash. Naturally if an item of higher weight crashes into an item of smaller weight, that smaller item will be sent back. Weight also determines the distance that the item will travel when thrown.

Players also need to incur a hit stun when they get damaged - nothing too big but enough so that combos are still possible. Damage is scaled downward with each consecutive hit. The hit stun should also be scaled downward with each consecutive hit until it reaches zero. This is to ensure that there are no infinite combos.

Once the scaling hits zero, the player is entered into a knocked down state. After a moment, the player can rise and block before they become vulnerable. Players also enter the knockdown state if a heavy item hits them from the air. If a weak item hits them or the player intercepts them, they land normally.

Players can only do 1 aerial attack per jump.

The block button creates a protective circle around the front of the body to protect the player. Players can still move either left or right in this state, but they cannot jump. Players are forced to walk while in this state and are forced to face whatever direction they were facing when the button was pressed. Players must also block high by just blocking or low by crouch blocking to guard from the respective attacks. The hitbox for the guard move does not extend to the player’s back, so it’s always possible to get around their defenses.

Level Design

## Themes

1. Single story home
   1. Mood
      1. Homely
      2. Warm neutral colors
   2. Objects
      1. *Ambient*
         1. Wood walls
         2. Peaceful music
      2. *Interactive*
         1. Clocks
         2. Chairs
         3. Books
         4. Shelves
         5. Dinnerware
2. Double story home
   1. Mood
      1. Casual
      2. Light neutral colors
   2. Objects
      1. *Ambient*
         1. Beige wallpaper
      2. *Interactive*
         1. Regular furnishings: sofa, paintings, clocks, books/shelves
         2. Toiletries: plunger, toilet paper, toilet

## Game Flow

1. Players start in a random set location in the house
2. Players can move left, right, up, or down but not outside of the house
3. Furnishings are splayed out for use
4. If all but one player’s health reaches zero, that player wins the round
5. If time runs out, player with the least health wins the round
6. If the surviving players agree for a shared win, they can talk it out for wins in the round.
7. Player(s) reach 3 wins for the victory
8. Win screen appears congratulating the winner(s)
9. Screen dims and they are given the option to replay or exit

Development

## Abstract Classes / Components

1. BasePhysics
   1. BasePlayer
   2. BaseObject

## Derived Classes / Component Compositions

1. BasePlayer
   1. Player1
   2. Player2
   3. Player3
   4. Player4
2. BaseComputer
   1. CompEnemy1
   2. CompEnemy2
   3. CompEnemy3
   4. CompEnemy4
3. BaseObject
   1. ObjectPainting (pick-up-able, throwable)
   2. ObjectChair (pick-up-able, throwable)
   3. ObjectTV (pick-up-able, throwable)
   4. ObjectLamp (pick-up-able, throwable)
   5. ObjectTable\_Big (pick-up-able, throwable)
   6. ObjectTable\_Small (pick-up-able, throwable)
   7. ObjectBook (pick-up-able, throwable)
   8. ObjectShelf (pick-up-able, throwable)
4. BaseObstacle
   1. ObstacleFloor
   2. ObstacleWall

Graphics

## Style Attributes

Domestic violence has a cartoony style with thin outlines and more rounded bodies. They have big eyes that turn into X’s when struck. Heads are slightly larger than normal, but otherwise follow consistent proportions. Clothing and furniture should be modern. Warm and neutral colors are required for the homes. Furniture and pictures can have any color as long as it fits with the item and style of the home.

## Graphics Needed

1. Characters
   1. Human-like
      1. Basic Male and Female
         1. Same height
            1. Shirt/blouse and jeans
         2. Movement
            1. Standing
            2. Running
            3. Low dash forward
            4. Blocking [Standing, crouching, walking]
            5. Standing punch (three hit combo)
            6. Crouching punch (single jab)
            7. Standing kick (Single kick)
            8. Crouching kick (low sweep)
            9. Pickup Light item (Quick lean down)
            10. Pickup Heavy item (slightly slower lean down)
            11. Carry Light item (casually in one hand) [standing, running, jumping]
            12. Carry Heavy item (uses both hands) [standing, running, jumping]
            13. Throw item [Light (slightly faster) and heavy]
            14. Reel back (Getting hit)
            15. Exaggerated fall back (Knockdown animation)
            16. Lying down (knocked down)
2. Blocks
   1. Wood wall
   2. Wood floor
   3. Beige wallpaper
   4. Tiled floor
   5. Tiled walls
   6. Carpet (Blue and Burgundy)
3. Ambient
   1. Bookshelves
   2. Books
   3. Sofa chairs
   4. Dining chair
   5. Dining table
   6. Lamp
   7. Bear statue
   8. Wall/Full Clock
   9. Small Paintings (at least 5 kinds)
   10. Television
   11. Toilet
   12. Toilet paper
   13. Doors
4. Background / Scenes
   1. Scenery of a neighborhood
      1. Blue skies
      2. Houses in background
      3. Green grass
   2. Victory Screen
   3. Giant golden “Ready…” and “Win!” text
5. Menu items
   1. Buttons
   2. Title screen
   3. Stage select
      1. Player boxes for sign in
      2. Thumbnails for stages
   4. Menu/text box
   5. Health bar
   6. Character hud
   7. Stars

Sounds/Music

## Style Attributes

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario’s jump), or use just enough to let the player know something happened (e.g. mega man’s landing)? Going for realism? You can use the music style as a bit of a reference too.  
   
 Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

## Sounds Needed

1. Effects
   1. Hollow footsteps (wood floor)
   2. Soft footsteps (carpet floor)
   3. Sharper Footsteps (tile floor)
   4. Soft Landing (low vertical velocity)
   5. Hard Landing (high vertical velocity)
   6. Attack wiff (punch/kick swing)
   7. Attack lands (punch/kick hit)
   8. Attack blocked (punch/kick blocked)
   9. Bleep (item pick up)
   10. Rustling (item throw)
   11. Bloops (item land)
   12. Heavy rustling (Player jump)
2. Feedback
   1. Shocked “Ooomph!” (Attacked)
   2. Long “Arrrrgggghhh!” (Death)
   3. Narrator “Ready…? Win!” (Intro)
   4. Police sirens (Timeout)
   5. Celebration music and clapping (Win screen)

## Music Needed

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

*(example)*

*(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)*

Schedule

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

1. develop base classes
   1. base entity
      1. base player
      2. base enemy
      3. base block
   2. base app state
      1. game world
      2. menu world
2. develop player and basic block classes
   1. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   1. blocks
      1. moving
      2. falling
      3. breaking
      4. cloud
   2. enemies
      1. soldier
      2. rat
      3. etc.
5. design levels
   1. introduce motion/jumping
   2. introduce throwing
   3. mind the pacing, let the player play between lessons
6. design sounds
7. design music

*(example)*