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| Junk Mayhem | | |
| Game Design Document | | |
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| Trash Roguelite | | |
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| By Capybara Studios | | |
| Andre Borja  Eduardo Cavalcante  Naomi Freire  Sebastian Beltran | | |
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# Overview

## Description

Top-down rogue-lite game that takes place in a trash dump.

## Goals

What are the design goals of the game? What are you trying to achieve by making this game?

## Pillars

Three pillars that will help inform your design decisions.

1. Combat
2. Pillar two
3. Pillar three

## Hook

What is the unique ‘hook’ to your game?

# Logo Description automatically generated3 Cs

## Character

The main character is a Banana Peel that has come back to life due to a cosmic strike in the trash dump. Her goal is to escape the trash dump and avoid going to the landfill.

## Camera

This is a 2D top-down game.

## Controls

Her controls are based on the constraints of an Atari controller: one joystick and one button. The Banana Peel moves in all four directions in the game pad and performs combat actions with the button. Double-tapping on any of the arrows makes the Banana Peel dash two blocks away.

Which button?

A single tap on the button is a light attack one unit below the character onscreen (performed with one of the arms of the peel). The second tap does more damage and is done one unit above the character. The third tap finishes the attack combo and affects all directions.

Holding the button creates a ground slam that knocks enemies in all directions back.

OR

Holding the button creates an arrow that circles around the player according to their presses on the directional pad. Once they finish holding, the Banana’s eye is shot at wherever the arrow was aiming. Cooldown 2s.

# Features

## Feature Example

* Souls
* Poison

# Production

## Kanban Board

Link to the board.

## Team Members and Responsibilities

|  |  |
| --- | --- |
| Team Member | Main Responsibilities |
| Andre Borja | Programmer |
| Eduardo Cavalcante | Level Designer |
| Naomi Freire | Project Manager, 2D Artist |
| Sebastian Beltran | 2D Artist |

## Risks and Mitigation

Identify any risks and their possible mitigations. Add more rows as needed. Check example below.

|  |  |
| --- | --- |
| Risk | Mitigation(s) |
| Team has never made a rogue-lite | Prioritize procedural content generation tasks, find online learning resources |
| Atari controller is limiting | Explore what can be done to augment the power of the few buttons available |

## Publishing

A link to the itch.io game page.

# Art

Lovecraftian horror in cartoon form.

<https://br.pinterest.com/nanahfreire/bananapus/>

Background pattern

Description automatically generated with medium confidence A picture containing text, slot machine

Description automatically generated

# Tech

Unity.

Are you using any plug-ins or packages?

Are there any technical considerations, requirements, or constraints?

# Audio

What is the game’s audio direction?

Are there any audio considerations, requirements, or constraints?

Funky, energetic with some low tones.

# UI

The UI will be very closely related to the visuals of the game itself. This means that a lot of the elements that would be considered UI (text bubbles, combo scores and such) are intertwined with characters and background and have a similar visual style that doesn’t try to separate them.

What UI elements will be needed in the game?

What information must be relayed to the player?