**Ruinseeker**

**Ga*me Design Document***

***Sans Peruano***

**STAGE ONE : CONCEPT**

**Game Summary**

| It is a 2D platform game where the main character is an explorer that moves automatically from side to side and the player can dash and jump to avoid obstacles and enemies to progress upwards through the ruins of an ancient civilization and get the hidden artifact at the top. |
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**Game Lore**

| As an explorer you discover some ancient ruins where the legend tells that there is a forgotten artifact hidden inside there. You decide to take on the quest to find it and set on a journey to uncover the secrets that are hidden inside those ruins. |
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**STAGE TWO : SPECIFICATIONS**

**Art Style**

| Simple Pixel art, with chibi stylized characters and also very colorful. Main inspirations drawn from Leap Day, Celeste, Reventure or Jump King. We want to give a fun experience and aim for the exploration instinct. |
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| **Game Mechanics**  **Single Player**  This is a single player minigame, for the moment we don’t expect to  make it multiplayer/cooperative  **Map**  The map will be vertically oriented because the objective is reaching the top. However, in order to give some more diverse gameplay and horizontality to the game, there will be zones without walls. The player will go from one side of the screen to the other, like Pacman. The game will consist of 3-4 Maps. There will be instances in the gameplay in wich you can go outside the screen bounds to appear at the other side of the screen.  The size of each map should be 2 to 3 levels of leap day. Also we would need to create spikes or obstacles alike with wich we would die if we contact with them.  **Enemies**  The enemies will have a basic behavior (patrolling or seeking) with different abilities like shooting, imitating the player, etc.  **Types of enemies:**  Gunner: This enemy will patrol until it sees the player, then it will shoot certain projectiles toward him. This enemy is defeated whenever the player jumps into his head. This enemy is most likely to disappear.  Boomerang guy: This enemy is similar to the gunner, it will patrol until it sees the player, but then it will throw a boomerang that will reach a certain distance and then return to its owner (the enemy). This enemy is defeated whenever the player jumps into his head.  Shadow: After a few seconds of entering the level, a shadow of yourself will appear and will follow the same movements that you do. In order to avoid him you will have to constantly advance through the level.  Video with an example from Super Mario Bros Wonder:  https://youtu.be/ZA0QKG9WErw?si=CFpNbhL5\_R8oysLd  Submarine mines: this enemy will stay in the same position until the player enters his activation zone. Then it will track the position of the player and rapidly move towards him. This enemy will die whenever he touches either the player or another object of the level. The submarine mine moves in a direct line to the point when the player enters it range.  Ratatula: this enemy is hidden in some place on the scene and whenever the player passes through that location it will attach to the player's head and invert the controllers for 5 seconds and then it will die.  Fly: this enemy will fly around the scene and whenever it sees the player it will follow him. The enemy will die if the player jumps on his head. This enemy will follow the player from the moment of detection up to the next checkpoint.  **Damage System**  Whenever the player touches an enemy or a trap it dies and respawns on the latest activated checkpoint.  **CheckPoints (special feature)**  Through the levels you can collect gems that appear distributed among the level. After avoiding and passing with success some obstacles, you will reach a checkpoint zone. Here you have the option to activate it by using some of the gems or just continue playing. Each level will have 2 different checkpoint along the level. To use the checkpoint you will need to spend 5 gems.  The checkpoint will be in a separate room on the same floor that will be accessed if you enter and when pressed a button there the gems will be spend and a new checkpoint will be saved.  **Player Movement:**  Basic Movement: The player moves left to right automatically and it will invert the direction the moment that it collides with an object.  Jump: You could tap one time the screen to make the player jump, the jump should be 1/4 - 1 / 5 of the screen always diagonally.  Dash (special feature): You could swipe the screen to make a little dash that will make the player travel a short distance towards the directions of the swipe. You must be in the air to use this dash. The player will keep moving in the same horizontal direction of the dash (for example, if you were walking towards the right direction and you jump and dash to the left, the player will start walking to the left.)  **Player progress**  After you exit one level, if you enter the same level you appear on the latest checkpoint that you activated. If you exit the level before completing it, you will conserve the gems that you earned before the latest checkpoint.  Star ranking: After completing a level, depending on the gems that you have at the end you will get a rank that goes from 1 to 3 stars. You get 10k point for each star you get, you get one star for every 5 gems you collect along the level    (Already edited)  Cosas que añadir: enemies manager en 2 responsabilidades checkpoint changes  audio manager player puede ser data class añadir el nav system.  Dividir mas responsabilidades si se puede. Persistance node. |
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| **Navigation System**  The navigation system consists of Screen Activation/Deactivation. The GameManager has access to a NavigationSystem Assembly to activate screens or change scenes.  **Menus UI**  **PAUSE MENU PAUSE SCREEN**    In the pause menu we would use a minimalistic menu showing the restart to checkpoint button, the select level button and the options button.  UI components:  Pause Menu has 3 different buttons. Resume, Settings and Menu.  Navigation:  Resume: Deactivates Pause Screen and continues the gameplay.  Settings: Activates Settings Screen and deactivates Pause Screen.  Menu: Returns to Main Screen.  **GAME UI**    The ui in game we would just have the pause button at the top right and the stars we have in the top left, to focus the player attention to the gameplay without distractions  UI components:  Pause button at the top left and stars in top right.  Navigation:  Pause: Activates pause menu screen.  **MAIN SCREEN**  The main screen menu, we would have buttons with the continue, select level,options and Lobby with a screenshot or splash art of our game  UI components:  Game title text at the top center and 1 column of 4 buttons at center, Continue, Select Level, Options, Lobby.  Navigation:  Continue: Loads last saved file and returns to the last checkpoint in the last level played. Select Level: Activates Select Level Screen and deactivates Main Menu Screen. Options: Activates Options Screen and deactivates Main Menu Screen. Lobby: Returns to Minigame Selection Lobby. |
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| **LEVELS MENU SELECT LEVEL SCREEN**  In the select level menu we would show the levels we can play,the gems we have and how much gems we need to unlock the next level  In the Levels Menu depending on how many gems we have we can enter the level or not.  UI components:  Game title text at the top center, Total gems text at the top right, Return to Main Menu Screen button at top left and Level buttons grid at bottom center. Each level has a text of %progress and a text on how many stars to unlock.  Navigation:  Return to Main Menu Screen Button: Deactivates Select Level Screen and activates Main Menu Screen.  Level Button: Opens level Scene.  **OPTIONS MENU OPTIONS SCREEN**  Our settings menu would we really simple with a music and sound slider to make the player choose if they want it or not and a return button.  UI components:  Music Slider, SoundFX slider and return button.  Navigation:  Return Button: Deactivates Options Menu and activates last screen. |
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**Audio Design**

| The music and sound effect will be arcade style, some examples of games that implement this type of music are Undertale or Megaman. The style of the music will evoke a sensation of |
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| exploration. The player must feel he’s exploring some ancient ruins, examples of this can be Donkey Kong Country Returns. |
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**Asset Requirements**

| Player sprite sheet  Map tile  Enemies sprite sheets  Some music tracks for the different levels (one for each level)  Sound effects:  - Killing enemies  - Collect gems  - Get a checkpoint  - Complete a level  - Menu Buttons FX  Gems sprites  Menu sprites (Pause button, level selector, etc) |
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**Specific Assets**

| https://egordorichev.itch.io/adve |
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