Ruinseeker
Game Design Document
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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.

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.

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.
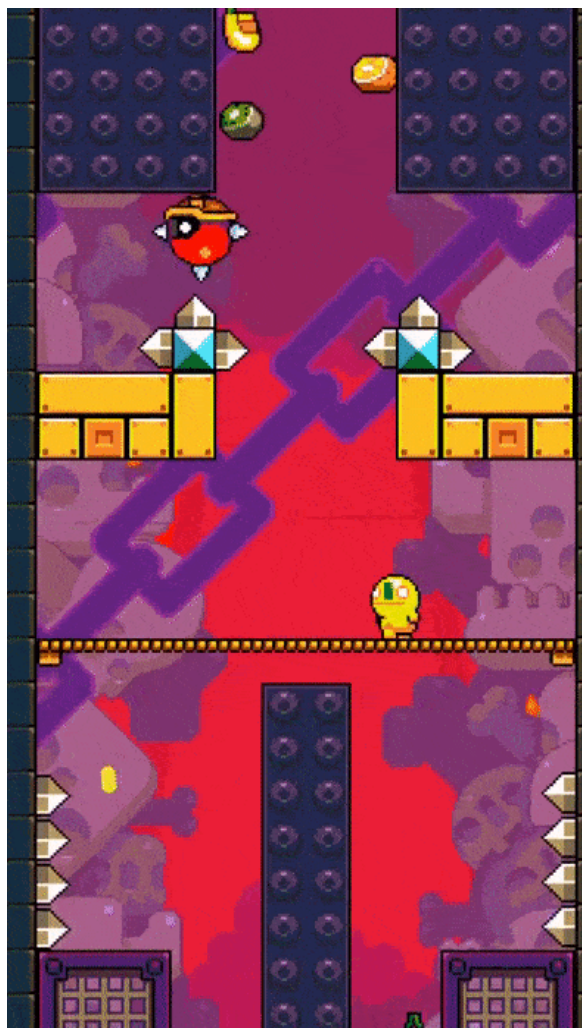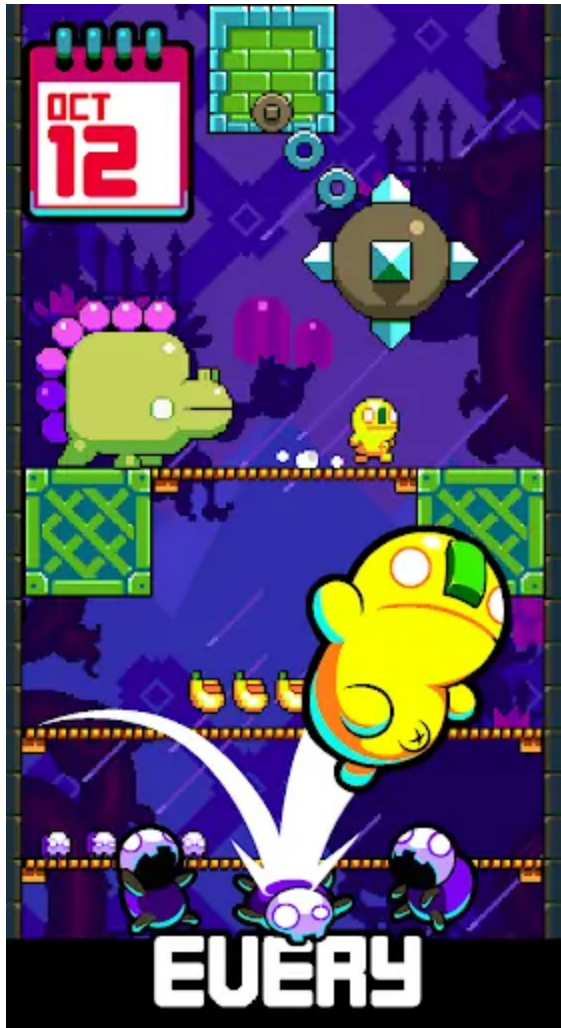
Game Mechanics

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.

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.

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:

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.

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.

Damage System
Whenever the player touches an enemy or a trap it dies and respawns on the latest activated checkpoint.

CheckPoints (special feature)
After avoiding and passing with success some obstacles, you will reach a checkpoint zone. Touch it to activate it.

Gems
Through the level there are 15 gems that the player can collect. These gems will determine the star rank at the end of the level, the score and there will be spendable to use the items.

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.
WallJump: When jumping into a wall, the player will stick to it while sliding down. If you tap the screen you will jump. (Similar to Mario games)
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.)

Activatable Items:
The player will be able to collect these items through the level. For using them, you will have to spend some gems.
-Star item: Whenever you activate it, the player will be immune to the enemies and the projectiles for a limited time.
-Bomb item: Whenever you activate it, all the enemies on the screen will instantly die.
-Dash boots: After using it, the player will be able to dash 2 times in the air during 10s

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.
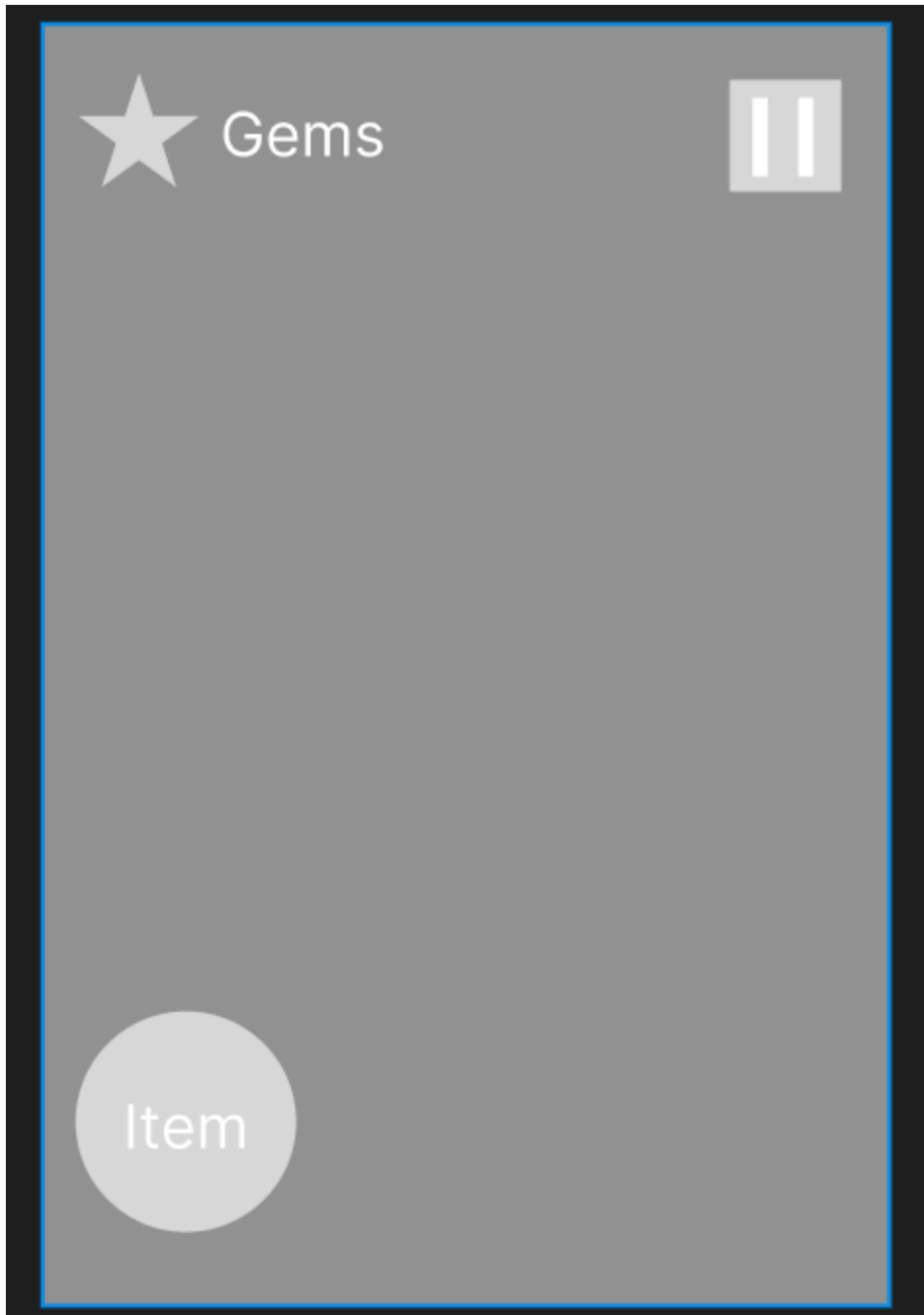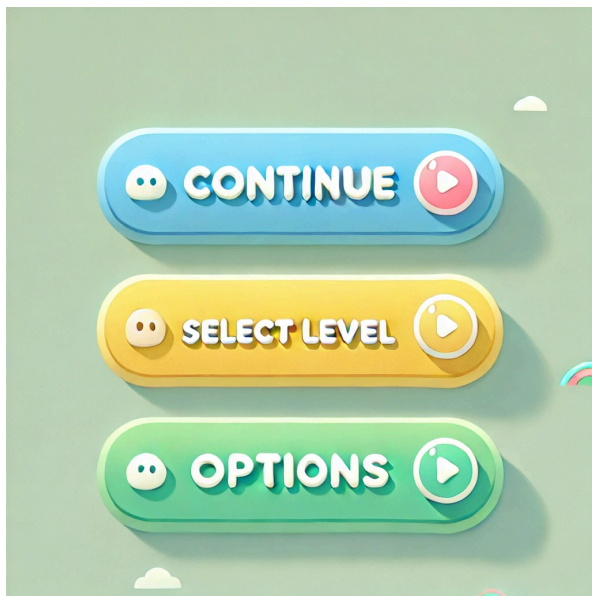
Menus UI

PAUSE MENU
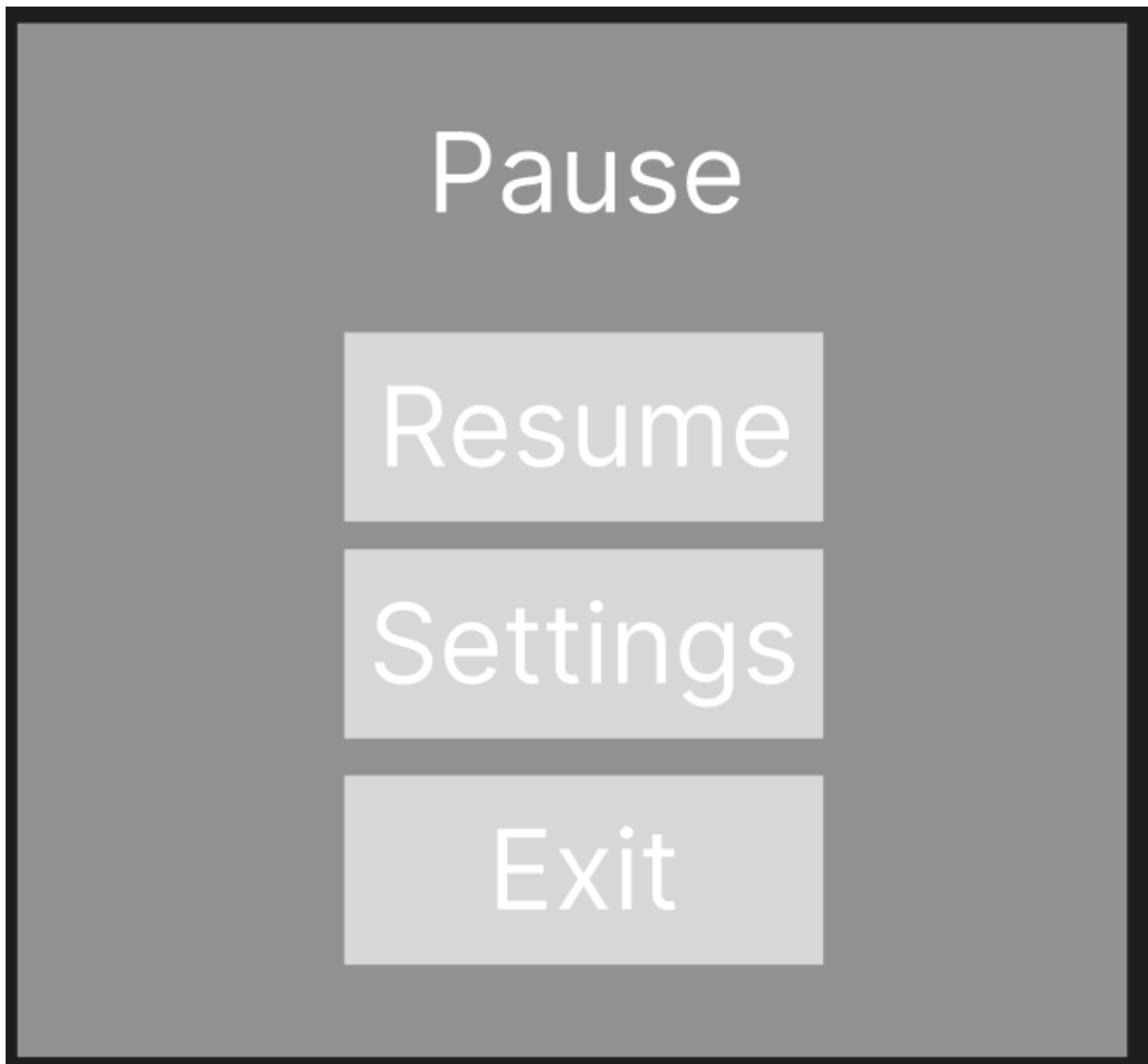
In the pause menu we would use a minimalistic menu showing the restart to checkpoint button, the select level button and the options button.
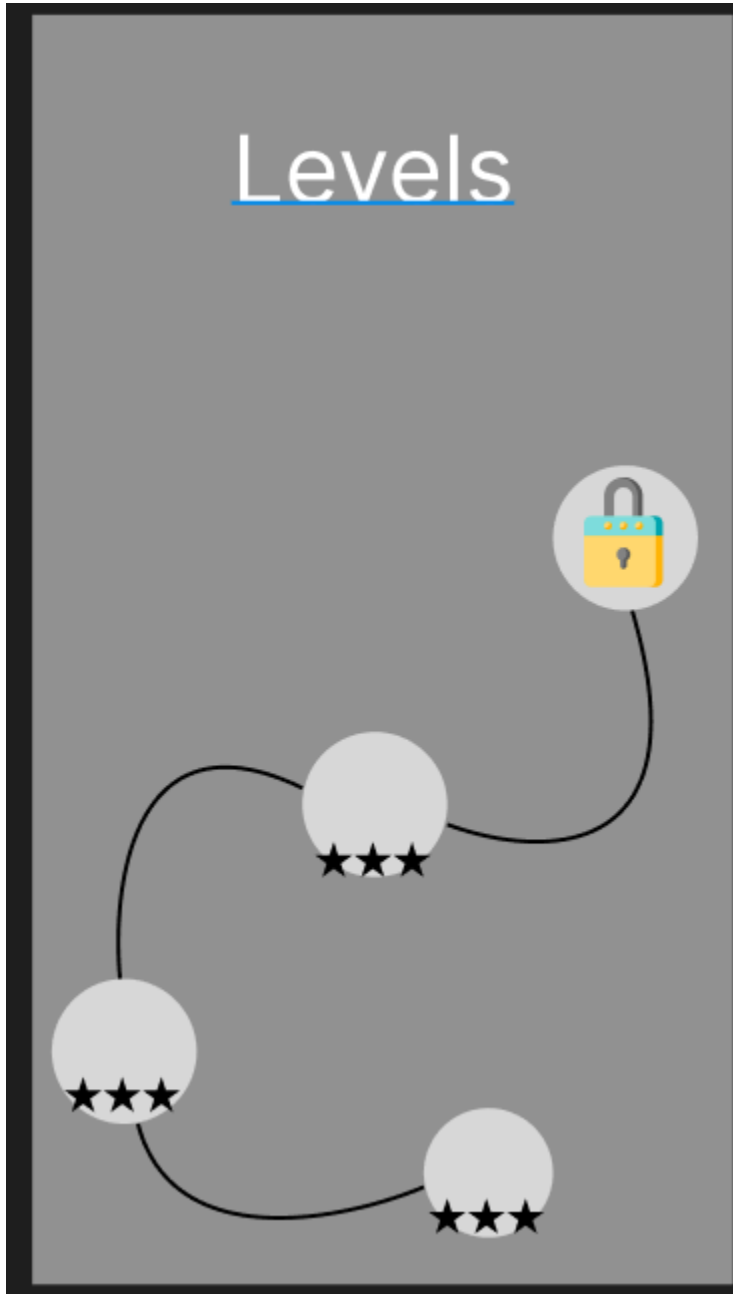
GAME UI

★ Gems

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Item

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

MAIN SCREEN

The main screen menu, we would have buttons with the continue, select level and options, with a screenshot or splash art of our game
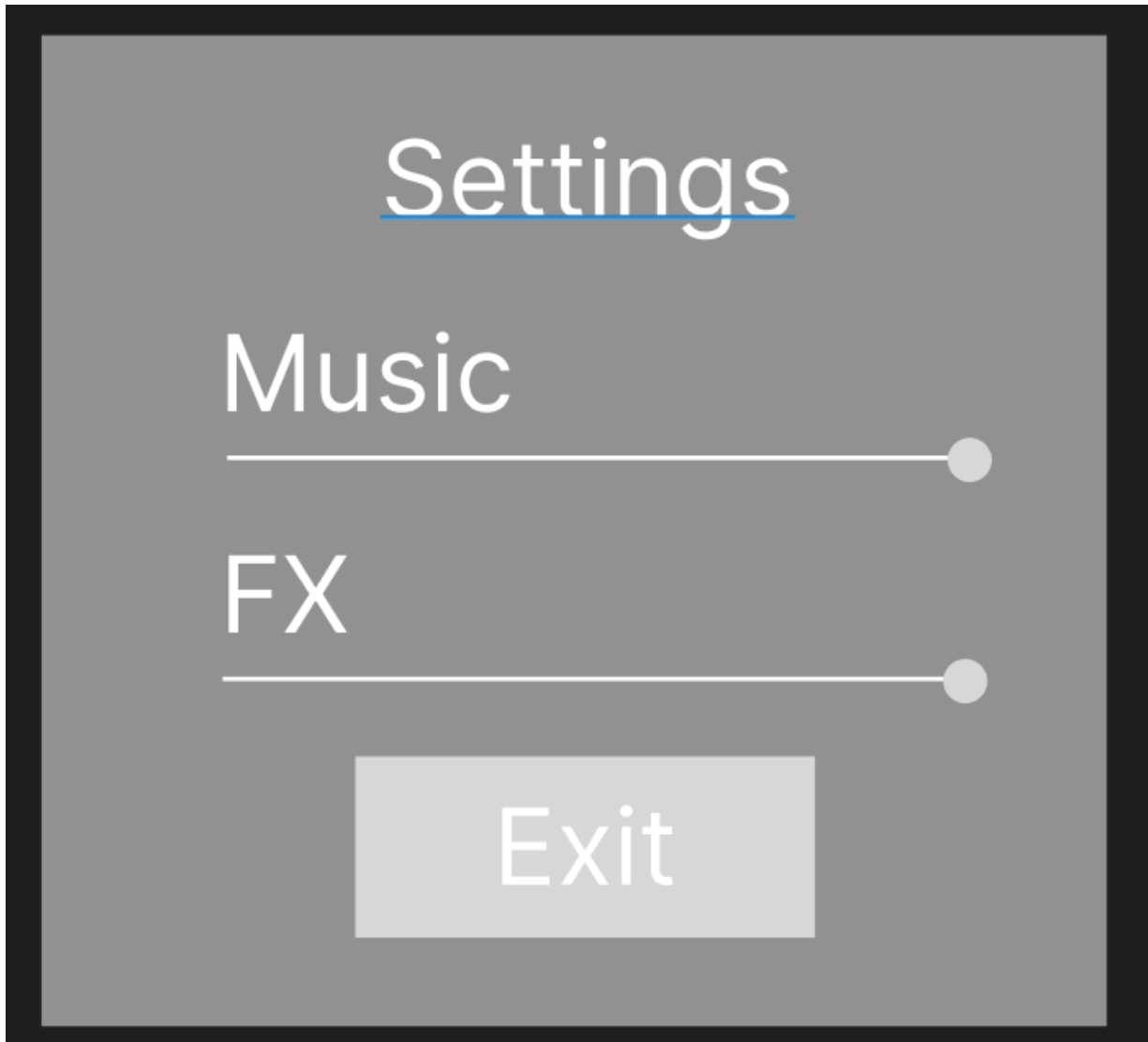
LEVELS MENU

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

OPTIONS MENU

Our settings menu would we really simple with a music and sound slider to make the player choose if they want it or not

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 exploration. The player must feel he's exploring some ancient ruins, examples of this can be Donkey Kong Country Returns.

Asset Requirements

Player sprite sheet
Map tileset
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)

Specific Assets

https://egordorichev.itch.io/adve