

GAME DESIGN DOCUMENT
BOSS RUSH GAME JAM 2024
THEME: Exchange
Solo dev: Caio Amaral

Game engine: Godot 4.0.2 – stable
Date: Feb 02 2024
version 1

Game

Boss rush shmup.

Lore

Player controls a *man looking for love*. He goes to a *speed dating* event and has to charm his way into the women’s hearts in order to *exchange phone numbers*.

Player

Mechanics

Ship Modes

There are 2 ship modes: Regular and Focus

Regular	Focus
Default mode. No action needed	Activated when player holds Focus Button
Damage multiplier: 1x	Damage Multiplier: 0.75x
Score Multiplier: 1x	Score Multiplier: 1.3x
Base Speed: 100	Base Speed: 50
Wide shot	Narrow shot
3 points of origin	3 points of origin
Destroys Orange Bullets	Don’t destroy orange bullets

Health

Player hitpoints, lives and continues vary depending on game mode.

Boss Rush Mode	Stage Select Mode
HitPoints: 2	HitPoints:2
Lives: 2	Lives: 2

Continues: 1	Continues: <i>infinite</i>
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Extends

There are extends after X points on both game modes. Extends grant player an extra life.

Player can't acquire extra continues.

Enemies

Calm Gal

Calm woman with a long dress. Her patterns are calm, predictable.

Little to no movement on screen.

During her last phase she open her eyes and blush.

Nerdy Gal

Smart and witty woman. Holds books.

Moves on top of the screen.

Throws books and questions at the player.

During her last phase she takes her glasses off to focus on the battle.

Technician Gal

Smart and wearing technician clothes.

More aggressive patterns. Creates lanes to trap player.

She can teleport occasionally left and right.

Moves on top and middle of the screen.

Throws drills, nuts and bolts towards player.

On her las phase takes helmet off and is more aggressive. Throws hats at player.

Event Organizer Lady

Is angry at player for getting everybody's number. Fears the other men on the event won't have a chance of meeting someone special because of player's actions.

Chases player. Moves all over the screen and traps player with patterns impossible to micrododge. Player must comply with the rhythm of her patterns.

On her last phase she is less angry, and feels flattered. The screen is filled with bullets.

TLB – Player's ego

Getting all those girls numbers got to player's head.

TLB is an evil version of player with sunglasses and unbuttoned shirt showing his chest hair.

Their patterns are aimed to control whole parts of the screen, they are near impossible to micrododge, best to macro dodge.

He is arrogant and let you hit him after waves of patterns.

Moves on top of the screen.

On his last phase, his shirt is ruined and one lens of his glasses are broken. He has horns (and maybe a boner)

Menu

- Title Screen
 - Play
 - Boss Rush
 - Difficulty Select
 - Normal
 - Hard
 - Level Select
 - Difficulty Select
 - Normal
 - Hard
 - Back

- **Settings**
 - Audio Settings
 - VFX Settings
 - Other Settings
 - Back
- **Leaderboards**
 - Normal
 - Back
 - Hard
 - Back
- **Credits**
 - Back

Gameplay

- **Start**
 - player already on scene
 - background already scrolling
 - music already playing
 - autoshoot is disabled
 - player cant shoot
 - player can move
- **Boss intro**
 - boss enters stage
 - boss life bar appears
 - boss starts moving
- **Battle**
 - autoshoot is resumed
 - boss and player can get damage

- Boss last hit

- music stops
- time slows down
- boss moans
- bullet cancel
- auto shoot stops
- player cannot shoot
- player can move

- VICTORY

- time speeds up to normal
- plays victory music
- show victory UI
- if boss rush, loads next boss immediately
- if stage selected, load stage select screen

- DEFEAT

- if stage selected, show continue screen
 - infinite continues
- if boss rush, show continue screen once
 - 1 continue