Jaunty Spacemin (John T. Spaceman)

# Game Design Document

## Game:

An “infinite-runner” sidescroller set in space and within the character’s hallucinations.

## Concept:

You are John T. Spaceman, an astronaut who is lost in space without a ship. He floats aimlessly in his spacesuit and is running out of oxygen. As the oxygen level drops, he begins to hallucinate platforms and other objects. He starts to run forward on the platforms.

## Theme:

Despair and loneliness that transitions to euphoria and whimsy.

## Game mechanics:

* Constant scrolling/running
* Jumping
* Walls, slopes, cliffs
* Hazards (spikes, etc.)
* NPCs that follow you once touched
* Cats that can be clicked and collected
* Dialog windows
* Quick-time events related to dialog windows
* Random or preset map module order
* Multiple map tilesets/themes
* Oxygen bar serving as your life bar
  + Decreases over time
  + Decreases when you respawn
  + Collectible bubbles refill the life bar

## Map System

### Modules

Every map module is 10 tiles tall and 50 tiles wide. Each module starts and ends with a normal block at 5 blocks high and empty air 6 blocks high.

### Tiles

All permanent parts of the map are Tiles. These each have their own properties, such as:

* Sloped (pushes the character up or down without slowing them)
* Hazard
  + Draining (drains O2 while in the tile)
  + Hurting (costs the player O2 upon contact/entry)
  + Killing (forces a respawn)
* Blocking (stops the player’s forward advance until they get over it)
* Passable (does not affect the player’s motion at all)

There will be multiple tilesets, each themed differently but containing the same elements.

### Objects

Temporary or mobile parts of the map are Objects. Examples:

* NPCs
* Air Bubbles
* Cats

## Dialog System

When you touch an NPC, they will begin to follow behind you. They will talk to you via dialog windows. Text streams in letter by letter (with accompanying sound), and you will be given a prompt to respond to them with one of several possible responses and progress the dialog tree. The associated keyboard key will fly across the screen. If you do not press a valid key before it leaves the screen, the conversation will advance via a hidden response, usually to a negative result.

If you contact a second NPC while a previous one is following you, it will do the older one’s negative end result and they stop following you. The new one’s dialog appears normally.

### NPC Data

Each NPC has:

* Sprites
  + Idle
  + Following animation
* Dialog text
  + Possibly text format data (color, background color, etc.)
* Dialog tree data
* Actions
  + Grant oxygen
  + Take oxygen
  + Spawn hazard

#### Example NPC

<npc name=” Angel”>

<spriteset file=”Angel.PNG”>

<dialog>

<point =”0” text=“You look like you could use a guide to the afterlife.”>

<response=”A” text=“Huh? No, I’m doing just fine, thanks.” Trigger=”Go To Point1”>

<response=”B” text=“Oh? Know anyone that fits that bill?” Trigger=”Go To Point2”>

<response=”C” text=“Hey, baby. Wanna hook up?” Trigger=”Go To Point3”>

</point>

<point =”1” text=“If you insist…” Trigger=”Grant 5 O2, EndDialog”>

<point =”2” text =“I can help, but first you’ll need to die…” Trigger=”Take 5 O2, EndDialog”>

<point =”3” text=”No.” Trigger=”Take 10 O2, EndDialog”>

</dialog>

</npc>