LR DEFENDER!

Game Design Document

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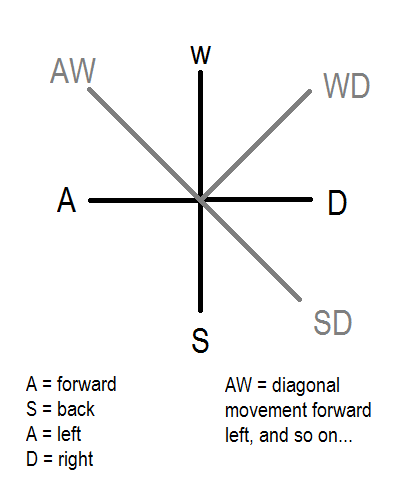
Game Design

## Summary

El personaje principal debe evadir y atacar a los enemigos que llegan desde la derecha e izquierda, puede utilizar armas, escudos e incluso magia.

## Gameplay

El jugador debe eliminar los enemigos que llegan desde todas las direcciones, utilizando gestos en la pantalla, el personaje debe realizar ataques según la dirección en que el jugador realice el gesto, con esto se pueden tener la siguiente cantidad de ataques:



El jugador tiene la posibilidad de realizar combos, intercambiar armas, usar escudos, activar magia y realizar combos con las armas (si alcanza el tiempo para hacerlo). También se debería poder realizar ataques con gestos que tegan una curva. (curve swipe)

## Mindset

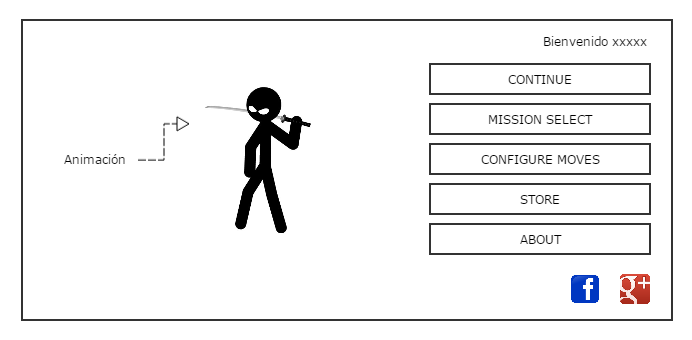
No aplica Mindset para este juego.

Technical

## Screens

1. Title Screen

La pantalla de título contiene la información de inicio de sesión en Facebook o GPlus



La opción “Continue” hace que el juego continúe en la última misión

La opción “Mission select”, permite al usuario repetir alguna misión.

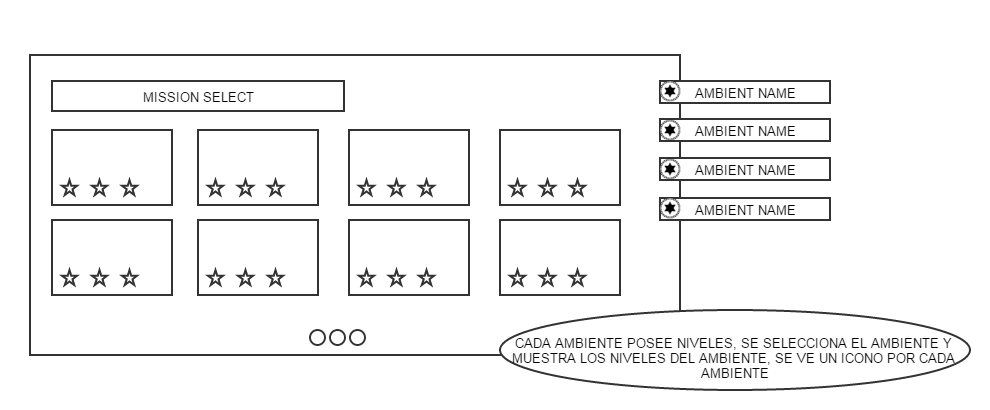
“Configure moves”, permite configurar los movimientos que el personaje va a ejecutar cuando el usuario realice los gestos (swipe). Permite configurar las diagonales y las curvas.

“Store”, permite realizar compra de armas, movimientos, ítems y poderes.

La opción “About” muestra información acerca del juego y sus creadores.

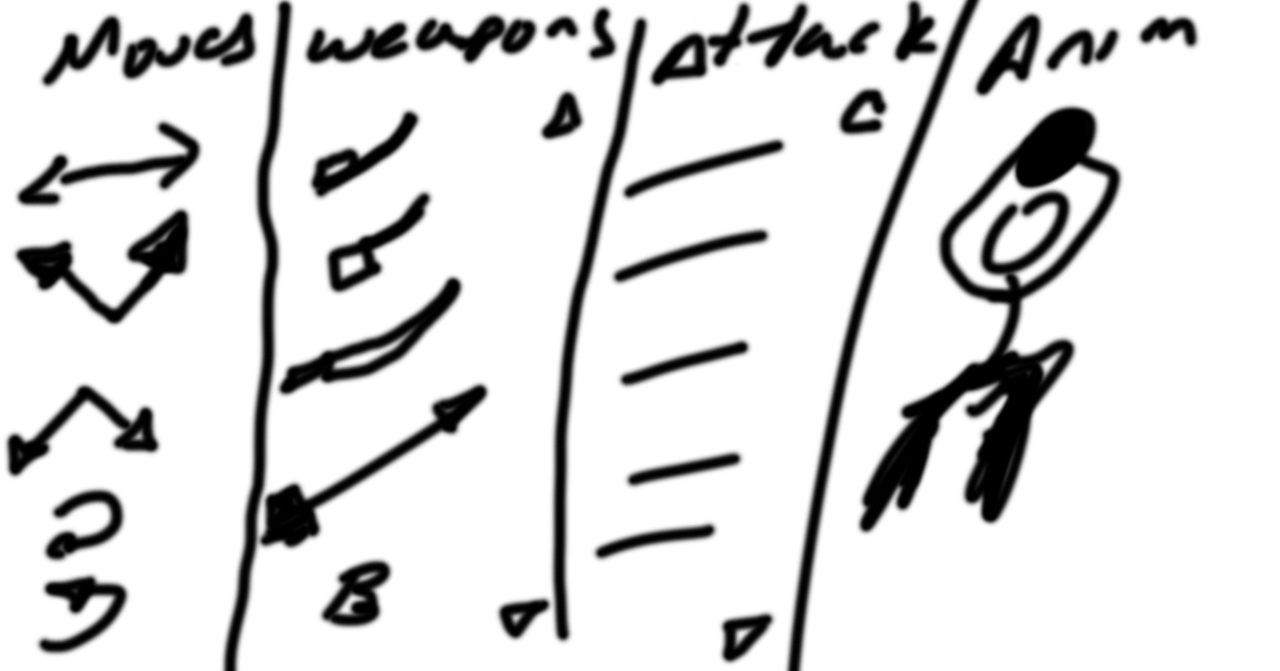
1. Mission select

Permite al usuario seleccionar el ambiente y la misión a jugar, adicionalmente indica la puntuación del nivel.



1. Configure moves

Permite al usuario personalizar el comportamiento del personaje según los gestos realizados.



1. Store

Esta opción le permite al usuario realizar compras en la aplicación, se puede adquirir armas, movimientos, personajes y magia.



1. Game
2. End Credits

*(example)*

## Controls

Controls will be direction buttons(forward, backward), action buttons(Jump and Fire).

## Mechanics

Are there any interesting mechanics? If so, how are you going to accomplish them? Physics, algorithms, etc.

Level Design

*(Note : These sections can safely be skipped if they’re not relevant, or you’d rather go about it another way. For most games, at least one of them should be useful. But I’ll understand if you don’t want to use them. It’ll only hurt my feelings a little bit.)*

## Themes

1. Forest
   1. Mood
      1. Dark, calm, foreboding
   2. Objects
      1. *Ambient*
         1. Fireflies
         2. Beams of moonlight
         3. Tall grass
      2. *Interactive*
         1. Wolves
         2. Goblins
         3. Rocks
2. Castle
   1. Mood
      1. Dangerous, tense, active
   2. Objects
      1. *Ambient*
         1. Rodents
         2. Torches
         3. Suits of armor
      2. *Interactive*
         1. Guards
         2. Giant rats
         3. Chests

*(example)*

## Game Flow

1. Player starts in forest
2. Pond to the left, must move right
3. To the right is a hill, player jumps to traverse it (“jump” taught)
4. Player encounters castle - door’s shut and locked
5. There’s a window within jump height, and a rock on the ground
6. Player picks up rock and throws at glass (“throw” taught)
7. … etc.

*(example)*

Development

## Abstract Classes / Components

1. BasePhysics
   1. BasePlayer
   2. BaseEnemy
   3. BaseObject
2. BaseObstacle
3. BaseInteractable

*(example)*

## Derived Classes / Component Compositions

1. BasePlayer
   1. PlayerMain
   2. PlayerUnlockable
2. BaseEnemy
   1. EnemyWolf
   2. EnemyGoblin
   3. EnemyGuard (may drop key)
   4. EnemyGiantRat
   5. EnemyPrisoner
3. BaseObject
   1. ObjectRock (pick-up-able, throwable)
   2. ObjectChest (pick-up-able, throwable, spits gold coins with key)
   3. ObjectGoldCoin (cha-ching!)
   4. ObjectKey (pick-up-able, throwable)
4. BaseObstacle
   1. ObstacleWindow (destroyed with rock)
   2. ObstacleWall
   3. ObstacleGate (watches to see if certain buttons are pressed)
5. BaseInteractable
   1. InteractableButton

*(example)*

Graphics

## Style Attributes

What kinds of colors will you be using? Do you have a limited palette to work with? A post-processed HSV map/image? Consistency is key for immersion.

What kind of graphic style are you going for? Cartoony? Pixel-y? Cute? How, specifically? Solid, thick outlines with flat hues? Non-black outlines with limited tints/shades? Emphasize smooth curvatures over sharp angles? Describe a set of general rules depicting your style here.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they’re interacting with something? That they \*can\* interact with something?

## Graphics Needed

1. Characters
   1. Human-like
      1. Goblin (idle, walking, throwing)
      2. Guard (idle, walking, stabbing)
      3. Prisoner (walking, running)
   2. Other
      1. Wolf (idle, walking, running)
      2. Giant Rat (idle, scurrying)
2. Blocks
   1. Dirt
   2. Dirt/Grass
   3. Stone Block
   4. Stone Bricks
   5. Tiled Floor
   6. Weathered Stone Block
   7. Weathered Stone Bricks
3. Ambient
   1. Tall Grass
   2. Rodent (idle, scurrying)
   3. Torch
   4. Armored Suit
   5. Chains (matching Weathered Stone Bricks)
   6. Blood stains (matching Weathered Stone Bricks)
4. Other
   1. Chest
   2. Door (matching Stone Bricks)
   3. Gate
   4. Button (matching Weathered Stone Bricks)

*(example)*

*(Note : If you’re soloing you might not need to define this part, as you can just use the Derived Classes + Themes section as a reference. It’s up to you.)*

Sounds/Music

## Style Attributes

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario’s jump), or use just enough to let the player know something happened (e.g. mega man’s landing)? Going for realism? You can use the music style as a bit of a reference too.  
   
 Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

## Sounds Needed

1. Effects
   1. Soft Footsteps (dirt floor)
   2. Sharper Footsteps (stone floor)
   3. Soft Landing (low vertical velocity)
   4. Hard Landing (high vertical velocity)
   5. Glass Breaking
   6. Chest Opening
   7. Door Opening
2. Feedback
   1. Relieved “Ahhhh!” (health)
   2. Shocked “Ooomph!” (attacked)
   3. Happy chime (extra life)
   4. Sad chime (died)

*(example)*

## Music Needed

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

*(example)*

*(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)*

Schedule

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

1. develop base classes
   1. base entity
      1. base player
      2. base enemy
      3. base block
   2. base app state
      1. game world
      2. menu world
2. develop player and basic block classes
   1. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   1. blocks
      1. moving
      2. falling
      3. breaking
      4. cloud
   2. enemies
      1. soldier
      2. rat
      3. etc.
5. design levels
   1. introduce motion/jumping
   2. introduce throwing
   3. mind the pacing, let the player play between lessons
6. design sounds
7. design music

*(example)*