GameLab2 Game Design Document

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GameLab2

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# Team Goal

Our goal in this project is to not make the same mistakes that we made in the previous project. We all hope to make a better project then de last one. Some of the mistakes where that we started implementing to late, not everyone was always on the same page, sometimes people were to lax about the project, in some cases there someone in the group that was absent or always late and some people just didn’t do enough work..

# General Game Overview

## Project Name

GameLab2

## Genre

GameLab2 is a first person shooter rogue like game, our game is mostly inspired by the game quake and we’re trying to get the same feel as quake.

## Narrative Setting

A marine needs to clear a planet from an “infestation” so that the marines can colonize on that particular planet. He needs to fight through a series blocks as the player will progress through the levels.

## Game World

The dark and grim caves give a feeling of loneliness and solitude, but there is still a feeling of challenge. The transition from light emitting crystals into corruption that dims the light and resides on more places gives the feeling that you’re going deeper and deeper.

## Game Character & Visualisation

The main character is a (male/female?) marine in a metal suit, it’s a first person view so you can see the sides of your helmet. From the player view you can only see the arms and weapons the player is holding.

## Game Objective

The objective of the game is to navigate through the levels and blocks while not dying. To do this you will need to kill enemies, solve puzzles, get past obstacles and progress through different blocks. In each block the player has choice of 3 doors and each door will lead to a different difficulty, so the player needs to make decisions depending on the current state of the character.

## Gameplay

The flow of the game is fast, because of the fast movement of the player. The different kind of enemies (some of the enemies are: bats, mummies, smaller guys and big guys) and level interaction will add a layer of strategic play. For this the different upgrades and weapons that work better on some enemies, for example a rocket launcher will work better on groups on enemies or big enemies, this will change the playstyle of the player.

# Narrative

Before the tutorial level you will get to see a log book of the character the player will be playing as, explaining why he/she is here.

# Game World

The game world is set in a cave system inside a planet. The cave is divided into a series of blocks which are connected through doors.

## Level Structure

A series of blocks will create a level, each level will be progressively harder, but you’ll still have a bit choice in this. After every block you get a choice of 3 doors and once you picked a door you can’t go back, because you’ll drop down a far distance making it impossible to get back up. Every block has its own difficulty which you can see depending on the lanterns by the door. With each new level you get different obstacles and a different setting.

## Look & Feel

Grim and dark look. Feeling of loneliness and isolation.

## Visual Representation & Function

Every level has its own setting, but there is a progress from no lava, cracks in the ground and no corruption to lava rivers with corruption all around you.

There are crystal in the first levels will give a more save feeling that transitions into a feeling of danger in the later levels, because most of them will be covered by corruption. The uniqueness of our game comes from the fact you’ll encounter different blocks every time which makes every run unique, even though you are given a choice of difficulty for each now block but it will still give you a random block in that category.

## 

## 4.4 Level Interaction

### Level

|  |  |
| --- | --- |
| Asset | Gameplay element |
| Lava | Dangerous area that can damage you, so you need to be careful not to die here |
| Pillars | Obstacles where you can jump on. |
| Bridge | With this you’re able to get over rivers of lava. |
| Platforms | Area on the wall were you can have a temp. spot where you can avoid some enemies |
| Light crystals | Is a light source that makes the cave lighter. You can jump on these |
| Corruption (eggs) | Corruption (eggs) that dims the light of the crystal and is found all around the the later levels. The player can shoot these to break them |
| Lanterns | Light source and gives an idea of the difficulty for the next room Depending on the colour you can see what difficulty the next room will be. |

## Pick ups

The player is able to pick up ammo, health, shield charge and weapons. Ammo is this case is also the currency for the shop. Ammo is divided into bronze, silver and gold tire, Bronze is worth the least amount and gold is worth the most. All of these things are dropped by enemies. The health and shield gain will be the same, but the ammo amount may vary depending on what enemy drops it and for what weapon it is.

## 

## 4.6 Weapons

The player has 3 weapon slots, 1 of them is always melee and the other 2 are shooting weapons.

* Power Fist

A low damage push weapon that can hit 1 enemy and push it away, it has energy that will deplete every time you attack and once you’re out of it you can’t use it before it has enough charge again.

* Hand/Revolver Gun

This is the starting shooting weapon, it has 6 shots before you need to reload.

* Assault Rifle

?

* Sub Machine Gun

?

* Grenade/Projectile Launcher

Shoots grenades or shoots projectiles. can hit more enemies at the same time.

## 4.6.1 Shop & Item room

There is a chance every 3 blocks that you can get a shop were you can buy weapons, upgrade for those weapons and upgrade for your armour (more health, run speed etc.).

Besides the shop there is an item room after the first 2 blocks of each level. Here the player can get 1 weapon or upgrade for free.

## 4.6.2 Upgrade

In the game shop you can upgrade your weapons. You can upgrade your suit, which will affect your maximum health, maximum shield, more damage, faster running and jump height.

You can also upgrade your weapons, namely the ammo capacity, damage, fire rate and a faster reload speed. For the power fist you can upgrade the damage and recharge power. If you upgrade a weapon fully it gains a bonus effect and these are the effects:

* Power Fist

You can charge up your attack to do a more powerful attack that will push harder and stun enemies.

* Hand/Revolver Gun

Power shot, will cost more ammo at once

* Assault Rifle

Ultra-rapid fire, this is an alternative fire

* Sub Machine Gun

Explosive shot, this is an alternative fire.

* Grenade/Projectile Launcher

Shooting 2 projectiles/grenades at once, this is an alternative fire.

## 4.7 NPC

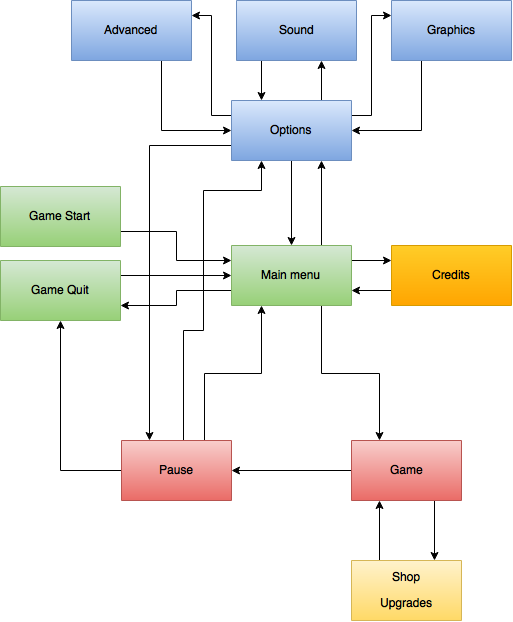
There is a shop npc who sells you items and upgrades. This npc can only be found in the shop that you can encounter. Other than that there are only enemies npcs.

## Sounds

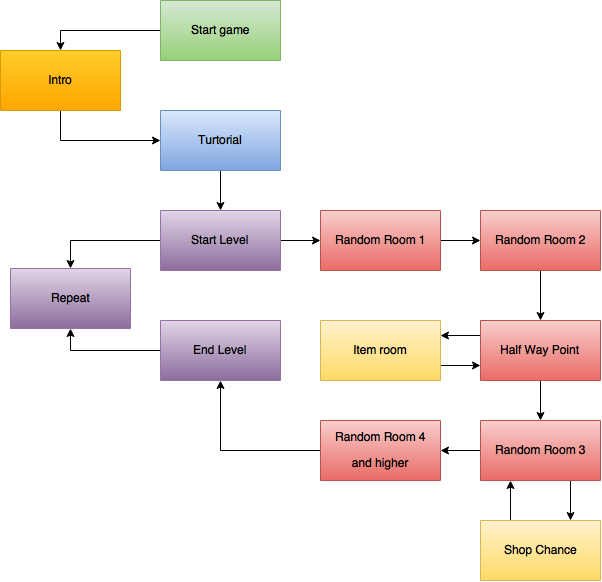
The game sounds we will be using are basic ones. They will get triggered when the player will perform certain actions. Here are the sounds we will be using:

* Move
* Combat
* Interaction
* Shoot
* Reload
* Empty Gun
* Weapon Switching
* Pick up
* Spawn
* Loot Chest Opening

## 4.9 Menu flow



## Game Flow



## 4.11 HUD



1. **Health Bar**

Health bar displaying Health

1. **Shield Bar**

Shield bar displaying your shield

1. **Helmet Display**

Inside view from the helmet

1. **Weapon item bar**

Displaying the weapons you have in your slots

1. **Non selected weapon**

This weapon is currently not selected

1. **Selected weapon**

This weapon is currently selected

1. **Empty item slot**

There is currently no weapon in this slot

1. **Slot Number**

Displays the number of the slot, this is connected with the 1,2 and 3 key on the keyboard.

1. **Mini Map**

Mini map that shows where enemies are.

1. **Ammo & shots display**

Shows how many shots and how much ammo you have left.

## 4.12 Controls

The game will be with keyboard. x to move around, x to jump, x to shoot and x to switch weapons.

The controls will be explained to the player during the tutorial level. Since the player does not get any new abilities or movement options during the game this is the only time the controls will be explained via pop ups.