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# Overview

Descent into Madness is an Alice in Wonderland inspired game where the player descends the rabbit hole. The game is an Endless Platformer where the further the player gets the faster and crazier the game gets.

The game's uniqueness comes from a need for the player to manage their descent downwards while minimizing the fall damage. To do so they have limited use of an umbrella that can be used to float downwards slowing their descent.

## Objective

The player's goal is to score the highest score they can before they run out of health. The score increases depending on the collectable they collect on each platform.

## Character

The player plays a young girl that has fallen down an endless rabbit hole. Her only choice is to head down in the hopes that this hole has a bottom.



On her descent, she must avoid obstacles that send her flying up and down and platforms that vanish under her feet.

# Game Design

## Game Mechanics

The player jumps from platform to platform, as their speed increases so does the damage they take when they land. They have limited use of the umbrella which slows their fall allowing them to stay in control of the main characters' descent. The player needs an indication of how much damage they will take, this will be solved by a gradient creeping into the HUD described in a section below.

The player can increase their score by collecting randomly generated pickups on each platform. Some of which have special effects as described in the Level Design section below.

Platforms disappear after their time runs out, which is indicated by forcing the player into quick decision making and giving them limited time to recover their umbrella.

## Progression

As the player makes their descent the game loop speeds up and becomes more chaotic. The platforms disappear faster, start moving and even move faster and more chaotically.

## Game States

The game only has a game over state. This shows the player their current and high score. It also gives them the opportunity to quit or try again.

## Interactions

The player can interact with the keyboard or controller.

|  |  |  |
| --- | --- | --- |
| ***Control*** | ***Keyboard & mouse*** | ***Controller*** |
| movement | wasd | Right analog |
| jump | space | X |
| glide | space | X |
| camera | Mouse movement | Left analog |

## Visual Style

The game will have a pastel color pallet with mainly blues and pinks. Darker pinks and reds will signify danger. The hole should look pitch black and bottomless.

### Mood board

TODO

## Audio Style

The game will have jazz music as the main track. Initially this track should be a cozy bop, but it will speed up as the game speeds up. The track will also become more distorted and pitchy as the player makes their way downward. It starts off being cozy and eventually turns maniacal.

Sound effects for running, jumping and landing will be needed for the player character.

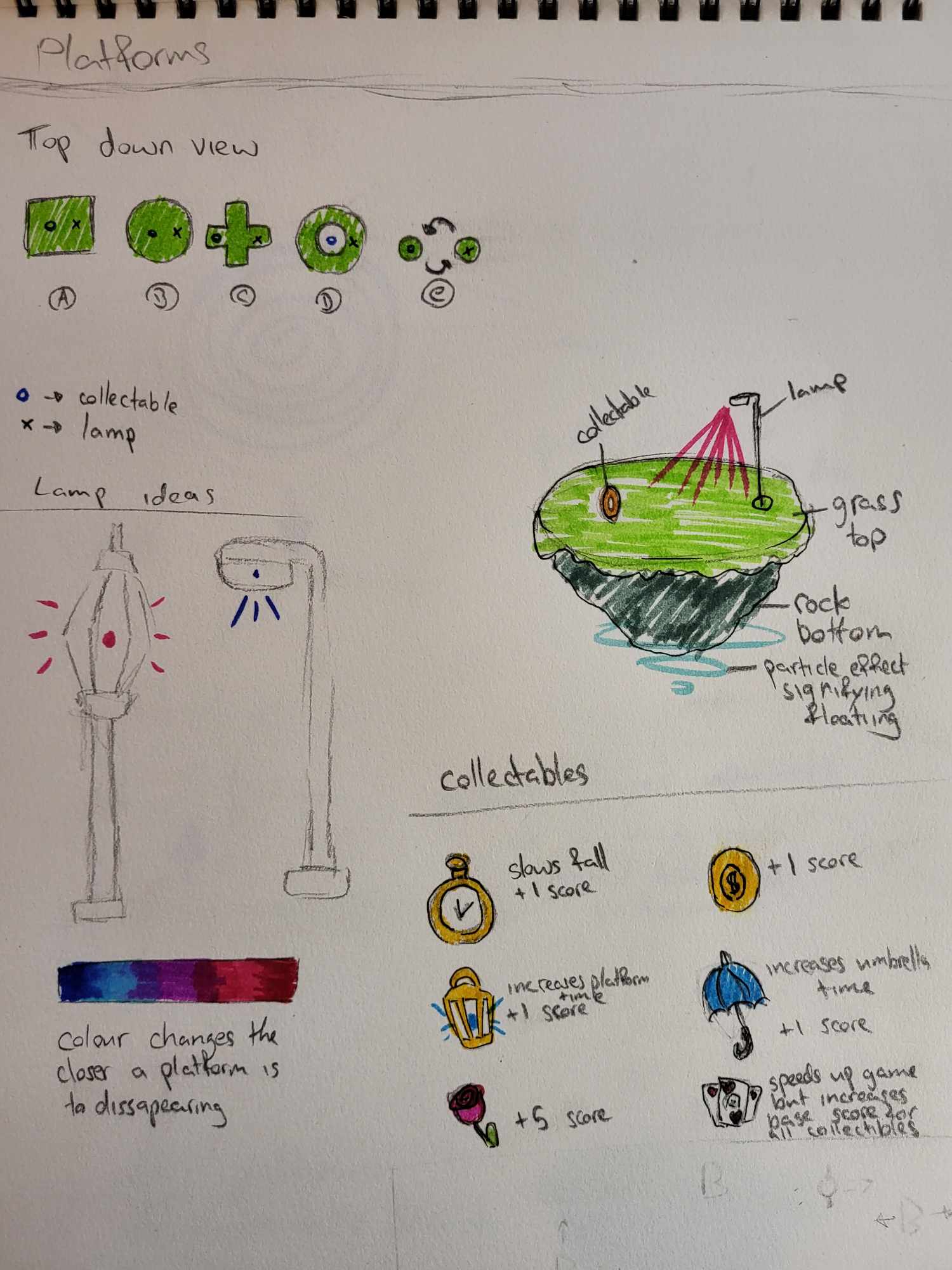
Obstacles should make ominous sounds that indicate something is amiss, while collectables should attract the player.

# Level Design

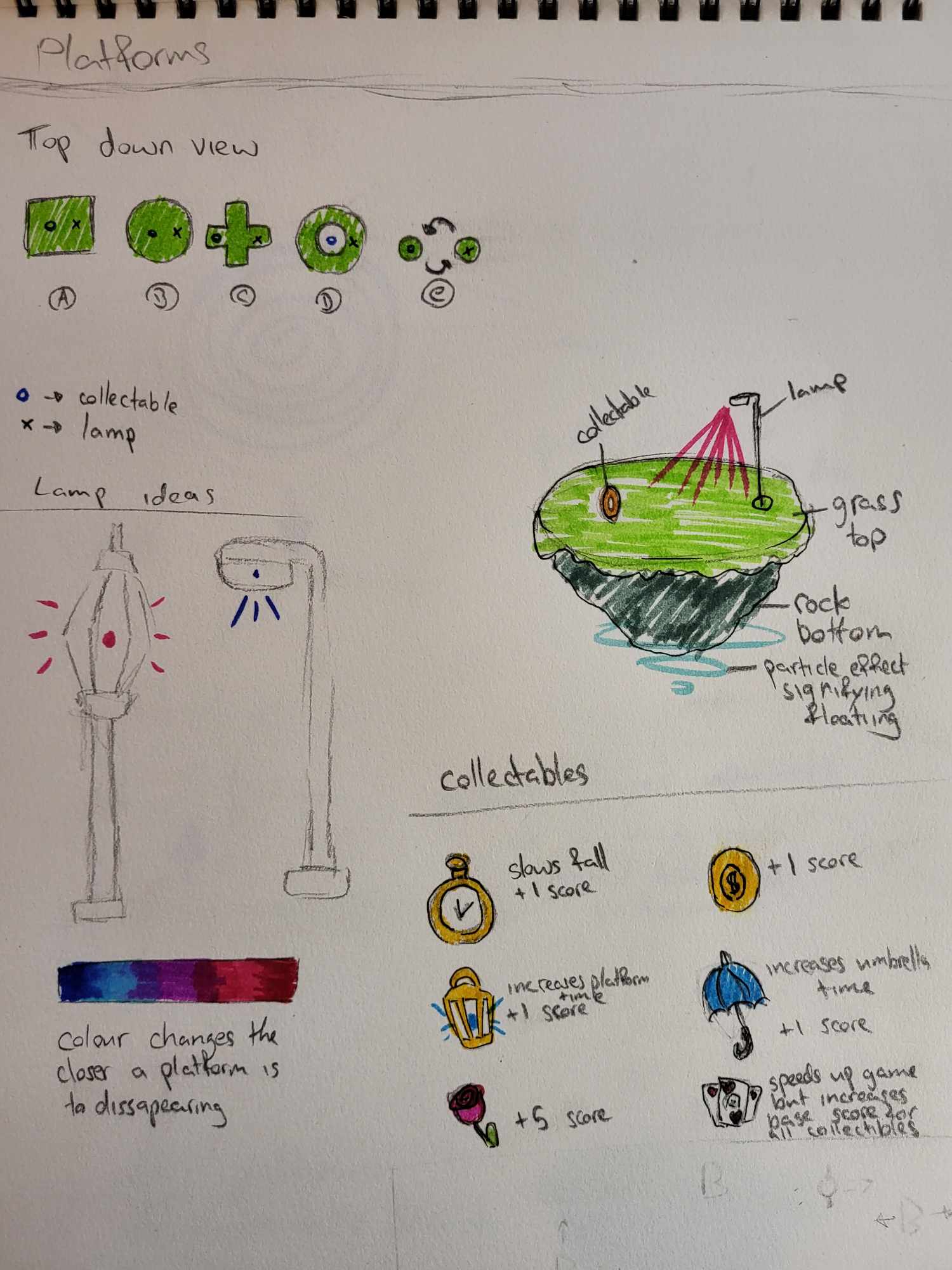
## Platforms

The platforms consist of multiple objects. These Include:

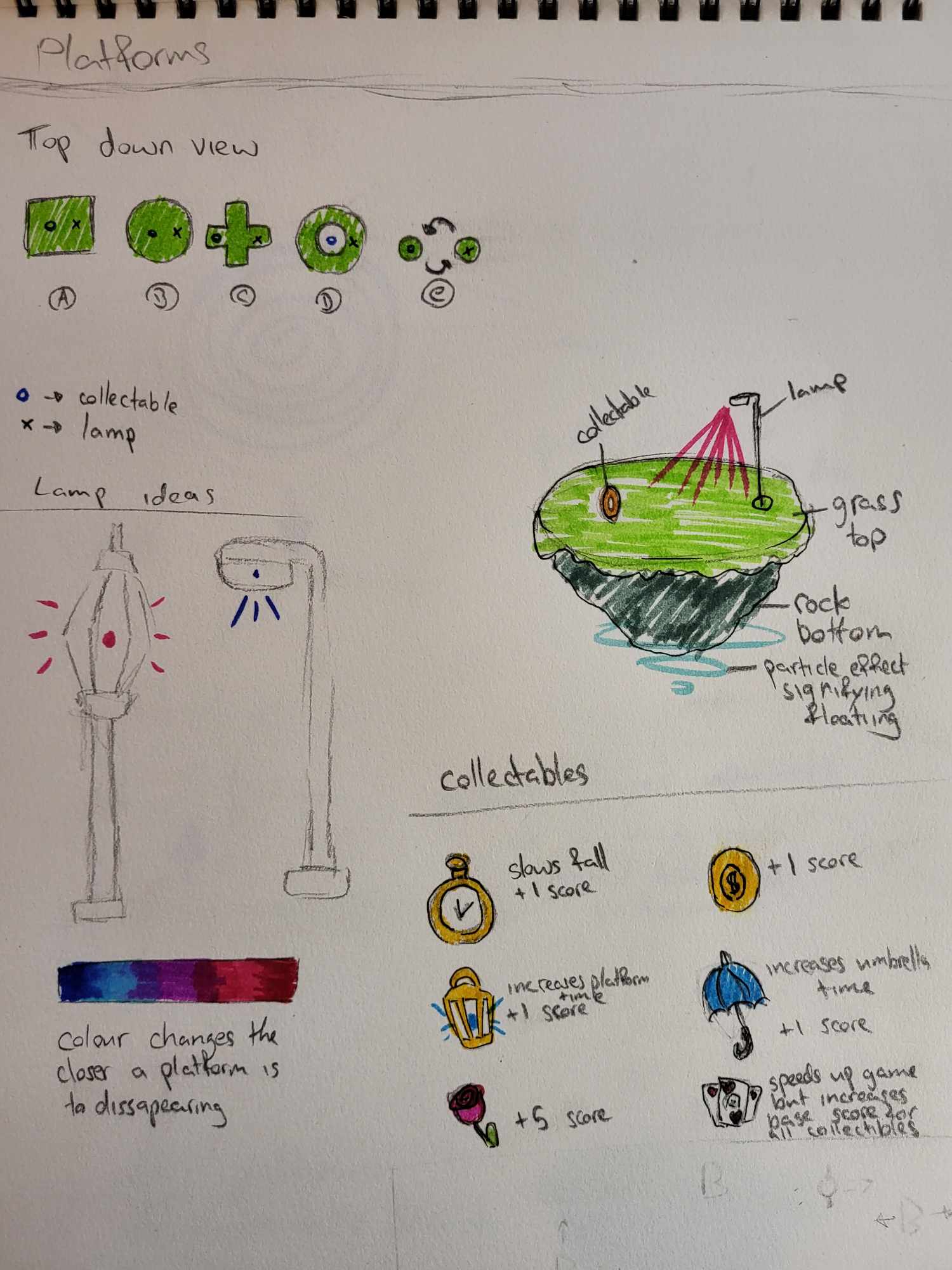
1. Grass top
2. Rocky Bottom
3. Collectable which the player needs to pick up to increase their score.
4. Lamp which signifies how long the platform has left to exist.
5. Particle effect that implies an island is floating.



There are 6 platform shapes. Platforms c, d and e are more complex and will not spawn at the start. Platform d will force the player through the middle if the player wants the collectable, It's a high-risk option. Platform e will rotate making it hard to land on.



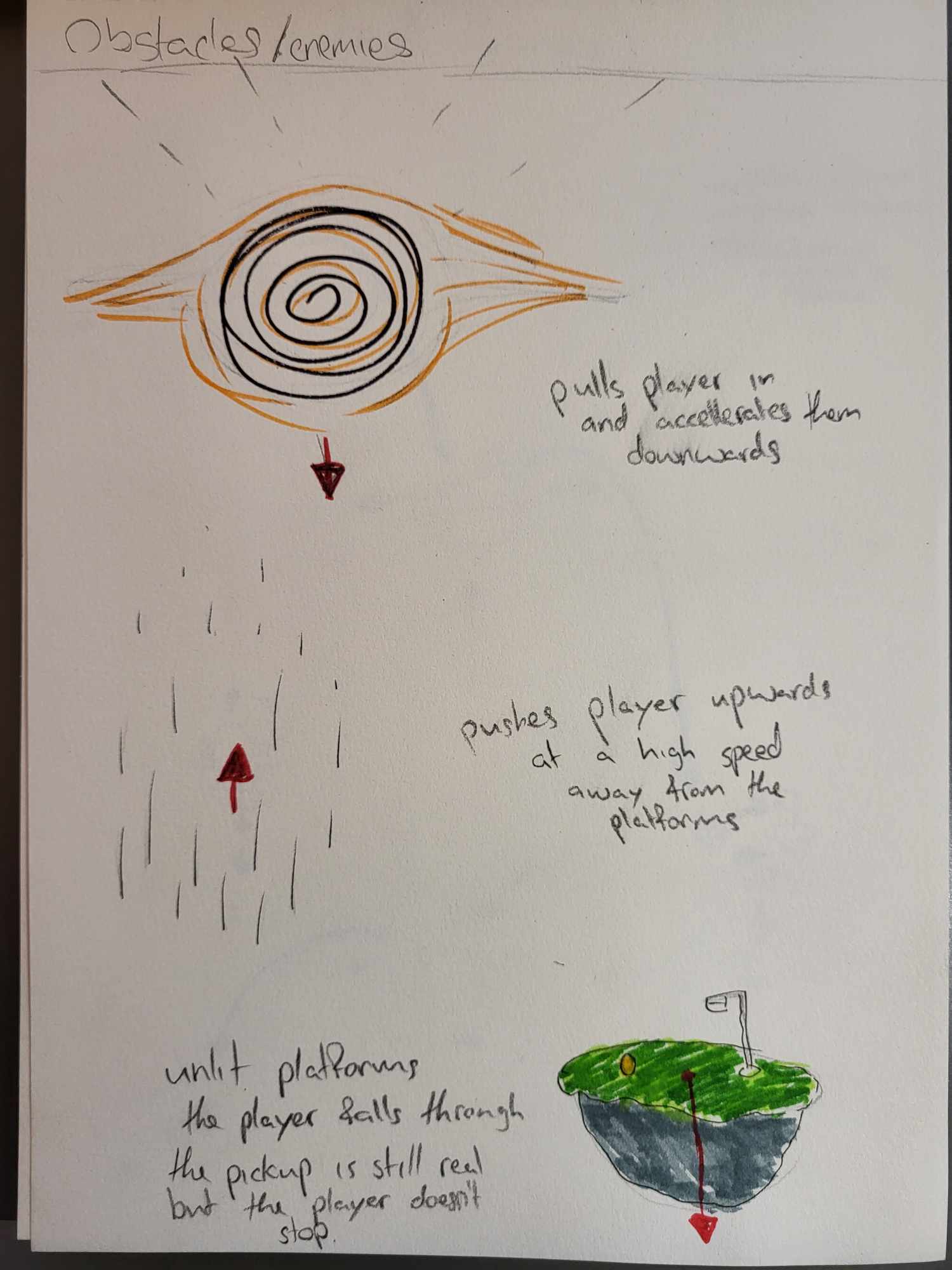
The lamp will glow from blue to red. This will signify how much time a platform has left before it disappears. The lamp on right will be used in the game as it's more visually pleasing.



## Obstacles

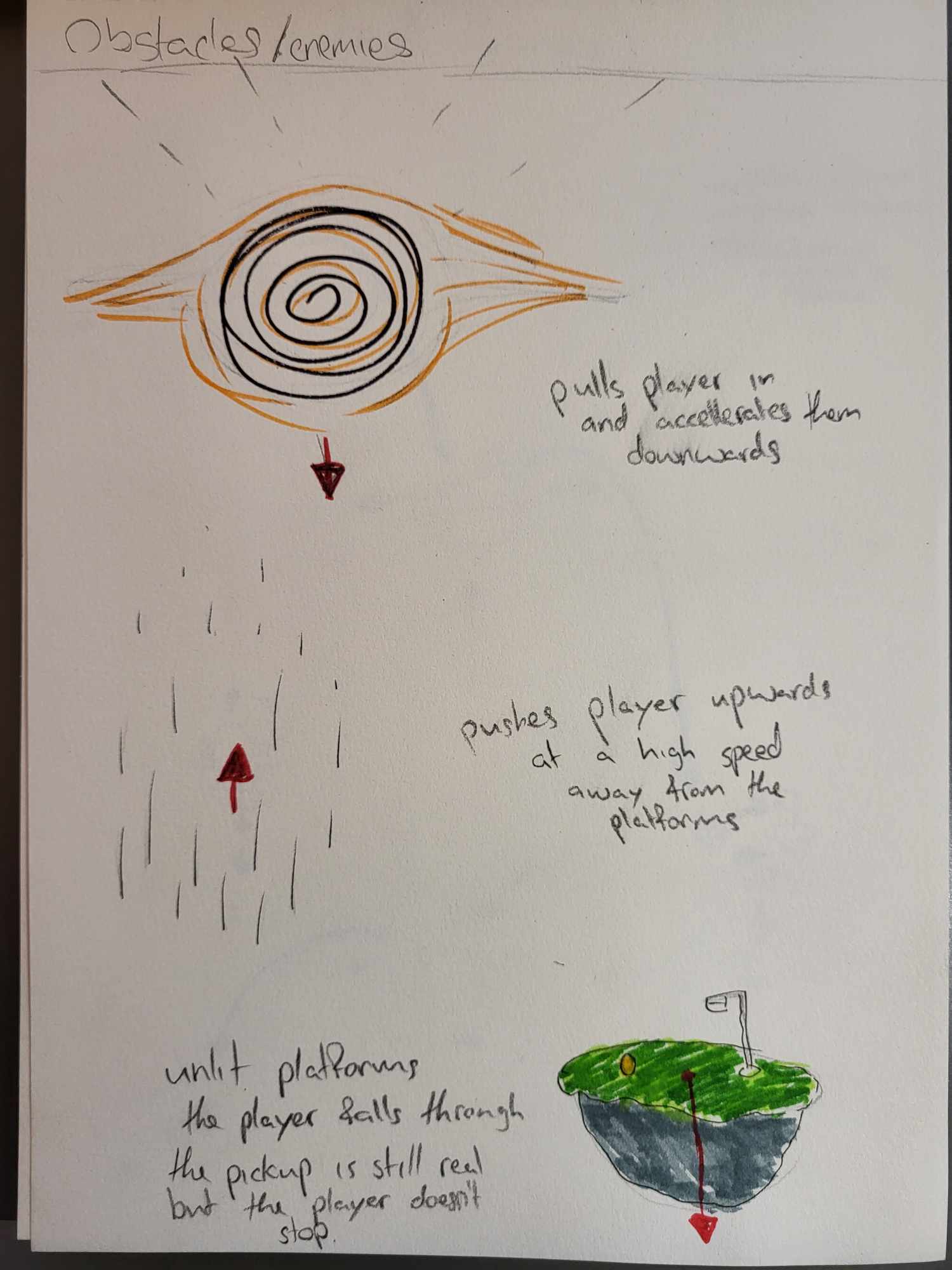
### Black Hole

The black hole pulls the player on and spits them out at the bottom. It also accelerates the players speed to inflict damage



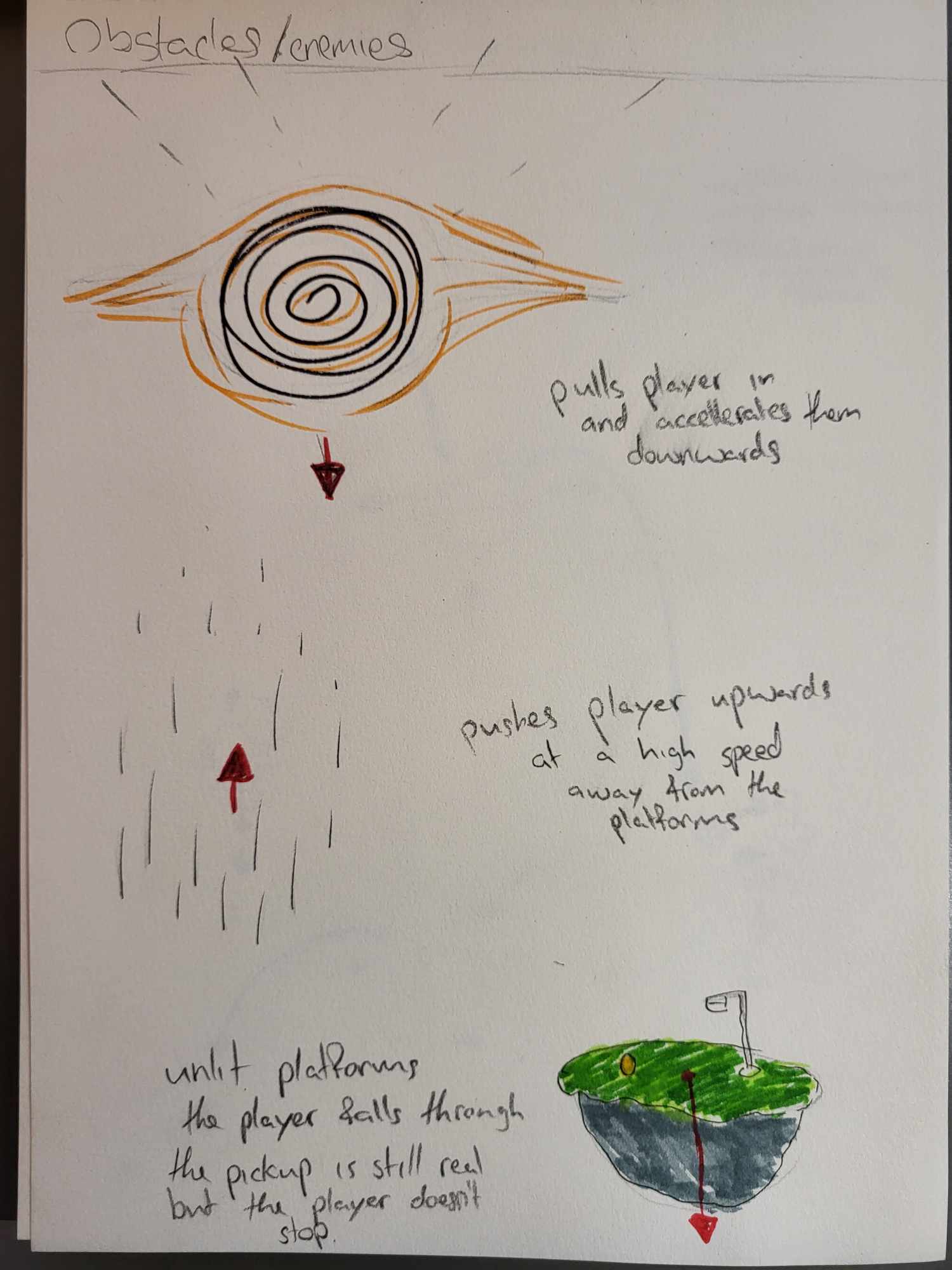
### Updraft

The updraft sends the player upwards at a high speed. They lose valuable time and will accelerate downwards more than before due to the height gained. If timed right it could be used to save the player from damage.



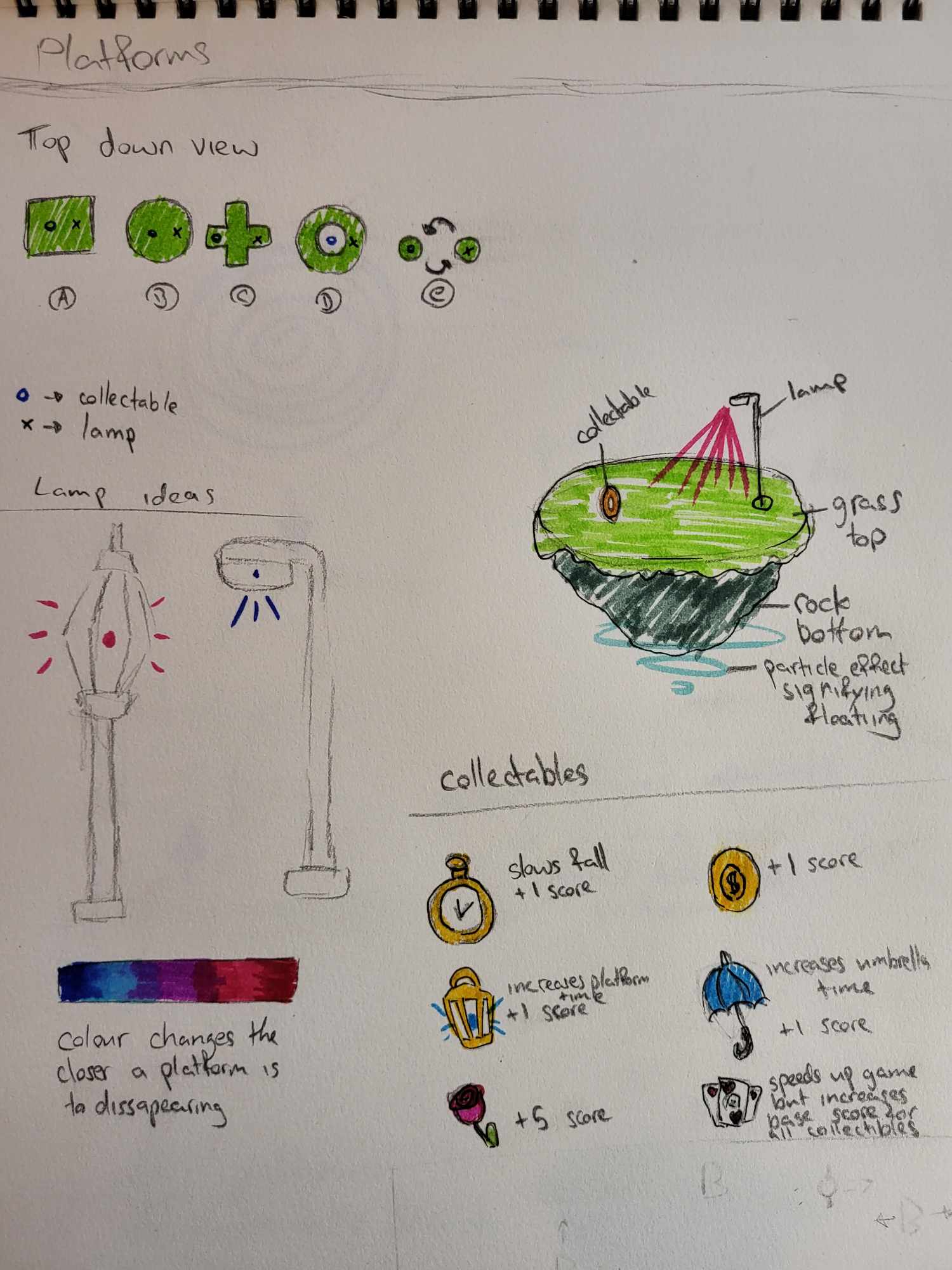
### Trick Platform

This is a platform that vanishes when the player touches it. The collectable is the only real bit about the platform, the player needs to catch it midair if they want it. A trick platform can be told apart from the rest as it's not lit up.



## Collectables

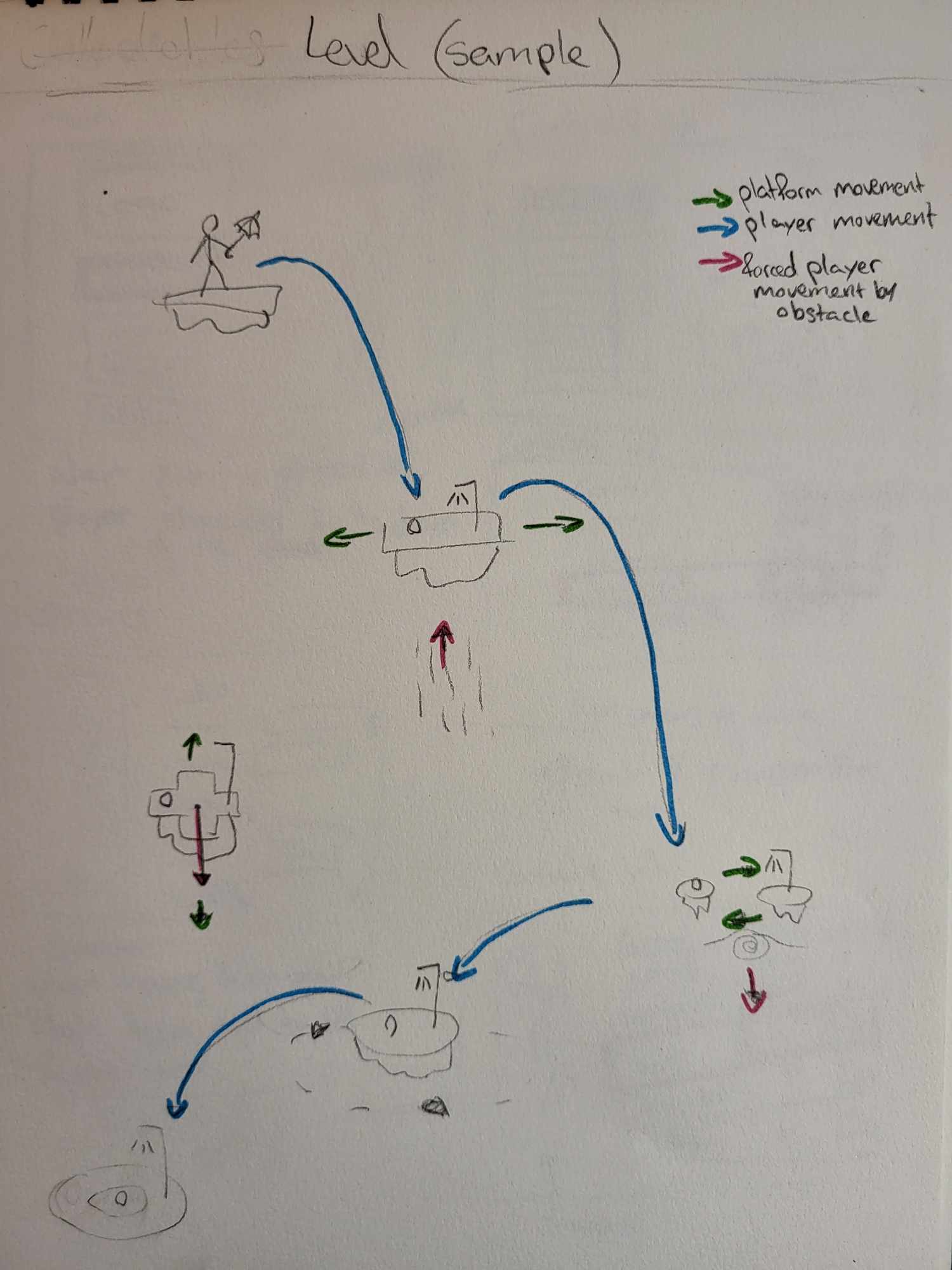
There are multiple collectables, each adds to the players score with some adding more than others.



|  |  |  |
| --- | --- | --- |
| Collectable | Score | Effect |
| Clock | +1 | Slows fall speed for a limited time |
| Coin | +1 |  |
| Lamp | +1 | Increases platform time to live |
| Umbrella | +1 | Increases umbrella stamina allowing longer gliding |
| Rose | +5 |  |
| Cards | +1 | Increases speed of game and adds +1 to score of every collectable from this point onwards. |

## Sample

Below is a sample level with all the objects described above. There is an optimal route through the level for the player to take with some obstacles to avoid.



# Unique Mechanics

Within this section, you should outline each of the following:

• A brief overview of one or more unique system that you will need to implement to support your game

- For each identified system/mechanic, you should outline what the system/mechanic is, what supporting engine components you will need to develop it.

- The best way to approach this section is to consider what aspects of your game require unique systems to support its development. You should then create a brief outline which describes how a developer could implement this system. You will need to provide a general outline of what the goal of your system is, how it affects the game/gameplay, and what will be required to achieve this.

## Gliding

## Fall Damage

## Endless Platforming

# User Interface

## Menus

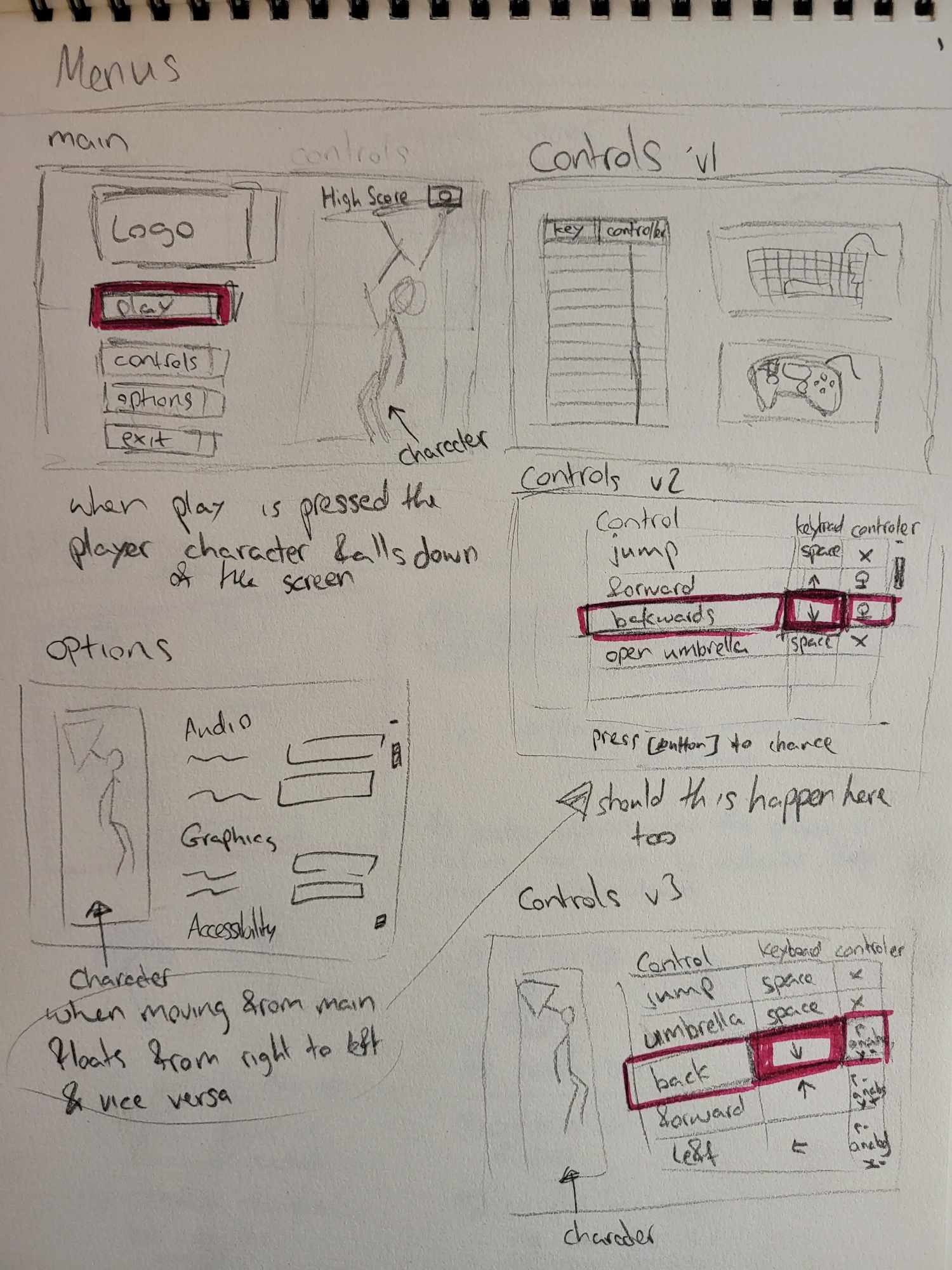
Within this section, you should outline each of the following:

- An overview for the design of your main menu

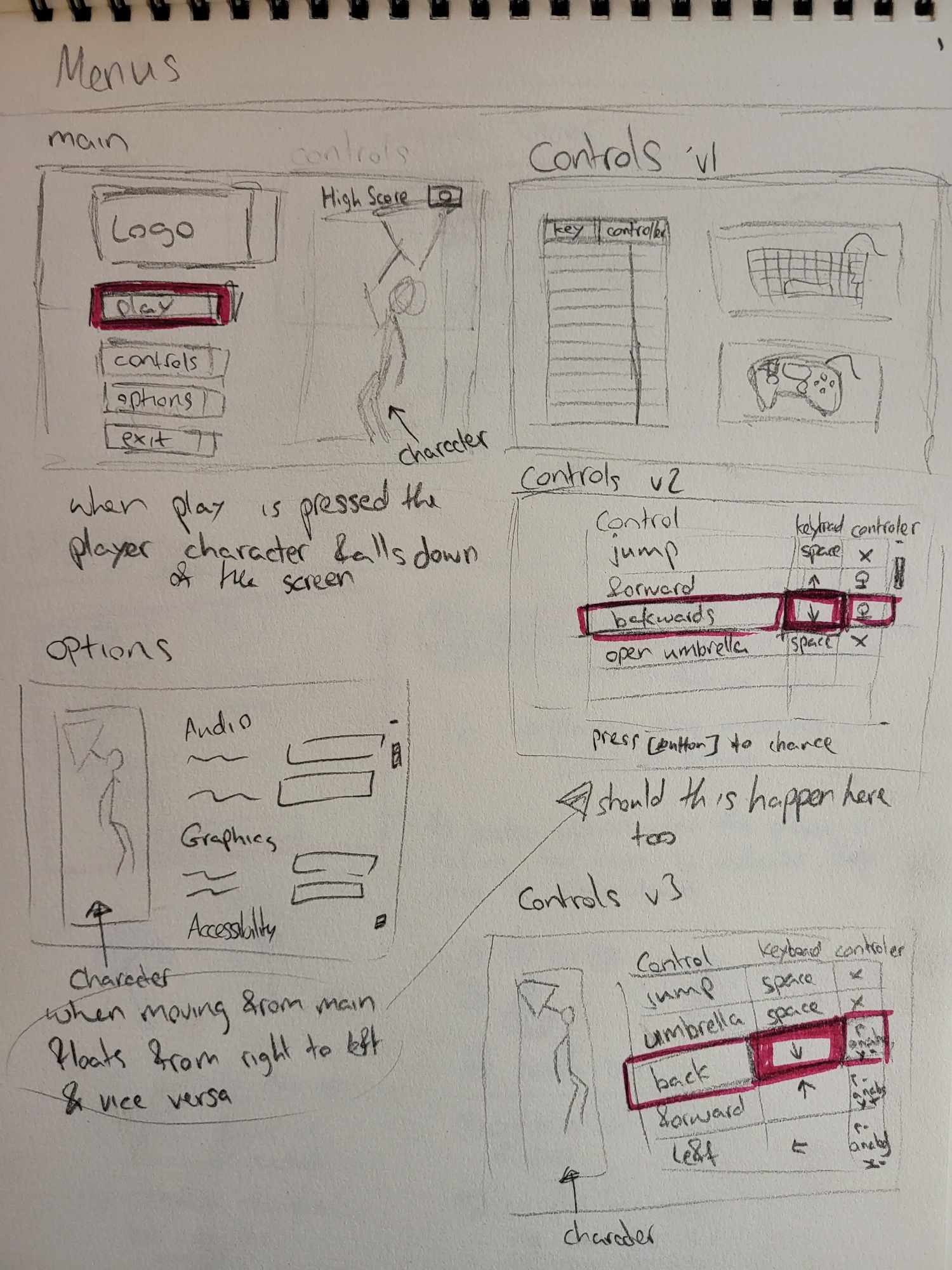
- Will you have a win/lose screen that appears at the end of your game?

- How will the style of your menu reflect the theme of your game? For example, an arcade game may use a very simple pixelated menu.

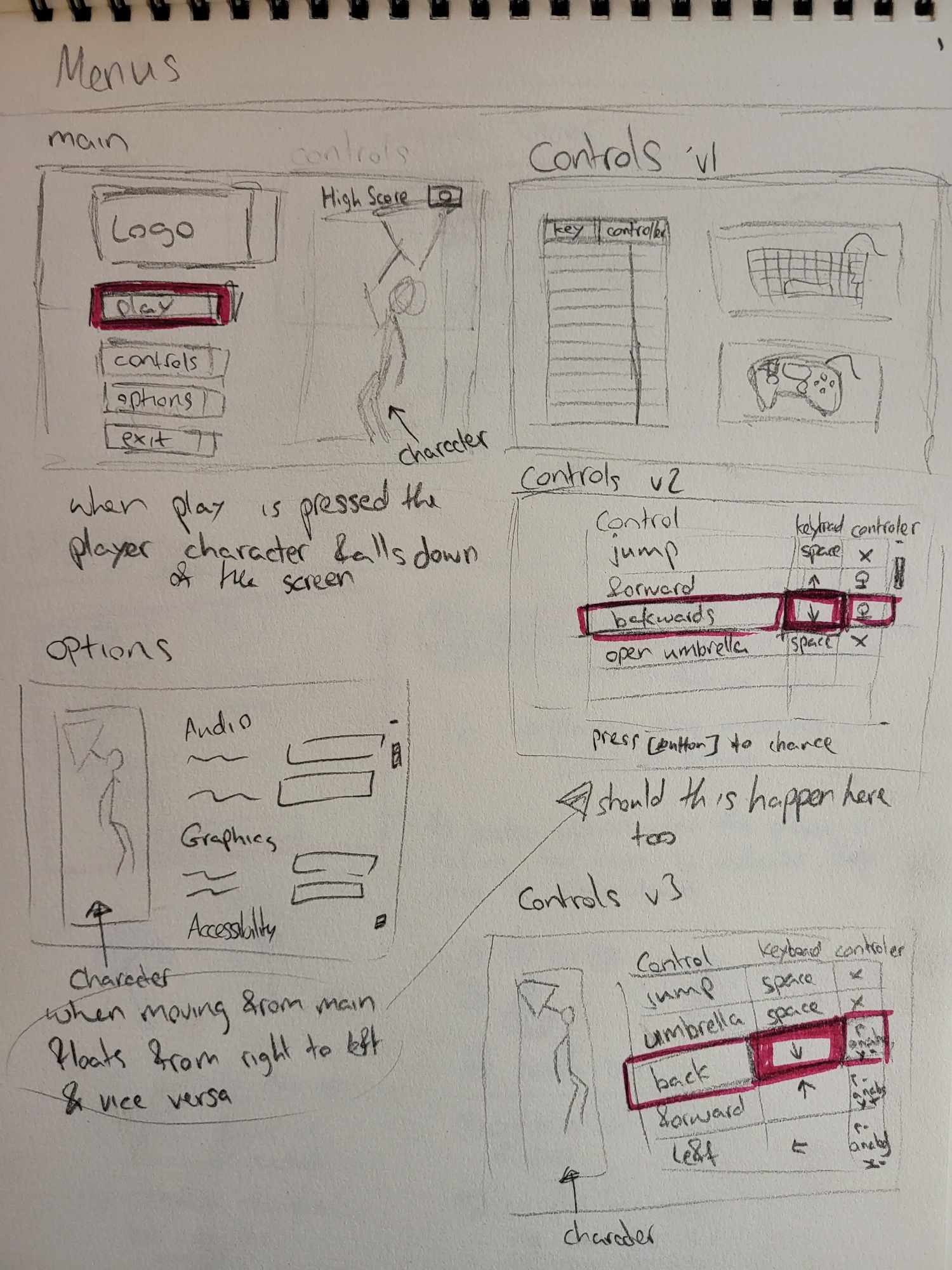
### Main Menu



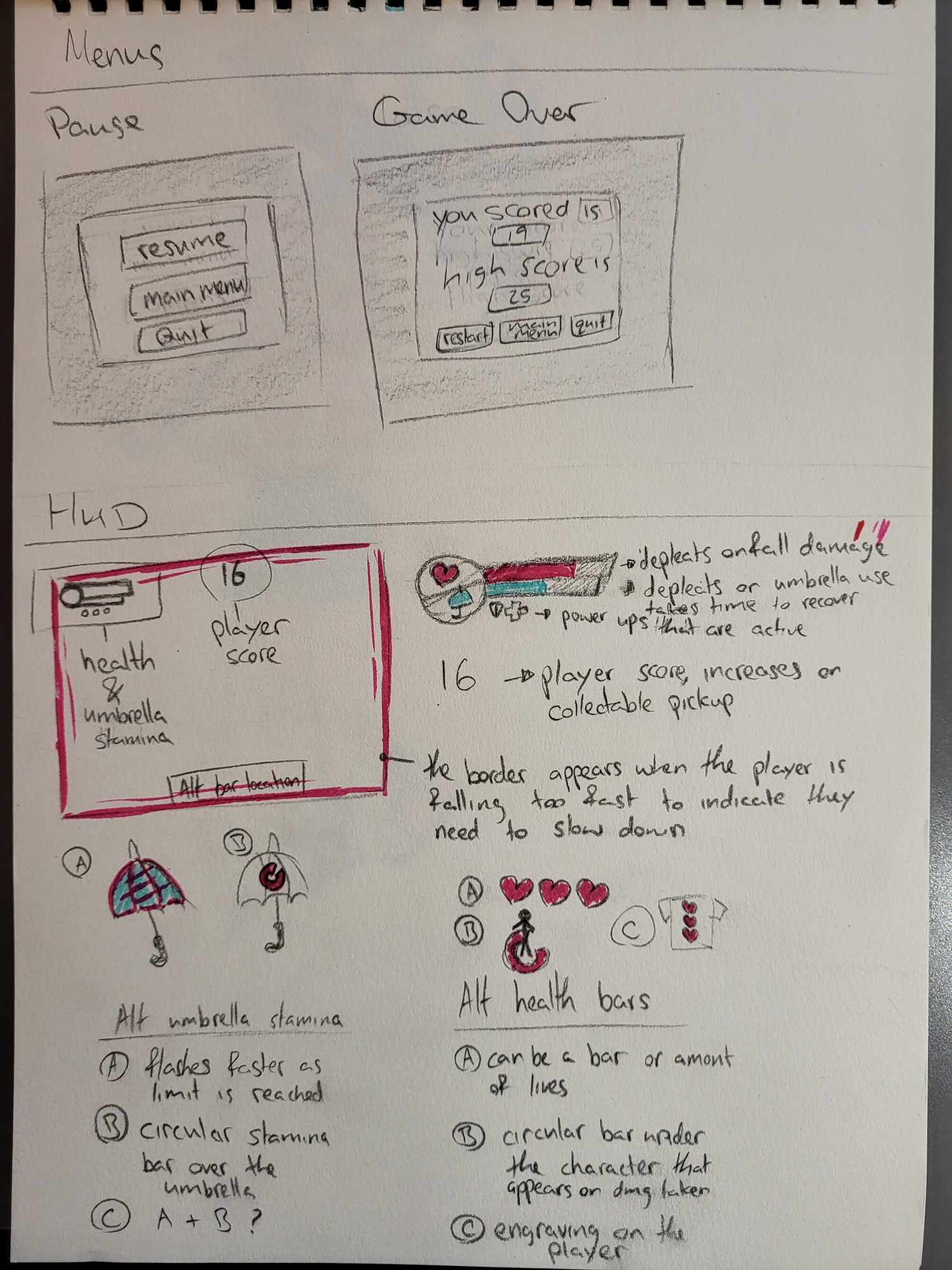
### Options



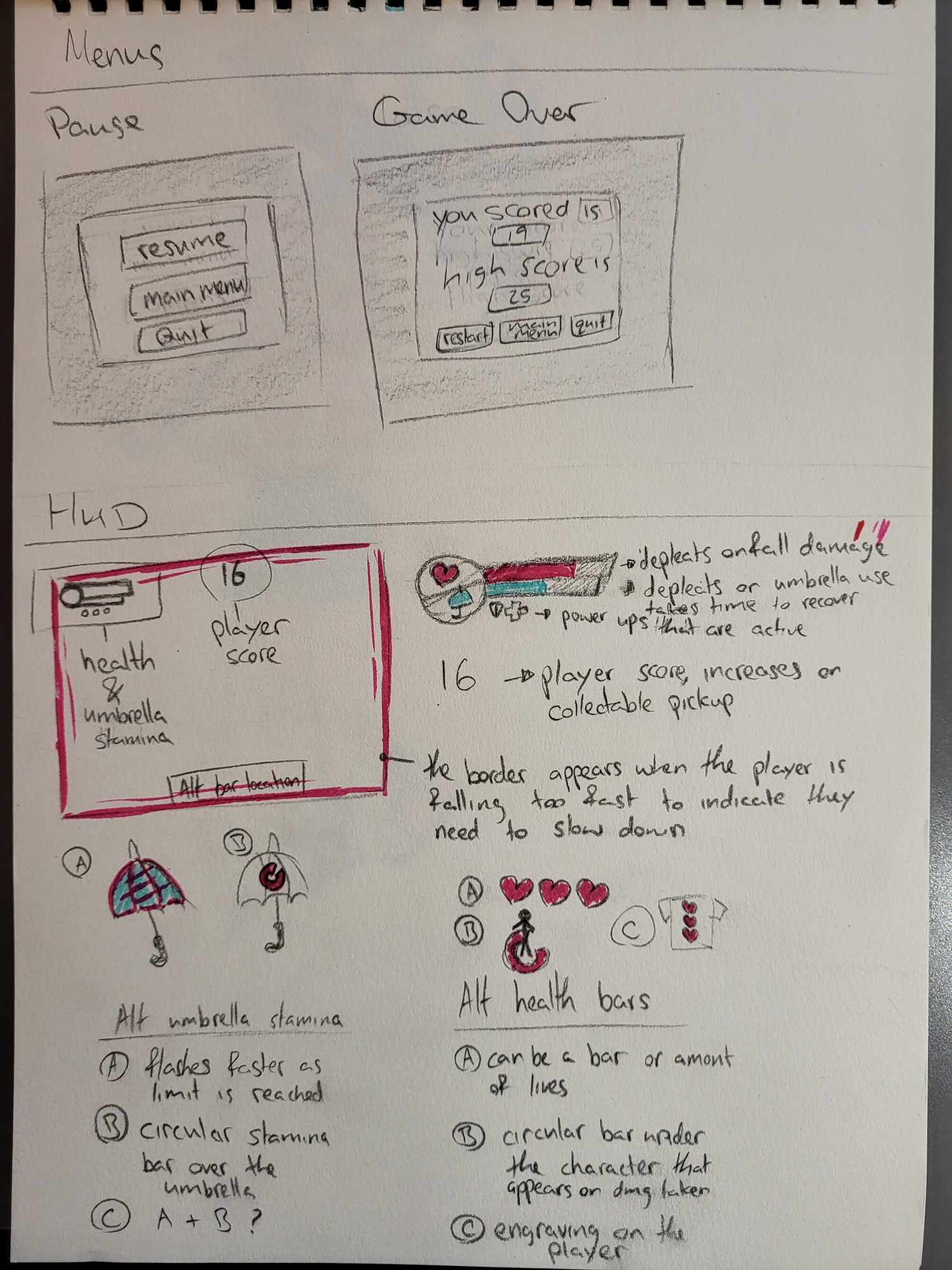
### Controls



### Pause Menu



### Game Over Menu



## HUD

• An overview for the design of your in-game UI

- How will you communicate to the player how they can interact with your game?

Will you include a list of controls on the screen?

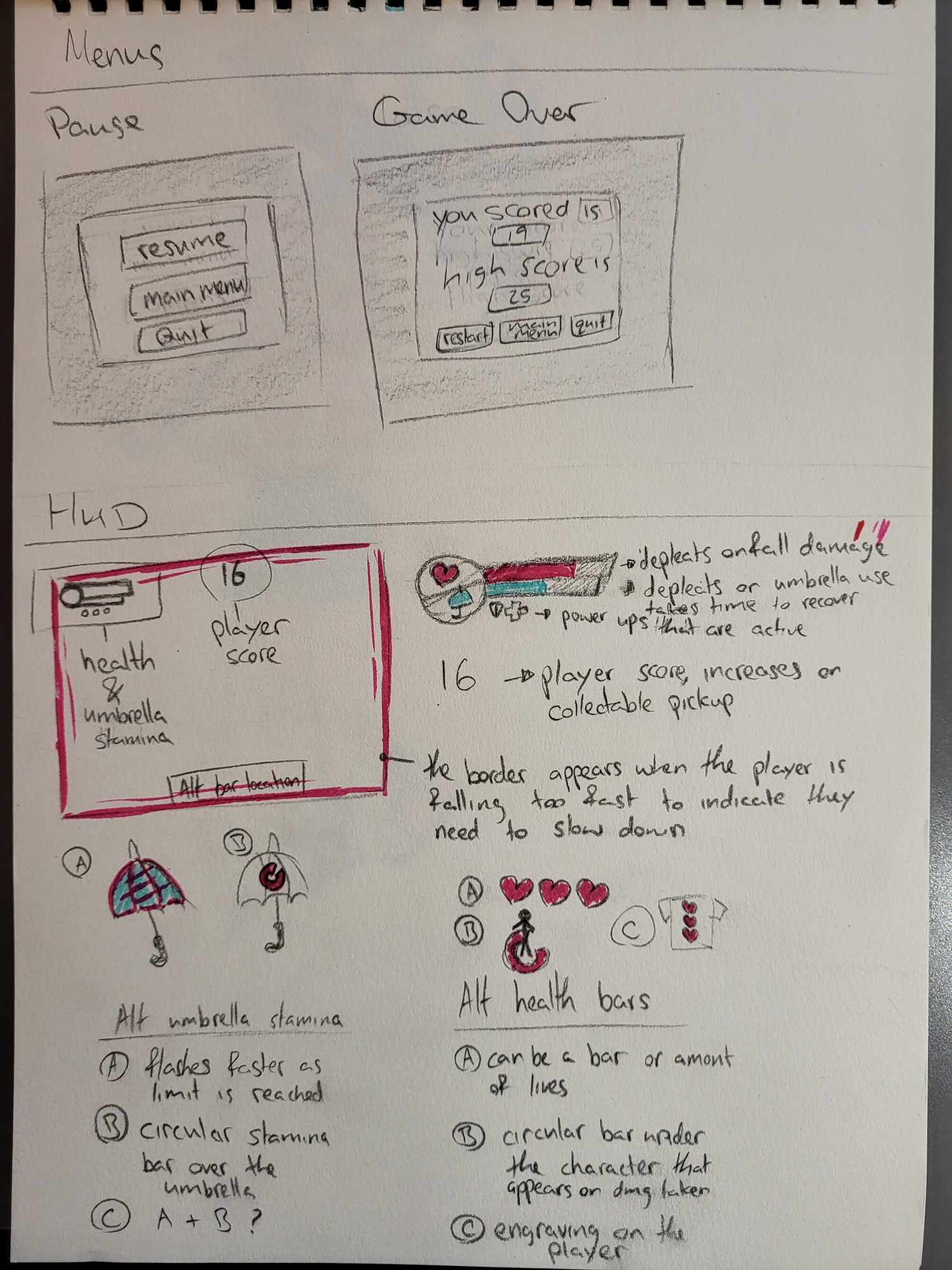
- Will your HUD include a health bar? What will this look like?

- Will your HUD include an inventory? What will this look like?

- How will the user interface reflect the theme of your game? For example, if you were creating a role-playing game, you may decide to style your health bar to look like a sword. Game Assets Within this section, you should outline each of the following:

The HUD consist of multiple elements, these include:

* Player health bar - shows the player the amount of health until the game ends.
* Umbrella durability - signifies how much time the player can glide for.
* Border those creeps in as the player descends at too high a speed, indicating fall damage.
* Players Score – shows the player how well they are doing.



After evaluating the above concept, it is decided that simple bars will be used for health and durability.

# User testing

# Asset Development Plan

## Interfaces

## 3D Models

## Audio

• A brief overview in how you intend to develop or source each asset in your game

- For your visual and audio assets, describe whether you will make them yourself, or whether you intend to source your assets online.

- Include an indication of how you plan to develop any assets that you will build yourself.

- For sourced assets, make sure that you are only using assets which are creative commons, royalty free, etc.

- For this section, a simple table will suffice. You should also include where you might source this asset (Purple Planet, Free Sound, etc.), or how you plan to develop it (Piskel, Photoshop, GIMP, etc.).

- Consider all the potential assets in your game

– background images, menu images, UI elements, sprites and sprite sheets, sound effects, music, etc.

# Roadmap

This section should include a week by week breakdown into how you are going to complete your game including alpha and beta stages