**Battle to the Band**

**An Adventure of Rock**

Game Design Document

Version 1.2

Team Echo

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Key:

Black - Unimplemented & Unchanged from previous version

Blue - Done and Requirements Unchanged from previous version

Orange - Design Change

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1. [Section I - Game Overview](#h.23c8vo1b5393) Espen
   1. [Game Concept](#h.rfjb5tva3pdt)
   2. [Feature Set](#h.rfjb5tva3pdt)
   3. [Genre](#h.rfjb5tva3pdt)
   4. [Target Audience](#h.rfjb5tva3pdt)
   5. [Game Flow Summary](#h.rfjb5tva3pdt)
   6. [Look and Feel](#h.rfjb5tva3pdt)
   7. [Project Scope](#h.rfjb5tva3pdt)
   8. [Number of locations](#h.rfjb5tva3pdt)
   9. [Number of levels](#h.rfjb5tva3pdt)
   10. [Number of NPC’s](#h.rfjb5tva3pdt)
   11. [Number of weapons](#h.rfjb5tva3pdt)
2. [Section II - Gameplay and Mechanics](#h.dj3g0nrzdp6z) Chase
   1. [Gameplay](#h.86nomslxba1)
   2. [Game Progression](#h.ewg0tk3dyi4o)
   3. [Mission/challenge Structure](#h.ewg0tk3dyi4o)
   4. [Puzzle Structure](#h.ewg0tk3dyi4o)
   5. [Objectives](#h.ewg0tk3dyi4o)
   6. [Play Flow](#h.ewg0tk3dyi4o)
   7. [Mechanics](#h.w790slszwwz)
   8. [Physics](#h.nv8e124fihj3)
   9. [General Movement](#h.2w4k0pis1w8i)
   10. [Other Movement](#h.5vkf4y44j32o)
   11. [Objects](#h.ufyuilebx7up)
       1. [Picking Up Objects](#h.xoc8oh4dq143)
       2. [Moving Objects](#h.j6ja5h4u31vl)
   12. [Actions](#h.8gzhp3nclmrq)
       1. [Switches and Buttons](#h.muyrqhpudx0b)
       2. [Picking Up, Carrying and Dropping](#h.ixlcwvfw3nab)
       3. [Talking](#h.euz8drdd0u)
       4. [Reading](#h.er3l7bru1vh0)
   13. [Combat](#h.ewg0tk3dyi4o)
   14. [Economy](#h.ewg0tk3dyi4o)
   15. [Screen Flow](#h.krnkyed2fk6e)
   16. [Screen Flow Chart](#h.edisq3f308dh)
   17. [Screen Descriptions](#h.q753vqgoxy9r)
   18. [Main Menu Screen](#h.3giph21v4qey)
   19. [Options Screen](#h.za7dyoetq2o6)
   20. [Game Options](#h.902uscm8zhg0)
   21. [Replaying and Saving](#h.qacraqp6k7v1)
   22. [Cheats and Easter Eggs](#h.ewg0tk3dyi4o)
3. [Section III – Story, Setting and Character](#h.a9oa2ux5o89x) Troy
   1. [Story and Narrative](#h.u40t99mphhbj)
   2. [Back story](#h.4r29q267f29k)
   3. [Plot Elements](#h.712z9hv2lnd9)
   4. [Game Progression](#h.qrjser3p2goe)
   5. [License Considerations](#h.e7yvx312as2)
   6. [Game World](#h.el7cpafflrir)
   7. [General look and feel of world](#h.pebcbrnmy2xf)
   8. [Area #1](#h.d47r3c3zhs2h)
   9. [General Description](#h.6bndfz462ox6)
   10. [Physical Characteristics](#h.sctoq4bj9x69)
   11. [Levels that use area](#h.chupcrj4903m)
   12. [Connections to other areas](#h.hy8im165k4xr)
   13. [Area #2](#h.88xv5ioux3xb)
   14. [General Description](#h.a7sf32r35958)
   15. [Physical Characteristics](#h.h8uh5f2z2lh4)
   16. [Levels that use area](#h.q7wc014t27tv)
   17. [Connections to other areas](#h.d5nn4jxv7ywy)
   18. [Area #3](#h.xbx323jsz13h)
   19. [General Description](#h.3mxocapn2som)
   20. [Physical Characteristics](#h.nwagvm7mj4uc)
   21. [Levels that use area](#h.10ibfcrwtlmu)
   22. [Connections to other areas](#h.pw53pqjnmrcq)
   23. [Characters](#h.4w0vsz4n273q)
   24. [Character #1](#h.uy0xykhc420y)
       1. [Backstory](#h.uavb4236cd6x)
       2. [Personality](#h.er3e85llun8t)
       3. [Look](#h.dueqob4u76te)
       4. [Physical characteristics](#h.u2cpvvp2notg)
       5. [Animations](#h.u2cpvvp2notg)
       6. [Special Abilities](#h.u2cpvvp2notg)
       7. [Relevance to game story](#h.u2cpvvp2notg)
       8. [Relationship to other characters](#h.u2cpvvp2notg)
       9. [Statistics](#h.u2cpvvp2notg)
4. [Section IV – Levels](#h.q7os7ach5zjk) Espen
   1. [Introductory Material (Cut scene? Mission briefing?)](#h.6g6apj6jpxlu)
   2. [Objectives](#h.fa3ptj92eb5n)
   3. [Physical Description](#h.kdxifnk0hvm7)
   4. [Map](#h.1q8smlq8nq0x)
   5. [Critical Path](#h.lzu2x120pqpk)
   6. [Encounters](#h.ofywn7wj5tnl)
   7. [Level Walkthrough](#h.bzcvwiwdffxf)
   8. [Closing Material](#h.w4my652683r9)
5. [Section V - Interface](#h.kz11k62vlozx) Chase
   1. [Visual System](#h.95gtdzvkcnch)
   2. [HUD - What controls](#h.2sosb7hpqeez)
   3. [Menus](#h.610up4ty43ev)
   4. [Rendering System](#h.5p6cc1u630it)
   5. [Camera](#h.2h22xxistm5h)
   6. [Lighting Models](#h.4i2i6rr7v2wk)
   7. [Control System](#h.4131d4f9hksp)
   8. [Audio](#h.q4g4ra36o06m)
   9. [Music](#h.q4g4ra36o06m)
   10. [Sound Effects](#h.q4g4ra36o06m)
   11. [Help System](#h.8s32lkq1hndi)
6. [Section VI - Artificial Intelligence](#h.izaxj1ocef8h) Troy
   1. [Opponent AI](#h.v95kjbymtoqv)
   2. [Enemy AI – Villains and Monsters](#h.v95kjbymtoqv)
   3. [Non-combat Characters](#h.v95kjbymtoqv)
   4. [Friendly Characters](#h.v95kjbymtoqv)
   5. [Support AI](#h.v95kjbymtoqv)
   6. [Player and Collision Detection](#h.v95kjbymtoqv)
   7. [Pathfinding](#h.ln3n3wlhggq2)
7. [Section VII – Technical](#h.cdlsp7cu3hp) Espen
   1. [Target Hardware](#h.nl1zaq10yzvf)
   2. [Development hardware and software](#h.nl1zaq10yzvf)
   3. [Development procedures and standards](#h.nl1zaq10yzvf)
   4. [Game Engine](#h.nl1zaq10yzvf)
   5. [Network](#h.nl1zaq10yzvf)
   6. [Scripting Language](#h.tfin3pqdtfq1)
8. [Section VIII – Game Art](#h.nl1zaq10yzvf) Troy
   1. [Concept Art](#h.nl1zaq10yzvf)
   2. [Style Guides](#h.nl1zaq10yzvf)
   3. [Characters](#h.nl1zaq10yzvf)
   4. [Environments](#h.nl1zaq10yzvf)
   5. [Equipment](#h.nl1zaq10yzvf)
   6. [Miscellaneous](#h.2knar5u1rxhw)
9. [Section IX - Secondary Software](#h.4702hlzdnvuf) Chase
   1. [Editor](#h.n10kfxlwlsd2)
   2. [Installer](#h.n10kfxlwlsd2)
   3. [Update software](#h.a7s9zujtemaz)
10. [Section X - Management](#h.sd6tqcb3sq8i) Espen
    1. [Detailed Schedule](#h.w29stde04itl)
    2. [Budget](#h.w29stde04itl)
    3. [Risk Analysis](#h.w29stde04itl)
    4. [Localization Plan](#h.w29stde04itl)
    5. [Test Plan](#h.7kxxq83scwsi)
11. [Appendices](#h.830j6pb2u6ez) Troy
    1. [Asset List](#h.be6ejvlupy1d)
    2. [Art](#h.7ekbql2sbgd5)
       1. [Model and Texture List](#h.j3wy6hn3l9jr)
       2. [Animation List](#h.j3wy6hn3l9jr)
       3. [Effects List](#h.j3wy6hn3l9jr)
       4. [Interface Art List](#h.j3wy6hn3l9jr)
       5. [Cut scene List](#h.u72apy8zi1jk)
    3. [Sound](#h.s4ljsrh2dia2)
       1. [Environmental Sounds](#h.rlhdol19n17e)
       2. [Weapon Sounds](#h.lt5bmkd7fjvd)
       3. [Interface Sounds](#h.62krkgx6gmsc)
    4. [Music](#h.jih3ppa3js79)
       1. [Ambient](#h.jimt722xja2t)
       2. [“Action”](#h.bp8un6i7m099)
       3. [Victory](#h.s868ej31squy)
       4. [Defeat](#h.m50h9apjnw7)
       5. [Voice](#h.japxb7o5gns6)
       6. [Actor #1 lines](#h.qq8wskut3mf)
       7. [Actor #2 lines](#h.agmmbstbnzs8)
       8. [Etc](#h.j1qq4t98znyn)
    5. [Synopsis](#h.cpv7qr48tyui)
    6. [Introductory Material (Cut scene? Mission briefing?)](#h.cpv7qr48tyui)
    7. [Objectives](#h.cpv7qr48tyui)
    8. [Physical Description](#h.cpv7qr48tyui)
    9. [Map](#h.cpv7qr48tyui)
    10. [Critical Path](#h.cpv7qr48tyui)
    11. [Encounters](#h.cpv7qr48tyui)
    12. [Level Walkthrough](#h.cpv7qr48tyui)
    13. [Closing Material](#h.cpv7qr48tyui)

# Section I - Game Overview

## Game Concept

The player chooses an instrument of rock at the beginning. This determines which attacks he can use for the rest of the game, which is a platformer, taking the player out of catholic school, through Denver and into the battle of the bands to play the gig with his band. The game has a Rock and Roll attitude throughout with enemies and characters which help along the way.

## Feature Set

The player chooses his character. There are many different kinds of enemies. Physics, 2-d scrolling, jumping, helpful characters using text to communicate. Also lots of humor throughout.

## Genre

Action/adventure and platformer

Genre of music is rock of course.

## Target Audiences

Age 16 and up players

## Game Flow Summary

The player first chooses his instrument in the MENU. Then he fights through the school and kills the first boss at the end.

Boss #1:



The second level begins as the hero starts to walk down colfax killing junkies and ladies of the night.

Through the third level the player attacks record company reps on the way into the gig before fighting the final boss and meeting the band.

## Look and Feel

We want this to feel like a normal scrolling platformer on the NES like Mario or Megaman. We want it to have a rock personality like Scott pilgrim, and extremely, almost humorously simple graphics.

## Project Scope

This project includes level creation, character object, Sound effects, and Sprite creation

## Number of locations

There are 3 different locations, each with its own level. Catholic School, Colfax Avenue and The Pepsi Center are the locations for each of the levels. We don’t count the menu as a location

## Number of levels

As described above, there are three levels.

## Number of NPC’s

There are many of NPC’s. There are the nice NPC’s the mentors, and there are evil normal enemies and bosses.

The list of bosses is:

* High school Principal
* Crazy Ex-Girlfriend
* Record Boss/Satan

The list of regular enemies is:

* Record Company Reps
* Infected Groupies
* Other Bands
* Holy People
* Teachers
* Druggies

The current list of mentors is:

* Syd Barrett
* Flea (RHCP)
* Slash

## Number of weapons

There will be 3 weapons, the player chooses his at the beginning of the game.

* Mic
* Guitar
* Drumsticks

The Enemies all also have their own weapons, which can be projectiles.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

Game progression will be based off distance traveled in the game. The player will progress through the game, fighting basic enemies and after a certain length traveled, the player will then come to a boss battle. When the boss battle is won, then the level is over. Once the player finishes the levels, the game is won.

### Mission/challenge Structure

Throughout the level, the player will encounter different types of enemies based off of that level’s theme. In the beginning of each level, the enemies will be somewhat sparse as well as easier to defeat. As the player progresses through the level, the enemies gradually get harder and less sparse. This will be another distance based part of the game. The idea is that there will be a simple algorithm that takes into account the distance and generates a number of enemies with certain difficulties. At the end of every level the player encounters a boss that will be much different and much harder than the enemies previously encountered throughout the level.

### Puzzle Structure

The puzzle for the game is relatively simple and mostly linear. The difficulty is in fighting the enemies. There is no difficulty in traversing the level or finding out how to get to the next place. Along the way, the player may pick up things that help them with health or rock power. The player may also may have to hop over or on top of miscellaneous objects in the game but they will have no difficulty finding out how to get out of the current level.

### Objectives

The main objective of the game is to get to “the gig.” To get to the gig, the player must use his or her powers of rock to traverse the levels and defeat the different enemies and bosses. There may be sub-objectives such as getting power-ups, health packs and defeating each boss.

### Play Flow

The play flow will be fast, simple and linear. The idea is for a fast paced game that can be fun for all. The player is really only allowed to move left, right, and up.

## Mechanics

### Physics

Physics of the game will be extremely simple. There will be gravity involved for the players but “bullets” and things that the players shoot at each other will not feel any effect of the gravity. When a player or enemy jumps, the physics may seem different than what we have in real life due to the fact that we may allow them to jump higher and stay in the air a little bit longer than we can here in the real world.

### General Movement

The player will be allowed to move forward, backward and up. Due to the game being 2D, there is not much more that we could allow or implement.

### Other Movement

Bullets and attacks will seem slower in the game than what we would normally see in real life. In real life, no one will see a bullet, or in our case sound waves, but in the game we will see all of these things. Enemies may be allowed to jump to get to the player if the player were in a box. We will also allow certain platforms that players can jump on top of from the sides as well as from directly below the platform.

### Objects

#### Picking Up Objects - If Time Allows

The player will be allowed to pick up objects throughout the game that help him or her with attacks or health. This will be done by simply walking over the object in question.

#### Moving Objects - If Time Allows

The only attainable objects that will be moving in the game will be the player’s and enemy’s attacks.

### Actions

#### Switches and Buttons

So far we have no need for switches or buttons in the actual game but may implement some of these later on throughout the development phase. With regards to buttons that the physical human player will use, we will be making it so that the player can choose which buttons will make them move left, right, jump and attack. The default will be set to left and right arrow keys, spacebar, and shift.

#### Picking Up, Carrying and Dropping

There is no action required for picking up, carrying or dropping objects. To pick up an object, the player will simply walk over it. There will also be no need for carrying or dropping objects since we will have no objects that would be necessary to carry or drop.

#### Talking

The player will not have a choice to choose what to say when there is dialogue between characters. The only talking happening will be when the mentor talks to the player or the boss says something to taunt the player.

#### Reading

Whether the player reads what the mentor or boss is saying will have no bearing on the outcome of the came. The player could ignore those things and be fine. Reading will only be necessary for understanding the storyline.

### Combat

Combat in the game is simple. The player will be allowed to “shoot” at the enemy and the enemy can “shoot” back. If the player and enemy collide, the player will die. As the game progresses, the enemies may be harder to destroy by shooting at them.

### Economy

There will be no economy in the game. The player may accumulate “tokens” throughout the game that help count for the player’s score. After the game is implemented, we may implement extra features by using the coins that the player accumulated.

## Screen Flow

### Screen Flow Chart

We will start off with an intro screen that allows the player to play or change some of the options. If the player hits play, the player will be taken to a screen that allows them to pick his or her instrument. Once that is chosen, the game will begin. Controls are arrows and the space bar.

### Screen Descriptions

### Main Menu Screen

When the player hits play, the player will choose his or her instrument, then the game will begin.

### Options Screen - deleting

## Game Options

The player will have the option of choosing his or her instrument

## Replaying and Saving

We will implement saving if we have enough time but right now it is not a priority. The idea we have for saving would be distance based and the game would be saved when the player has an interaction with the mentor.

## Cheats and Easter Eggs

There are no cheat or easter egg ideas yet but there might be some to come.

# Section III – Story, Setting and Character

## Story and Narrative:

## The story will mostly be told through the main character’s point of view, the narrative will be provided through speech bubbles from the main antagonists and famous rock n’ roll icons throughout the game. The story begins with the nameless main character, one of three members of a band that is performing later that day in the Battle of the Bands, in the detention hall at St. Enn Catholic High School, a school notorious for stifling the individuality and rebellious teen spirit of all of its students. The future rock star is busted out of the classroom by Cid Rabbet, a prominent name in the music industry who yells, “Hey, Sister, don’t suppress these teens!” as he tears down the walls to the monotone, brick classroom.

## Backstory:

## The game follows the adventure of a nameless teenage aspiring rock star as he makes his way to the Battle of the Bands. He and his band have spent countless hours practicing in his garage, much to the chagrin of his staunchly religious parents, for this moment and there is no way he is going to miss this opportunity, unfortunately the school principal has caught wind that the protagonist has been playing in a rock band, which is a code violation at St. Enn Catholic High School (as rock n’ roll is considered the Devil’s music). This lands our hero in detention to reconsider his choices. The game begins there.

## Plot Elements:

* + 1. Exposition:

This will be during the detention scene, where the player is introduced to their nameless character.

* + 1. Rising Action:

This begins when the protagonist is busted out of detention and given their choice of instrument. Most of this section will involve the player fighting enemies along the way to The Gig. This section will also feature many story elements provided by prominent rock n’ roll figures as well as the main bosses of the first two levels.

* + 1. Climax:

The climax of the game occurs when the player fights the head of the evil record company, the American Sound Syndicate, Lou C. Ferman. After defeating Lou C. Ferman, he reveals himself to actually be Satan in disguise and proceeds to transform into his true demonic form.

* + 1. Falling Action:

The story winds down with the play character reuniting with his band and performing a kick-ass rock show that totally blows everyone’s socks off.

* + 1. Resolution:

The game concludes with the protagonist and friends winning the Battle of the Bands and ascending to Rock Valhalla to join the other rock n’ roll gods.

## Game Progression:

## The game scrolls to the right through each of its levels, the player guiding the protagonist at their own pace. There will be one checkpoint in the middle of each level that the player will return to every time they die.

## License Considerations:

## The music in the game is the biggest consideration. If a license to use the music cannot be acquired within budget, an original score will be written for this game.

## Game World:

## The game world is comprised of three separate levels, each unique from the others.

## St. Enn Catholic High School

### General Description:

### This area will be mostly pretty bland to make the player feel like they’re really at a Catholic School.

### Physical Characteristics:

### gold brick walls, crosses and crucifixes covering many areas of the walls, maybe some trophy cases to show that it’s a high school, classroom doors here and there.

### Levels that use area:

### Level 1

### Connections to other areas:

### This area will connect with area two By killing the boss.

## Colfax Avenue

### General Description:

### This area will have a dirty and dangerous feel to it.

### Physical Characteristics:

### It will feature a road and buildings in the background. Broken down cars, piles of trash, decrepit sex shops and marijuana dispensaries may be added in the polish stage. Casa Bonita will may make an appearance. This area will be the embodiment of anarchy.

### Levels that use area:

### Level 2

### Connections to other areas:

### Once the level 2 boss is defeated, the player will be transported to level 3.

## The Venue

### General Description:

### A Beautiful cathedral of Rock

### Physical Characteristics:

### Multiple rows of seating/standing areas for the concert, it will seem darker than the other areas.

### Levels that use area:

### Level 3

## Characters

### Nameless aspiring rock star(Protagonist)

#### Backstory:

#### The game follows the adventure of a nameless teenage aspiring rock star as he makes his way to the Battle of the Bands. He and his band have spent countless hours practicing in his garage, much to the chagrin of his staunchly religious parents, for this moment and there is no way he is going to miss this opportunity, unfortunately the school principal has caught wind that the protagonist has been playing in a rock band, which is a code violation at St. Enn Catholic High School (as rock n’ roll is considered the Devil’s music). This lands our hero in detention to reconsider his choices. The game begins there.

#### Personality:

#### The main character of the game doesn’t speak, so there won’t be much to see about his personality.

#### Look

##### Physical characteristics:

##### Average height and build, red/blonde hair, mundane facial features.

##### Animations:

##### Animations for running, jumping, and attacking.

##### Special Abilities:

##### Rock Power- this ability changes depending on what instrument the player chooses at the beginning of the game.

##### Relevance to game story:

##### story follows his adventure to meet up with his band.

##### Relationship to other characters:

##### He is mentee to the rock icons and band mate/friend to his band mates /friends

##### Statistics

# Section IV – Levels

### Introductory Material

Each level has an intro set of text, explaining where the player is. ex:

Bobby sits in detention, contemplating life, the universe, and everything. Suddenly… *BANG* (as the door slams open, Syd walking in)

“You don’t need no education, son! Let’s get out of here to what’s really important! Move to the right to escape the school!”

### Objectives

Every level’s objective is to get to the right-most side and beat the boss there

### Physical Description

* + - 1. Catholic School

This level should remind the player of a castle. Lot’s of stone work and gold relics, with Nuns and priests throughout.

* + - 1. Colfax

This level should remind the player of walking down through the a ghetto area, with dirty streets, dumpsters, and old cars. There are druggies and ladies of the night to battle.\

* + - 1. The Gig

This level is all inside, with a dark background and lots of neon lights. There are lots of record company people

### Encounters

each boss encounter will be different in terms of the way by which the player kills the boss, but they will all start when the player reaches the end of the level.

Priest Boss mechanics are just like a bigger version of a normal enemy to give the player a feeling of accomplishment for beating the first level.

The Ex- Girlfriend boss will be the first character to jump.

### Closing Material

The only closing material will be after the last level, running the credits

# Section V - Interface

## Visual System

### HUD - What controls

The player will be allowed to move up, left, and right as well as attack. These controls will be default to arrow keys for left and right, space for jump and shift for attack. Menus

There is one menu, the starting instrument-choosing menu The intro allows the player to enter the instrument menu, and the options menu allows the player to enter the options menu. The menus will be basic in color and have simple point and click interactions.

### Rendering System

We will be using the gamemaker rendering system to generate or levels and background. This will be relatively simple given the 2D environment of the game.

### Camera

Camera will be perpendicular to the player’s movement plane. The game is played on an x-y axis where the camera will be viewing from the z axis, perpendicular to that plane. The player will typically be in the center of the screen except when there are boss battles. In boss battles, the camera will stop moving along with the level and that current point in the level will be stagnate and the player and boss will move around that stage.

### Lighting Models

No lighting will be necessary. We are not using shaders or dynamic lighting.

## Control System

## Audio

Audio will be dynamic and will hopefully provide an extra entertainment value for the game.

## Music

The goal is to be able to use 8-bit versions of rock songs throughout the game that will possibly pertain to the level. If we cannot get this to work, we may build loops using Audacity or Apple Logic to create the music in the game.

## Sound Effects

Sound effects may be found online and if nothing fits for what we want, we will make them ourselves.

Tentative list of sound effects needed:

* Attack Sounds
  + Drummer - Drum Smash
  + Guitarist - Guitar Sound
  + Singer - High pitch “YEAH!”
  + Record Company Reps - Grumbles
  + Infected Groupies - Some single note
  + Other Bands - Symbal crash, dubstep noise
  + Holy People - Hail Mary sounds
  + Teachers - Measuring stick slap
  + Druggies - Coughs
  + High school Prinicpal - Chalk board sounds
  + Crazy Ex-Girlfriend - Screams/Hair Whip sounds
  + Record Boss/Satan - Breaking vinyls sounds / Fire noises / Others

Sounds for the players have been found and downloaded legally, but are not yet implemented in the game.

## Help System

Help system will consist of a simple screen that may be accessed at any time that tells the player what the controls are.

# Section VI - Artificial Intelligence

## Enemy AI:

## Most enemies will have very simple AI,the AI of the enemy will be determined by the level the enemy is in, in level 1 the enemies will attack and remain stationary when the player enters a certain range, in level 2, the enemies will attack and follow the player when in range. No enemies will be scripted.

## Non-combat Characters:

## NPC’s will all be scripted

## Friendly Characters:

## NPC’s will all be scripted

## Support AI:

## NPC’s will all be scripted

## Player and Collision Detection:

## Collision detection will most likely be dealt with using hitboxes around sprites.

## Pathfinding:

## This will be implemented when we decide how objects will interact with surfaces and each other.

# Section VII – Technical

## Target Hardware

The game should run as an exe on PC or Mac

## Development hardware and software

We will be using personal computers (windows) and Game Maker studio for all game programming

## Development procedures and standards

We will be using GitHub to maintain the code base for the project. Code changes will be checked in to the central repository and no code will be committed if it breaks the build.

## Game Engine

We are using Game Maker Studio’s built in game engine

## Network

There is no network component for this game

## Scripting Language

We are using game makers’ own scripting language

# Section VIII – Game Art

## Player sprites:

## spr_GuitarPlayer_0.pngspr_GuitarPlayer_1.png



## Style Guides:Drummer.jpgdrumSide.jpg

All character sprites are 77 pixels x 54 pixels

## Characters

The sprite of the main character and those of other friendly characters will be far more detailed than those of the enemy characters, this is to show a distinction between the good and the ugly of the rock world

## Environments

The environments will be designed in a way so that they convey a feeling that you are actually there, on a relatively low resolution.

## Equipment

The guitar, drumsticks and microphone will each be a different edited character sprite.

## Miscellaneous

# Section IX - Secondary Software

## Editor

There will be no need for secondary software. Everything we need should be available in game maker.

## Installer

The installer will be the GameMaker studio play software.

## Update software

Game can be updated using gamemaker and re-shipped via the same thing.

# Section X - Management

## Detailed Schedule

To come with project plan

## Budget

We are planning on spending $0, but if we need to spend up to $20 to get the music we want that is the approved budget

## Risk Analysis

As of now there is a risk we won’t be able to use the songs we want to without paying, meaning we will have to find unlicensed songs or produce our own, both of which would add some time to our project plan

## Localization Plan

As of now, we only want this to run on a PC with a keyboard, but there will be discussions about porting the application to mobile and possible control schemes for that.

## Test Plan

We will personally test our own program to make sure it works well, but also we are going to have our friends play through it to see if they find any bugs which are more tough to find.

# Appendices

## Asset List

### Art

#### Model and Texture List

#### Animation List

#### Effects List

#### Interface Art List

#### Cut scene List

### Sound

#### Environmental Sounds

#### Weapon Sounds

#### Interface Sounds

### Music

#### Ambient

#### “Action”

#### Victory

#### Defeat

#### Voice

#### Actor #1 lines

#### Actor #2 lines

#### Etc

### Synopsis

### Introductory Material

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

# 