



ITCS339_Technology for Game Development

Game Design Document

Remison the Sewer Rat

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Presented to

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Game Concept

Introduction

“Remison the Sewer Rat” is a clicking game for PCs with a kids story book theme conveying messages for both kids and adults.

The game will be a mix of visual novel and clicking mechanics. The sewer rat “Remison” is a simple rat living its simple life in the sewer. It dreams of a life where it can feel home. When Remison was little, his mama rat told him a story about the magic click that changes lives. One day, that magic has reached Remison and his life changes.

Background

This game is designed for the ITCS339 class project. It was first supposed to be a spam click only game without much storytelling. However, it has the potential to tell more story with more characters, so it is changed into a story game with clicking as a secondary priority.

Description

The game requires players to spam click to pass each obstacle. When there is no obstacle, the player only needs to click once to play the dialogues.

Key Features

Remison the Sewer Rat :

The game is for single player only and can only play offline for the demo version. The full game should take around 30-45 minutes to play. The demo version should take less than 5 minutes to complete.

Graphics :

Remison the Sewer Rat is a 2d-based game. The graphics are simple and easy to convey. The theme of the graphic is a kids storybook.

Soundtrack :

The game will have relaxing and calm background music to set the mood. There will be sound effects during the clicking and paper sound effects when the scene changes.

Genre :

Remison the Sewer Rat is a casual story web game with the essence of a nostalgic storybook.

Platform :

This game is a computer-based game that can be accessed through a webpage. Mac and Windows local device versions are also available.

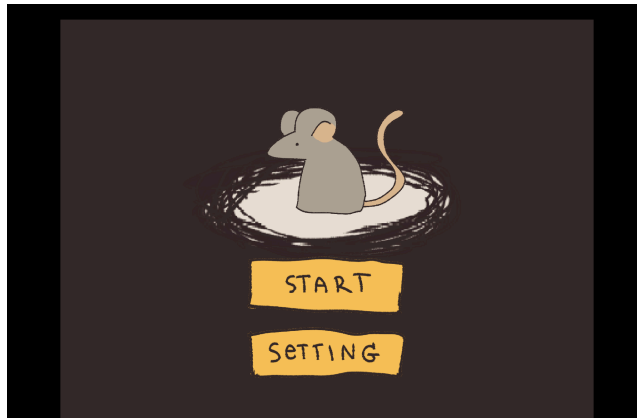
Concept Art :



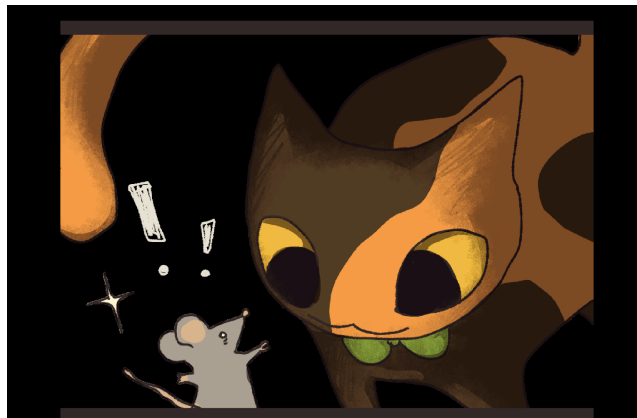
Interface

Function requirements:

- 1) Start screen:
 - a) Start: start the game
 - b) Setting: go to setting page



- 2) Setting (Not available for demo version since it has no sound):
 - a) Music BGM: enable/unenable
 - b) Sound FX: volume
- 3) Cutscene:
 - a) Fullscreen picture
 - b) Cannot click to skip



4) Dialogue:

- a) Text story telling
- b) Pictures for some pages
- c) Click to continue



5) Click game:

- a) Instruction
- b) Bg
- c) Clickable object



Game Mechanics

Core Gameplay

The player clicks to continue the dialogue. On certain events, the player will need to click a certain amount to help Remison out of the situation.

The game focuses on being easy and simple. There are no other mechanics or systems.

Character



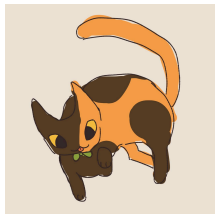
Remison

The main character of the game.



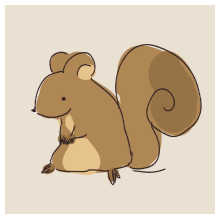
The light/magic

Role of the player. Is there to help Remison.



The arrogant house cat

The house cat who wanders around the street for fun. The cat is domesticated. It serves a purpose of catching rats in the human home for being fed. It is happy and proud of its role and gets spoiled by humans everyday at home.



The beautiful squirrel

The squirrel who lives in the park tree. Despite its similarities with rats, it was awed by humans at the park. They have similar ears, similar nose, similar hands, but the squirrel has a beautiful fluffy tail. It doesn't know what a sewer rat life is like.



The chill street rat

Another rat who lives back street. It may still be hated by humans, but it is free and lives a fun life with its friends. Even though its life is always in danger from other animals and humans, it is happy.

Story

The sewer rat “Remison” is a simple rat living its simple life in the sewer. It dreams of a life where it can feel like home, like it’s really alive. When Remison was little, his mama rat told him a story about the magic click that changes lives. Despite the rough life he had, he still believes in his mama.

One day, that magic reached Remison. Remison wakes up to the magic speaking to him. “Tell me what you want and I will help you achieve it.” Said the strange glowing light. Remison tells the light he wants to live a different life where he can be happy. The light guides him out of the sewer and asks him to follow it out to see the world.

Remison follows and wanders. He meets the arrogant house cat, the beautiful squirrel, and the chill street rat. At the end of the day, the light reveals that it can only assist Remison for a day and how he lives depends on him. Either he will be happy or not is not what magic grants. He is the one to choose his life, do decide what makes him happy.

In the end, Remison chose to take on an adventure to find his own happiness. He does not know if he will be back in the sewer again or not, but he chose to explore the world and see. Maybe one day, he will find the sewer as a place he wants to call home, or maybe he will find a place warm with love that makes him want to settle. That is what only the future knows. For now, Remison the sewer rat is just Remison the rat.

Demo Story Script

- Intro & Tutorial

Once upon a time, under the sewer, lived a rat named “Remison.” Remison doesn't like being a sewer rat. The sewer is safe with pipes and tunnels, protecting him from the scary scary predators outside. He wants to go outside but outside is where the scary creatures live. He is stuck in his little sewer home.

When Remison was little, his mama rat told him a story about the magic click that changes lives. It turned a coward rat into a rat hero who saved other rats from scary birds, turned a weak rat into a healthy rat that can survive winter. Remison waited and waited for magic to come to him but it never did. Once again, Remison closes his eyes and wishes for a change.

When he woke up the next morning, something strange happened. In his dark gloomy sewer home, a light shines brightly.

“I am the magic click, the legend to be told. Say, little sewer rat, what change do you wish for?” said the magic light.

“I want to be happy. I want to be in a place where I can feel like home. Can you grant me a different life that will make me feel alive?” Said Remison.

“Then follow me, I will help you find what you seek.” The light flies up the sewer hole, guiding him outside. Remison is scared, he hesitates. The outside is dangerous. The light assures him he will be safe and sound. Remison gathered his courage and climbed up the sewer.

- Click the highlighted item to help Remison! -

- **1st Act: The arrogant house cat**

Remison and the light reached the outside. The outside is bright and beautiful. The sky is blue and the wind is warm.

“Refreshing, isn't it? There are more out here!”

Following the light, Remison walks toward the street. There are so many stores on the side of the road.

Remison and the magic light go into each store. They eat candies, stomp on the piano keys, and try on pretty flower hats!

“This is fun!” said Remison.

“I could live like this forever!”

Unbeknowing of the two, a creature appears.

!

-Help Remison from the cat!-

“Don’t get so ahead of yourself. House cats don’t hunt outside their home.” said the cat annoyingly.

“I was just here to see what a stupid little rat doing out in the open in the middle of the street.”

“So what’s your business? What are you doing here?”

Market Analysis

Target Market

The target market of this game is young adults who want to play a short chill and relaxing game. The message of the game is also for people aged around 17-25 which is the period of life where people think about their future and purpose in life.