Colour Crisis

Game Design Document

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# High Concept

The Player assumes the role of a brilliant colour scientist Doctor Prismarina PHD, testing her newest invention, a gun that can fire pure light, and defending her laboratory from the evil Inkoids. Prismarina must learn to harness her new invention to drain the colour from these abominations before they destroy her Prism Gun. Upgrade, Strategize, and Paint your way to victory over these Despicable Dollops!

## Premise and Story Synopsis

Doctor Prismarina PHD, the most brilliant scientist in the emergent field of colour science, has finally created her greatest invention yet; The Prism Gun! The Prism Gun is a brand new technology that lets her harness the power of light itself to manipulate the world around her, paint objects, and even harness the elements! However in her haste to earn her grant money she made a dangerous error! Her reckless experimentation has given way to the Inkoids, mindless balls of pure colour bent on the destruction of their creator and her new invention! Prismarina has locked herself in her testing chamber, but the Inkoids are breaking into the vents, curse her precautionary excessive ventilation! Now the player must fight off the invaders, and in the process unlock the secrets of Prismarina’s new invention.

## Unique Selling Points

1.Colour Based Gameplay:

Colour Crisis is entirely designed around the manipulation of colour! The Prism Gun fires one of three beams, that sap the chosen colour from the inkoids, When an inkoid is out of colour, it disappears. She can also change the environment, the Player must strategize as to which colour to be using and when, as the Inkoids can be made of multiple colours, and will favour paths painted in their colour. Once the Player has unlocked the beams’ elemental effects, The decision for which beam to use when falls even further into a very colourful gray area.

2. Trick Room:

Prismarina’s testing lab seems like a big square room, but as the game progresses it transforms into a complex battleground! Prismarina’s gun paints the floor as well, and Inkoids will try to step on their dominant colour, allowing Prismarina to influence her enemies movements, creating funnels, and paths to group her enemies for huge elemental damage! Furthermore the Inkoids will change the room to their advantage, the Builder Inkoid running around to erect walls in their colour for other Inkoids to hide behind, blocking Prismarina’s beams until she can shoot them down.

3. Easy to Read, Hard to Master:

all information is depicted through colour, at a glance each enemy’s health is apparent based on the saturation of their skin, and the colour of said saturation, This easy communication allows for complex tactics and enemies, Enemies that can change colours, or take advantage of the environment to create chaos for the player. On the flip side, the player’s colourful control of the environment makes them create their own defenses on the fly, shooting a quick line of blue to deter a group of red enemies, or funnel them together to allow for area damage with the red beam’s upgrade, setting green mine traps with the green element upgrade to cover prismarina’s behind while she freezes priority targets solid, giving her time to dispatch closer or more long term threats such as builders, or the tricky, deadly, King Inkoid.

# Game Mechanics

## Prismarina

Prismarina is the representative of the player, and in this section we will summarize her abilities, upgrades, and the effects of her powerful Prism Gun.

## Prism Gun

The Prism gun sits in the center of the room, and shoots freely in 3d space, it is placed above the floor at an angle to allow precise shooting of tiles to alter the play field. The Prism gun fires 1 of 3 beams, Red, Green, or Blue. These beams deal constant damage to any Inkoid they touch, sapping them of their respective colour, and ⅓ of the other two colours (firing on a cyan Inkoid with a red beam will still deal damage, but much slower, alternatively a green beam will deal 1.33 damage, since it will also slowly sap the blue from said Inkoid). This lets the player swap on the fly to the most appropriate beam, which may not always be the Inkoid’s dominant colour, due to upgrades, which we will get into next. The Prism Gun can also paint the tiles on the ground the colour it is firing.

## Upgrades

Prismarina has an upgrade module on her console allowing her to upgrade her machine on the fly.

Colour Damage: Each beam can have its damage upgraded twice, while the beams are unevenly upgraded the player will have to decide between a weaker beam that matches an Inkoid’s dominant colour, or their more powerful beam that may not deal damage as easily.

Colour Effect: Each beam can be upgraded with an elemental effect:

Red: When an enemy hit by a red beam has no Red left in it, it will cause a fiery explosion, dealing red damage in a wide area around the enemy, this damage can also trigger another explosion. This effect can only happen once in each Inkoid per 5 seconds.

Blue: Applies a stacking slow to the affected enemy, that also reduces their fire rate, this lets the player slow more powerful Inkoids they may not have time to deal with, specializing this beam for priority targets.

Green: Slowly spawns green balls of light randomly around the targeted area, these balls of light persist, and when an Inkoid runs into one it will cause a small explosion, and take powerful green damage. This gives the player a preemptive option, letting them litter the field with mines and cover their flanks while they deal with higher priority targets.

Dual Beam: The Prism Gun gains a smaller, secondary beam that orbits slowly around the primary one. The smaller beam fires the previous chosen colour, and applies the effects of that beam, however the effects and damage are much weaker, this beam also does not paint the ground.

## Enemies

I have four planned Inkoid types and one boss, however the colour system allows me to easily create more enemy types to add to waves and increase complexity.

Grunt: A small blob of ink with a bump on its head, made of a random, single colour. The Grunt will move as quickly as it can towards the player, and when it gets close to the Prism Gun, will start chucking ink chunks at them. Grunts are easy to kill, but spawn in great number.

Panda: Looks much like a grunt however it has two bumps, resembling panda ears. The Panda is slightly more complex in that it can be made of 2 colours instead of just one, The Panda acts like a Grunt however it will try to choose paths separate of those around it, effectively spreading from the pack to hinder funneling attempts.

Builder: The builder is a small blob of ink that appears to be wearing a construction hat. The builder will move much faster than its friends, and can be made of up to 2 colours. The builder will not directly attack the player, but will run around pulling up tiles and erecting them as walls. These walls will be the same colour as the builder, and will remain until Prismarina drains them of their colour. Builders will try to stay close to the center, and erect walls that hinder line of sight and allow their allies to get close.

Huckers: Huckers have a large goopy body with a strange cannon in their chest. Huckers can be made of up to 3 colours, and will actively attempt to hide behind walls and allies. They shoot at Prismarina from much farther away, and can lob their ink over walls. Huckers will ignore long paths of their colour if they can find a faster way to get in range.

King Inkoid: King Inkoid is the first boss, resembling a huge Grunt, with 6 bumps on its head and a 7th in the shape of a crown. King Inkoid is made of all 3 colours, and will periodically change his dominant colour, swapping the values of his colours around (if he has 155,92,5 (red dominant) he can change to 5,155,92 (blue dominant) forcing the player to change their beam to deal effective damage. King Inkoid will not try to attack the player, but instead will spawn Huckers in its colour, and single colour builders in it’s weakest colour, creating a hectic environment where the player must deal with King Inkoid’s spawn.

# Genre, Target Platform, and Target Audience

The game is a defense shooter designed for PC using our own game engine, however it could easily be adapted to console should market testing show an interest. The Target Audience will be a mix of casual and bullet hell enthusiasts, as the gameplay will ramp up quickly, but provides clear feedback to the player through the colour system. A constraint of the game is that it is not colour blind friendly, i intend to reperate this by adding a colour blind mode, where the colours are colour blind friendly, and/or enemies are overlaid with their colour values in numbers/bars.