Brexit Vs Good Friday

"Defend the Good Friday Agreement"

Cian Gannon

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Brexit Vs Good Friday is a satirical representation of the current Brexit debacle and Ireland's core involvement in it due to the Good Friday Agreement. Brexit Vs Good Friday is a top-down shooter that will expand the genre and also involve the most loved elements of other shooters.

Game Design Document
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Created by - Cian Gannon

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1 Overview

1.1 Main Concept

Brexit Vs Good Friday is a satirical representation of Brexit and the hysteria surrounding it. It's a top down shooter where the user plays Gerry Adams a politician who returns from retirement in order to save what many hold dear.

1.2 Core Selling Points

1.2.1 Survival Elements

- Player must dodge incoming fire.

- The aim of the game is to protect Good Friday in a countdown until the UK leaves the EU and the single market. If the player fails in their attempt by getting hit then Good Friday will be removed and the player fails. If the player survives the countdown then the Good Friday is upheld.

1.2.2 Humor

- The game is made to be humorous. It's take on Brexit that is a core issue currently in the EU is used to make all players on both sides laugh.

- The game is created to be topical, games that are topical tend to be a hit with players.

1.2.3 Top Down Shooter

- Top down shooter which needs basic input so the game will be comfortable to play on mobile or desktop.

- Top down games have been around for generations of consoles and have evolved over time. Brexit Vs Good Friday aims to take the general style and improve upon it.

2 References

2.1 Games Examined

2.1.1 GTA

Figure 2.1: GTA 1

Core Features

- Single Player

- Top Down Shooter

- Open world

- Action/Adventure

- 2D

Note

Grant Theft Auto is a top down action shooter developed by Rockstar Games. set in an open world approximation of Ney York city. A basic top down game that revolutionized the genre by adding an open world. What truely made Grand Theft Auto stand out from other game of the period are it's ease of use controls. The pick up and play controls allowed users of all experience levels get to grips with game.

2.1.2 Doom

Figure 2.2: Doom

Core Features

- Single Player

- First Person Shooter

- Linear/Semi Open World

- Action

- 'Fake' 3D/ 2.5D

Note

Doom is a first person shooter developed in 1993. Although my game is going to be top down, taking inspiration from the first person shooter genre and adapting them for Brexit Vs Good Friday. Doom consists of constant stream of enemies in a fast paced enviroment that always keeps the player busy. Doom has no story and keeps the player entertained with gameplay alone.

2.1.3 Hotline Miami

Figure 2.3: Hotline Miami

Core Features

- Single Player

- Top Down Shooter

- Semi Open World

- Action

- 2D

Note

Hotline Miami is a top down action shooter that throws more and more enemies at the player in order to increase the difficulty for the player. The player has a choice of wepaonry to deal with the onslaught of ever increasing enemies.

3 Specification

3.1 Target Group

- The target group is a younger generation 35 and under who are interested in the currenct Brexit negotiations and just want to get away from the seriousness of it all.

- Target platform is mobile devices specifically windows phones.

3.2 Genre

Brexit Vs Good Friday is a top down satirical shooter based on the current Brexit debate

3.3 Art Style

Figure 3.1: Game Menu Concept Art

I'll be going for a traditional celtic art style as this game will portray the Irish viewpoint of Brexit. It will mix celtic sybols for UI 'fluff' and use gaelic font type for menus.
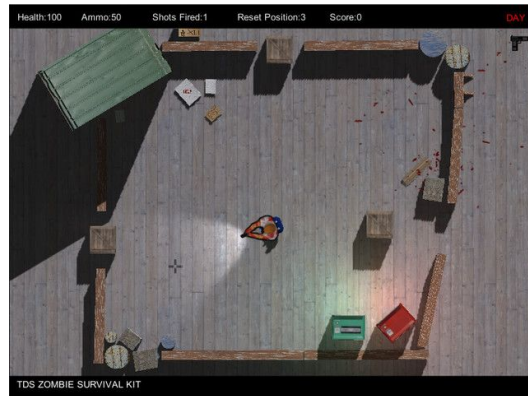

Figure 3.2: Character Concept Art

The game will use satirical representations of politicians throughtout the game as player characters and non player characters (NPCs).

The game will heavily lean on Irish humour surrounding our history and politics.

4 Gameplay and Setting

The game is centered around the player who moved around the screen and defends against incoming enemies. The player will have special abilities that they may use in addition to their main offensive weapon.

4.1 Mood and Emotions

The mood of the game is to be humorous. The characters are over the top representations of real politicians the main menu will feature Irish in-jokes. The who premise of the game is to make the user laugh while also delivering compelling gameplay.

4.2 Objects in the Game

The players and the projectiles are the only objects in the game.

4.3 Characters in the Game

Figure 4.1: Character Concept Art

The game will feature real world politicians in an over the top satirical outlook. The game will feature Gerry Adams as the main protaganist/antagonist (Depending on the users outlook) The game will use politicians from the UK as enemies that are trying to undermine the Good Friday Agreement.

4.4 Main Objective

Survive an onslaught of enemies while a counter is on screen.

4.5 Core Mechanics

- Tactical Maneuvering
    Player will have to dodge incoming fire from enemies.

- Resource Management
    Player will have to manage their ammo and other abilities.

- Survival
    Player must survive hordes of enemies.

4.6 Controls

The player will be controlled by using touchscreen on a mobile device.

5 Front End

5.1 Start Screen

The start screen will feature traditional irish/celtic symbols and font.

5.2 Menus

There will be two menu types in the game

5.2.1 Main Menu

Figure 5.1: Game Menu Concept Art

The main menu is where the user will have multiple options.

- Start Game
    Start Game option will start a new game from the start.

- Chapter Select
    Chapter Select option allows the user to select a chapter.

- Options
    Options allows the user to change game options such as audio volume.

- Quit
    Quit exits the game and closes it.

5.2.2 Pause Menu

Figure 5.2: Pause Menu

The pause menu will be available when the user pauses the game while they are playing. When paused the user will have an option to quit or resume. Quiting will bring the user back to the menu and resuming will bring the user back to the game when they left off.

5.3 End Screen

The end screen will transition the user from one level to another using a 'cut-scene'. If the user finished the game they will be greeted by a you wom message.

6 Technology

6.1 Target Systems

UWP devices will be the target devices. Game will use UWP as it will be compatible with windows phones, xbox and PC.

6.2 Development Systems/Tools

A computer will be used as the development system.
Unity will be the game engine that will be used to develope the game.