

The Big Beatdown

Game Design Document and art

By

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Introduction

This document specifies a design for the gameplay of a game with the title "*The Big Beatdown*". This game/document is open to edit or make changes to, if discussed in upcoming meetings to enhance the games potential, set to release on the scheduled deadline.

Scope

This document is intended to be read by programmers, artists and producers involved in the design.

Game concept

The Big Beatdown will be a 2D side-scrolling beat'em up game that is based in a city like New York. There will be 3 or 4 characters to choose from and a number of levels in an order of difficulty, starting from easy to hard.

Each level has the same concept, the character you chose appears at the start of every level, then you will have to navigate the player across the level moving from left to right beating up all the enemies that will try attack you, till you reach the end where you will have to fight a boss. Once you beat the boss you will be awarded with playing the next level.

Storyline

This city was once a happy place ...until one day, a powerful criminal organization took it over. Houses, shops and cars were loathed and burnt forcing some of the cities locals to flee...the once peaceful place. Mass violence is common and no one is safe. A group of ex-police officers, each with a martial arts background, attempt to clean up the city, willing to risk their own lives.

Game mechanics

- Game design - intro, menu, character select, gameplay, game-over or ending if completed
- 3 characters to choose from
- Player will be controlled with arrow keys
- Buttons for punches and kicks
- Can be one-player or two-player co-op
- Option menu to choose 1, 2 player or set difficulty level
- Player has 3x life bars starting off
- The player throughout the level may find hidden pizza, that's purpose is to add health. (Slice of pizza for quarter health gain and full pizza for full health bar gain)
- A score, timer and special will display at the top as well as life bar
- Enemies attack(appear) from both left and right of the screen
- Player can't move forward unless all enemies are beat
- Once lives and life bar are gone a GAME-OVER screen will appear
- Multilevel, you walk-through the level defeating enemies to reach a boss
- Once boss is defeated you move to a new harder level
- Player gets points for every enemy/boss it defeats, with the points adding up at the end of every level
- Player will be given 1x special move at each level that allows you to call for support which damages all enemies on present screen
- Gunship appears when player uses special

Controls

The game will be controlled by the mobiles touchscreen. The controls on the phone will be transparent, enabling the games user to see all the level. D-pad located for the left thumb and buttons located for the right thumb.

Player control commands

- Arrow keys use to the direct the player up, down, left or right
- Buttons - 'A' used to punch 'B' to kick while 'C' to use special
- Walk into enemy automatically grabs them
- To hit the enemy with combos stun them with the first punch or kick and keep hitting them



-> + 'A'

to continue combo



-> + 'B' (or 'A')

Target Platforms

The Big Beatdown will be produced for the following mobile platforms:

Android and IOS

Music

The **music** we are going for in The Big Beatdown will be electronic dance music, like house and techno... with each level having its own track.

Sfx

There will be sound effects in the game for the following actions:

- Attacking or getting attacked by enemies
- Selecting character
- Summing up points at the end
- Defeating enemies
- When special is called in (Helicopter and gunfire)

Art Style

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Possible Rooftop level



Possible Selectable Character



Possible Final Boss