

Scrap Junkies - GDD

Game Identity / Mantra:

Couch Co-Op puzzle game about two robots using each other's skills to traverse through buildings.

Design Pillars:

Co-Operation
Puzzle Solving
Player Specialization
Abandoned
Couch Co-Op

Genre/Story Summary:

Genre: Co-Op Puzzle

Story:

Once upon a time Humans lived a life of excess ignoring climate change and there wasteful practices and everyday they continue on this path of self-destruction until one day they suck the earth dry of all it's resources and they had to leave it behind, because of that all robots deemed not crucial to survival were left on earth and because of that our two characters "....." and "....." are left to fend for themselves and because of that they have no humans to keep up their maintenance and because of that "..." system clock begins to run down and because of that they must salvage for replacement parts to save "...", until finally after a great deal of struggle they find the pieces they are looking for and ever since then they are searching for a repair bot to install it for them.

Features:

Movement:

"As a player I would like 3D directional movement so I can traverse the level"

Player Input: The 'Left Stick' on either the PlayStation or Xbox controllers. For Jumping the 'X' button on PlayStation controllers and 'A' on Xbox controllers.

Expected Behaviors:

- The player should be able to, by sight, know what directions they are able to move in

- They should also know that movement will be done through the 'Left Stick'.
- If they were to move towards a direction that would cause the player to fall. The character will fall off the ledge.

Event	Visual Indication	Audio Indication
The player moves in any direction (Flick)	The player will automatically turn in the direction that the stick was flicked in	N/A
The player hits the 'X' or 'A' buttons	The players character will jump upwards	- Jump SFX
The player moves in any direction (Hold)	The player will automatically turn in the direction that the stick was held and start moving in that direction too	- Movement SFX
The player moves over a ledge which has ground lower than it	The player moves over the ledge and lands on the floor below	- Landing SFX

Player Skills Challenged:

Spatial Awareness: Players must be aware of their surroundings to traverse the level.

Dexterity: The player must make quick timed movements to be able to jump on to things.

Atomic Parameters:

Variable	Character 1	Character 2
Fall Speed		
Move speed		
Jump Height		
Rotation Speed		
Jump Velocity		

Throwing:

“As a player I would like to be able to throw objects to solve puzzles in the game”

Player Input: Holding ‘RT’ on Xbox Controller or ‘R2’ on PlayStation Controller will pick up an object and then releasing the button will throw it.

Expected Behaviors:

- The player must be able to by sight, tell what objects they can pick up and throw.
- They must also know they can rotate with the ‘Left Stick’

Event	Visual Indication	Audio Indication
The player moves next to an object and holds ‘RT’ or ‘R2’ to pick it up	The player will see the robot pick up the object and it will be slightly off the ground	- Pick Up SFX
The player while holding an object releases ‘RT’ or ‘R2’ to throw it	The object flies up in to the air and lands somewhere in front of player	- Throw SFX

Player Skills Challenged:

Spatial Awareness: The Player must aware of their surroundings to know where to throw the objects.

Estimation: The player must be able to estimate how far they must throw the objects.

Thinking Steps Ahead: The player must see the amount of objects that are available to throw and figure out how they will use them to solve the puzzle.

Atomic Variables:

Variable	Character 1	Character 2

Pushing:

“As a player I would like to be able to push objects to solve puzzles in the game”

Player Input: The player pushes against an object using the ‘Left Stick’.

Expected Behaviors:

- The player should be able to, by sight, know what objects they can push
- They should also know that movement will be done through the ‘Left Stick’.

Event	Visual Indication	Audio Indication
The player pushes against an object using the ‘Left Stick’	The object in front of the player will move in the same direction as the player	- Push SFX

Player Skills Challenged:

Spatial Awareness: The Player must be aware of their surroundings to know where to push the objects.

Thinking Steps Ahead: The player must see the amount of objects that are available to push and figure out how they will use them to solve the puzzle.

Atomic Variables:

Variable	Character 1	Character 2

Buttons:

“As a player I would like to be able to push to progress through the level”

Player Input: The player approaches a button and uses the ‘X’ (Xbox) or Square buttons to interact with it.

Expected Behaviors:

- The player should be able to, by sight, know where the buttons are
- They should also know that they can interact with the button using the 'X' or 'Square Button'

Event	Visual Indication	Audio Indication
The player stands next to a button and hit 'X' or 'Square'	The buttons effect will take place	- Button Hit SFX

Player Skills Challenged:

Spatial Awareness: The Player must aware of their surroundings to know where the buttons are

Thinking Steps Ahead: The player must see the amount of buttons that are available to use and figure out how they will use them to solve the puzzle.

Pressure Plates

"As a player I would like to be able to push to progress through the level"

Player Input: The player puts some weight ie. an object or the player themselves on the pressure plate

Expected Behaviors:

- The player should be able to, by sight, know where the pressure plates are
- They should also know that they can interact with the pressure plates putting weight on it

Event	Visual Indication	Audio Indication
The player stands on the pressure plates	The pressure plates effect will take place	- Pressure Plate SFX
Object placed on pressure plate	The pressure plates effect will take place	-Pressure Plate SFX

Player Skills Challenged:

Spatial Awareness: The Player must aware of their surroundings to know where pressure plates are.

Thinking Steps Ahead: The player must see the amount of pressure plates there are that are available to push and figure out how they will use them to solve the puzzle.

Atomic Variables:

Variable	Character 1	Character 2

Key Bindings:

PlayStation:

Options: PAUSE

Share: UNBINDED

R1: UNBINDED

R2: PICK UP/THROW

L1: UNBINDED

L2: UNBINDED

Left Stick: MOVEMENT

Right Stick: UNBINDED

D-Pad Up: UNBINDED

D-Pad Right: UNBINDED

D-Pad Left: UNBINDED

D-Pad Down: UNBINDED

X: JUMP

Circle: UNBINDED

Triangle: UNBINDED

Square: INTERACT

Xbox:

Menu: PAUSE

Share: UNBINDED

RB: UNBINDED

RT: PICK UP/THROW

LB: UNBINDED

LT: UNBINDED

Left Stick: MOVEMENT

Right Stick: UNBINDED

D-Pad Up: UNBINDED
D-Pad Right: UNBINDED
D-Pad Left: UNBINDED
D-Pad Down: UNBINDED
A: JUMP
B: UNBINDED
Y: UNBINDED
X: INTERACT

Art Style:

Include references to lots of images and games that have a similar aesthetic to what you're trying to achieve.

Music/Sound:

The music used had to fit the sense of wasteland. For this Slow Blues rock electric guitar riffs and a complimentary drum beat to convey the feeling of being lost in the middle nowhere. The audio effects are caused by robots and machines, meaning electronic, metallic and machine-eques type of sound effects.

Development Roadmap / Launch Criteria:

Platform: Steam

Audience: Age/gender/interests.

Milestone 1: Engine Ready for Gameplay/
Concept Art Complete – 14/02/2020
Milestone 2: Boss fights complete - 0/0/00
Milestone 3: Levels complete - 0/0/00

Milestone 4: Polish complete - 0/0/00

Launch Day: 05/03/2020