

Schokoladi

Game Design Document

By Haselmut Games

May 22, 2024

Contents

1	Introduction	2
1.1	Game Summary Pitch	2
1.2	Inspiration	2
1.3	Player Experience	2
1.4	Platform	3
1.5	Development Software	3
1.6	Genre	3
1.7	Target Audience	3
2	Concept	3
2.1	Game-play overview	3
2.2	Theme Interpretation	4
2.3	Mechanics	4
3	Art	4
3.1	Theme Interpretation	4
3.2	Design	4
4	Audio	4
4.1	Music	4
4.2	Sound Effects	5
5	Game Experience	5
5.1	UI	5
5.2	Controls	5
6	Development Timeline	5
7	Conclusion	5

1 Introduction

1.1 Game Summary Pitch

Schokoladi is a 2-D maze action game about a girl named Helena who's trying to collect different kinds of chocolate in maze-shaped levels while avoiding enemies.

1.2 Inspiration

Pac-Man



Pac-Man basically provides the idea of a maze with a character in it trying to collect something while avoiding being hit.

1.3 Player Experience

In a single screen dungeon for multiple levels, the player will collect the existing chocolate by moving towards it while trying to avoid being hit by patrolling creatures. Collecting a specific amount of chocolate awards the player.

1.4 Platform

The game is developed to be released on windows PC.

1.5 Development Software

- Aseprite for graphics and UI
- Godot or Game-Maker for programming
- For music and sound-effects, it's still T.B.D

1.6 Genre

Single-player, action, maze.

1.7 Target Audience

Without heavy or complicated ideas, and intuitive mechanics, this game is marketed to at least casual game players who are up for small challenges and as well as more veteran players up for harder levels.

2 Concept

2.1 Game-play overview

The player controls a character, which is able to move in 4 directions (up, down, left, right) in a 2-D maze as far as the maze allows it. Walking up to a chocolate will result in it being moved to the character and collected. Hitting enemies will result in losing one heart of the 2 hearts the player has. Mazes have an entrance and an exit roads. The exit is blocked until the player

has collected all chocolate pieces in the maze. After collecting the chocolate and moving through the exit the player will move into the next dungeon. Collecting chocolate gives points to the player's score. If the player loses all hearts, the player will move back one dungeon and will lose score.

2.2 Theme Interpretation

Casual?

2.3 Mechanics

Moving using arrow keys

Firing to either kill monsters or to open doors

3 Art

3.1 Theme Interpretation

Dark dungeon-like with colorful enemies but simple palette

3.2 Design

Enemies look like small ghosts inspired by Pac-Man

32 or 24 color palette

4 Audio

4.1 Music

simple

4.2 Sound Effects

collecting-, firing-, hitting-, revive-sounds
simple and nice

5 Game Experience

5.1 UI

simple main menu
scoreboard
sounds

5.2 Controls

arrow keys for movement
one use/fire factor

6 Development Timeline

I'm trying to develop the game in my free time so it's going to take a big portion of time depending on how much I got to do.

7 Conclusion

This project should help me to learn more about design, working with art, understanding the assets concept and attaching these in my code, also getting to learn the workflow with game-engines alongside art-design