4. Section 1 – Game Overview

4.1 Game Concept

The game is a side scrolling beat-‘em-up platformer, based around the primary mechanic of a constantly depleting health bar that is replenished on successful hits. The player will go through each level of the game attempting to beat it before the timer hits zero.

4.2 Feature Set

* Basic platforming (running, jumping, etc)
* Basic combat
* Self-depleting health bar
* Refilling health bar on successful hits
* Power-ups granting temporary abilities
* Shop providing purchasable upgrades when a player loses

4.3 Genre

Action platformer/ side-scrolling beat ‘em up.

4.4 Game Flow Summary

The player moves through the game by moving right enough to cause the screen to start scrolling or left enough to do the same. The game should ideally be fast paced, where movement and progression through the level is quick.

4.5 Look and Feel

The visual style of the game is noir with coloured highlights, with a similar feel coming from the rest of the sound track in order to contrast nicely with the silly violence.

4.6 Project Scope

4.6.1 Levels

There will be three levels of varying length in addition to a tutorial level and final boss. The first will be the protagonists home, the second the streets, the third, /tbd/, the fourth the office and finally the bosses office.

4.6.2 Number of NPCs

All NPCs in the game will be enemies. There will be three types of NPCs in the game; civilians who take one hit to put down and cannot fight back, two are fighters/police who take two hits and can hit back causing a slight time reduction if given the opportunity, and third the boss who starts the fight wind up an attack that will cause a huge time reduction if it hits, to win the player must hit his knees multiple times in a short span of time to cause him to fall so you can hit his face and finally defeat him.

5. Section 2 – Gameplay and Mechanics

5.1 Mechanics

5.1.1 Control Scheme

Left Arrow Key – Move Left

Right Arrow Key – Move Right

Up Arrow Key – Jump

Down Key – Hop Down From Platforms

Space Key – Slap

5.1.2 Power Ups

To pick up a power up the player just needs to walk over it and it will immediately start to take effect. These effects are temporary and will disappears after a period of time, the amount of time this takes depends on the power up itself. Picking up the same power-up again will cause it to gain an upgraded version of that power-up. Power-ups are placed is levels with intent to provide variety to the levels but also randomly in certain scenarios after dropping from defeated opponents. Picking up a power-up will overwrite the one currently in effect. The list of power ups is as such;

* Fish Dance – level 1, shoots fish out when attack that do half attack damage, level 2, shoots fish out that do damage that’s the same as attack damage
* Pimp Slap – level1, provides a score bonus when a combo ends depending on how high the combo was, level 2, decreases the time until a combo ends
* Summon the THUN-DA! – summons a lighting strike that hits the nearest enemy when picked up, not upgradable, effect is instantaneous
* Budhi-smacker – level 1 slows the decrease of health for the duration of the power up, level 2 completely freezes the decrease of health for the duration of the power-up

5.1.3 Economy and Upgrades

When a player loses a level, the score they earnt can be spent in a shop to buy permanent upgrades in order to make the game easier for the player to get through. The upgrades are as follows;

* An increase to the starting amount of health
* An increase to amount of time a power-up lasts#
* An upgrade to base run speed
* An increase to how often you can slap

5.2 Game Options

The adjustable options for the game are as follows;

* Fx volume
* Music volume
* Voice Volume