

BeatDownValley Game Design Document

Welcome to the heart of lo-fi street brawls. The night never ends. Neither do the punches.

1. Game Overview

- Genre: Beat 'Em Up
- Platform: PC, Arcade Machine
- Target Audience: 13+
- Style: Dark, gritty street combat

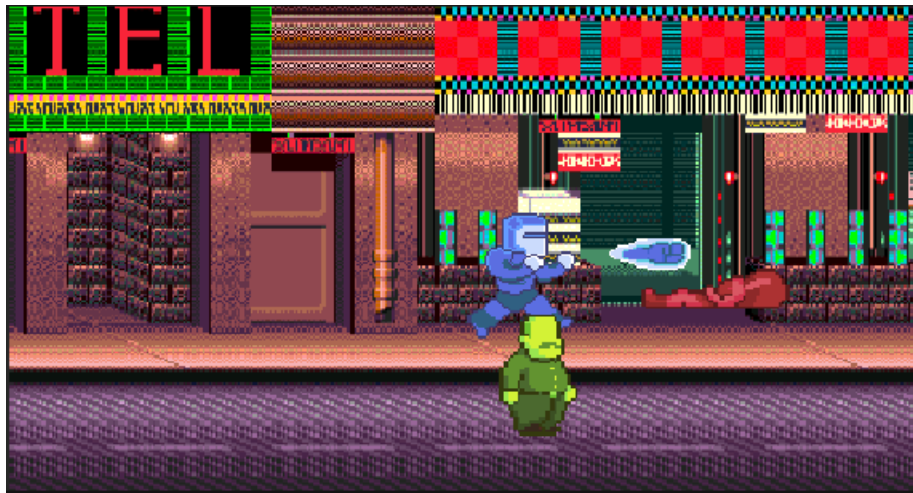
2. Theme & Setting

- **Dark city streets** at night, lit by neon signs and broken lamps
- Environments feature graffiti-covered walls, abandoned cars, trash bags
- Rain-soaked pavement with reflections and ambient fog
- Highly stylized pixel art with glowing lights and subtle animations



4. Gameplay Mechanics

- - Random gang members
- - Advanced: Armed enemies
- - Bosses at end of the zone
- - Controls: Joystick, A for kicking and B for jumping



6. Visual Style

- Detailed **pixel art**, gritty and lo-fi look
- Characters are chunky, stylized, with impactful animations
- Backgrounds have subtle movement (blinking lights, rain, smoke)

7. UI

- Main Menu:
 - "PRESS START TO BEATDOWN"
 - Characters silhouetted in front of a city backdrop
- HUD:
 - Health bar
 - Special move bar
 - Combo counter



7. Ekstras / Future Plans

- 2-player online co-op mode
- Steam achievements
- Unlockable character skins
- New locations: industrial docks, desert town, zombie-infested night zone