

Moongirl

GP22 - Yrgo
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Luna, a 12 year old little girl that loves everything that has to do with space, she loves the stars, the moon and even the sun. But she must admit that the moon fascinates her the most. She dreams about going to the moon some day, it's something she thinks about daily. But one night, she dreams a not so pleasant dream about the moon. ***A nightmare!***

In her nightmare she has to survive scary monsters, traps and dangerous obstacles. To escape this nightmare she has to climb all the way up to the moon. If she doesn't succeed, she will be stuck there, ***forever!***

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1. Overview

A solo player game where you have to survive monsters and jump through obstacles. You also will have to be very careful since you will only be having 1 life between checkpoints. Hidden traps will be basically everywhere, traps you won't know are there until you've activated them. This is a hard game but not impossible, only the most challenging and stubborn players will succeed.

1.1 Genre

It's a 2D platformer survival game that somewhat takes place in a made up dream world in space. The game is made to make the player frustrated and convinced it has to win to be satisfied. It's made to make the players stubborn.

1.2 Targeted group

Teenagers, gamers and achievers.

1.3 Setting

The game is made to look all cutesy to give you the calm and protected feeling, but all the monsters crawling around are made disgusting and horrible to give you the unsafe and unprotected feeling. Once you die from either a monster or trap, a death animation will play, as well as blood will be splashing everywhere, making the atmosphere a little bit more gruesome. Depending on how you die ingame your death animation/blood splatter will be different.



2. Game Loop

Tutorial: The player will be taught the basic movement, how to kill monsters, how to activate doors and how to avoid traps before the real part of the game starts. Because we all know, no one presses the “HOW TO PLAY” button. So might as well force the player into a sort of how to play scenario.

Game: Before the “game” starts you will be put through a short little cinematic that you can skip. Where it shows you little Luna, where she brushes her teeth and goes to bed, where she later finds herself in a nightmare.

Start: At the beginning of the gameplay, after the *tutorial*, the game will start off easy, not many monsters, a few traps here and there. The longer the player plays and the closer the player gets to the end. The harder and harder the game will become.

End goal: Survive the monsters, dodge the traps, jump through the obstacles and reach the moon!

Death: You can die but you can't lose. A few times in the game there will be checkpoints where you will respawn if you die, but don't get too comfortable. The checkpoints are very limited and you only have 1 health everytime.



3. Graphics

The artstyle will be pixel art, since it's the easiest and fastest artstyle for both beginners and experienced artists. The game will be having cutscenes, legs and a lot of animations, it seems most logical to use pixel art. Pixel art also gives the cute innocent feeling that the game is going for. As well as the gruesome aspects of the game.

3.1 Moodboard



4. User interface

The user interface overall will be easy to use and easy to navigate while also fitting the aesthetics.

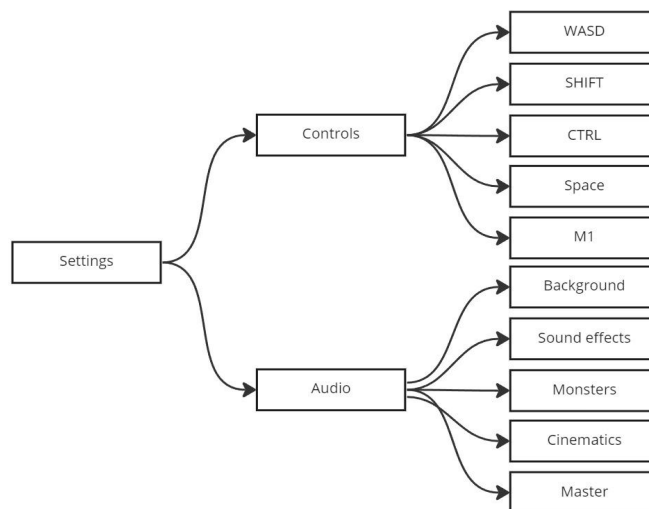
4.1 Main Menu

It will contain an animation loop of Luna (The main character) star watching at night together with her little cat. Taken inspiration from the picture on page 1. The main menu will contain the following:

- **Start**
- **Settings**
- **Credits**

4.2 Settings

The Control settings will mainly be used to show you what button does what.
The Audio settings will be used to lower or higher sounds ingame to your liking.



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4.3 Controls

So you use WASD to move which is pretty basic.

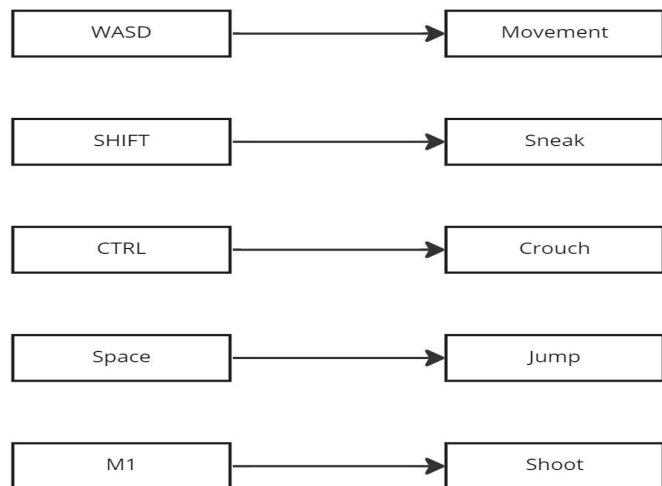
The Shift to sneak which is what you will be needing with some monsters who are blind and only uses its hearing to find you.

Ctrl for crouching under obstacles.

Also use it for pickup

Space to Jump.

M1 to shoot or throw stuff at either monsters or as a distraction.



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4.4 Audio

The audio will consist of: **Background music, Sound Effects, Monsters, Cinematics** and **Master Volume**. The Sounds will mainly focus on pleasantness, it's important to make sure the sounds are not annoying or distracting to listen to. Which is also why we made sure that the player gets to customize the sound volume to their liking. The main menu will offer a calm and cozy environment when it comes to both sound and aesthetics, which gives the player an welcoming effect. During the gameplay, the sounds will continue with the innocent feeling, while the monsters will add to the scary feeling. The big monsters will offer dark growling and hard stomping steps, while the flying monsters will offer shrieks that pierces your ears **(not really)** The small monsters won't make much sounds since they're even smaller than you.

You will make sounds when you run, jump or throw stuff. So be careful, the big monsters are noise sensitive.

4.5 Camera

The camera will have a smooth feeling to it, following the player around. Basically like super mario.

5. Monsters

Some will be easy to kill or dodge and some will be harder to kill or dodge. But killing them is not the main objective, dodging them is. You will have the ability to kill the small monsters just by jumping on their head or throwing something at them. But the larger monsters are more dangerous. You will have to sneak past them or dodge their attacks, you can also throw objects to distract them.

Small monster

Can be killed by jumping on its head or throwing an object at them. Won't chase you but can still be in the way.

Flying monster

Can be killed by jumping on its head or throwing an object at them, but it's much harder since it's flying. Will chase you and it's fast.

Big monster

Cannot be killed whatsoever. Can be distracted or stunned by throwing an object. Will chase you but it's very slow.

6. Traps

There's going to be hidden traps as well as pretty obvious traps. Some might trigger an event which spawns more monsters, some traps are just simply spikes falling from the roof.

One trap that could be pretty annoying is the broken floor trap, the trap won't be easy to see but it breaks the floor you're standing on which then makes you fall to your death. The broken floor trap is the only trap you can't survive or dodge, Meaning you have to pay close attention to where you're walking.

7. Pickups

You can pick up rocks or sticks using the crouch button (**CTRL**). You can use the rocks and sticks to throw at monsters to kill them and stun them. If you throw the rock/stick close to a big monster, it will walk there, meaning it's distracted for a short period of time.

7. Reference games

Meat Boy: A hard platformer game focused on jumping through obstacles.



Give up: A hard platformer game focused on getting killed by traps, where you have to remember where the traps are everytime you die. Some traps even move which can be very frustrating sometimes.

