Loot The Fruits: Game Design Document (GDD)

By Jose Toscano



***‘When life gives you kiwis, you got to find the rest of life’s fruits’*** – Jose Toscano

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Game Development Team Members    PRODUCER  Jose Toscano    PRODUCTION MANAGER  Jose Toscano    PRODUCTION COORDINATOR  Jose Toscano  GAME DESIGNERS  Jose Toscano  SYSTEMS/IT COORDINATOR  Jose Toscano  PROGRAMMERS  Jose Toscano  TECHNICAL ARTISTS  Jose Toscano  AUDIO ENGINEERS  Jose Toscano  UX TESTERS  Jose Toscano |

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# 1 Game Overview

Title: Loot the Fruits

Platform: PC Standalone

Genre: Side Scroller Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November 2020

Publisher: CMango

Description: Loot the Fruits is a side scroller platformer game where the player plays as a Tiki masked man in search of fruits. While in his quest for fruits he must avoid deadly spikes and must deal with bird enemies who don’t want him getting his hands on their fruit. He can avoid the birds completely or in some cases where it is necessary, Goomba stomp them in order to jump off of them, killing them instantly. The player has 5 lives to get through all 3 locations where a different fruit is located.

# 2 High Concept

Loot the fruits sets the Player in a world with many bird enemies and spikes are in the way of the Tiki masked man to getting his fruits that the Player controls. Jump over the spikes, and either avoid the bird or Goomba stomp them to get to the fruits. You get 5 lives.

# 3 Unique Selling Points

* Using birds as platforms by stomping on them to get a jump
* The color of the bird dictates how it will move
* Easy to learn the controls, hard to beat the game

# 4 Platform Minimum Requirements

Processor: Intel Core i3 3200 or equivalent

Ram: 4 GB DDR3

Graphics: Onboard Graphics with Pixel Shader 4 or above.

Resolution: 1280 X 720

# 5 Competitors / Similar Titles

* Mario
* Donkey Kong
* Crash Bandicoot

# 6 Synopsis

A hungry tiki masked man is in search of delicious fruit. In the way of his journey are birds and spikes so he must make his way by jumping over spikes and jumping over or on the birds to get to the fruit.

# 7 Game Objectives

* The goal is to collect a fruit in each level(3 total) in order to win.

# 8 Game Rules

You get 5 lives to beat the game

Spikes kill

Birds kill if you don’t jump on top of them

# 9 Game Structure

The structure of the game is once you start playing you start with 5 lives. Each time you are

hurt, you die and lose one life. Once you use up all your lives, it is game over and you can either try again or quit. Otherwise, if you get through all 3 levels before losing all your lives, you beat the game and can play again or quit the game.

# 10 Game Play

## 10.1 Game Controls

‘a’ - move left

‘d’ – move right

Space – jump

## 10.2 Game Camera

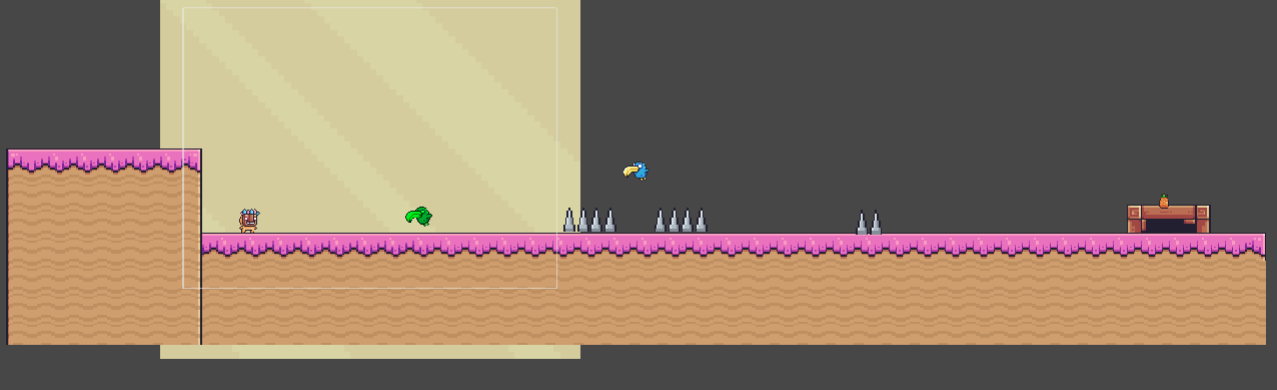
The camera follows the player only by the player’s characters x position. The background is also following the player’s character’s position.

### 10.2.1 HUD

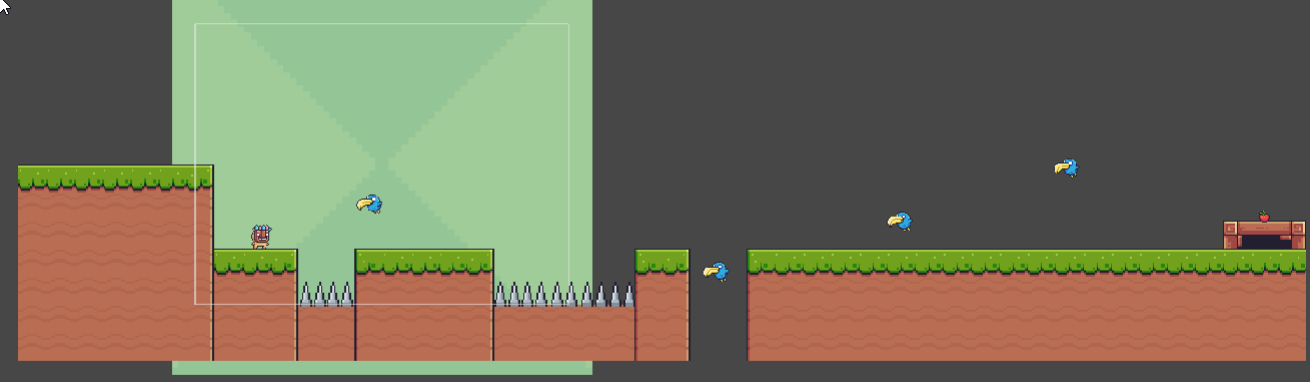
The heads-up display will contain the number of lives a player has left, as well as letting the player know which level they are on.

### 10.2.2 Maps

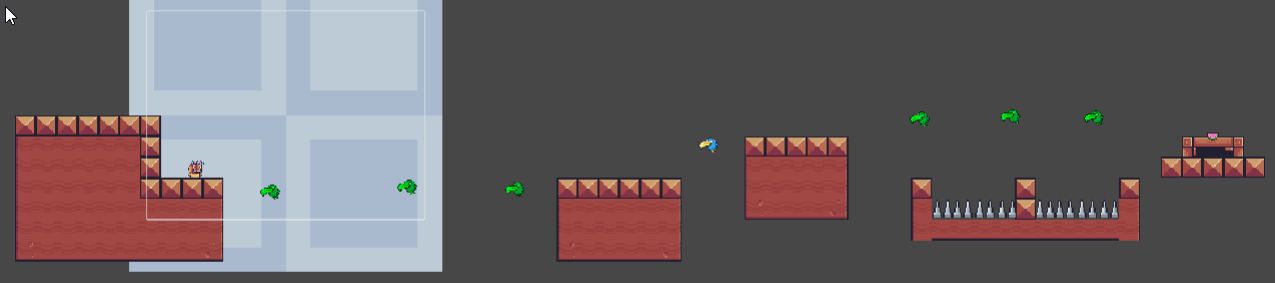
Level 1



Level 2



Level 3



# 11 Players

## 11.1 Characters



The player’s character, our hungry tiki masked man.

## 11.2 Metrics

Speed: 5f

Jump Force: 5f

Max Lives: 5

Attack Damage: Jumping on birds is one hit kill

Condition for attack: Must jump on top of bird

## 11.3 States

Idle: The idle state is a sprite animation where the Player stands in place bobbing up and down.

Move: The movement animation is a sprite animation where the player runs and is triggered

when the player is moving left or right and is on the ground.

Respawn: The respawn is a sprite animation that happens when a level is loaded or the player loses a life and still has lives remaining which then reloads the level, playing that animation.

Jump: The jumping animation is a sprite animation where the player jumps and is triggered

when the player is on the ground and hit the jump key.

## 11.4 Weapons

The players jumping ability is a weapon as it is strong enough to kill giant birds but must land on top of them.

# 12 Player Line-up

 Only one. The hungry tiki masked man.

# 13 NPC

n/a

## 13.1 Enemies



Giant blue bird

Speed – 1.5f



Giant green bird

Speed – 1.5f



Spikes

### 13.1.1 Enemy States

Giant blue bird:

Flying – The default state which uses sprite animation where the bird flies up and down

Giant green bird:

Flying - The default state which uses sprite animation where the bird flies left and right

Both birds:

Death – The death state which uses sprite animation happens when the player lands on top

of the bird which turns the bird completely white to simulate a deletion from the world before

they disappear completely.

Spikes – Do not have any state other than being still.

### 13.1.2 Enemy Spawn Points

In level 1 there are 2 birds at the beginning of the level, 8 spikes in the beginning and 2 spikes towards the end.

In level 2 there is one bird and 4 spikes in the beginning, 10 spikes and 1 bird in the middle, and 2 birds at the end.

In level 3 there are 3 birds in the beginning, one bird in the middle, and 3 birds and 16 spikes at the end.

## 13.2 Allies / Companions

N/A

### 13.2.1 Ally States

N/A

### 13.2.2 Ally Spawn Points

N/A

# 14 Art

## 14.1 Setting

The first level is in sand covered with pink moss with a yellow background. The second level is in the plains with a green background. The third level is in a muddy area with bricks on top with giant holes in some spots with a blue background. All three settings are littered with spikes in spots.

## 14.2 Level Design

The first level is the easiest of them all. It starts with the player seeing a green bird flying away from the tiki man. Before it turns around the player must jump on the green bird and while in the air jump again off the blue bird to get over the first set of spikes. It is possible to jump over the spikes without the use of the birds but it is almost impossible. Passing that, to get through the last 2 spikes, the player has two options. The player must jump somewhat early with some distance to get over the spike without dying. Or the player can get close to the spikes jump without moving right at first, then at the adequate height move right to get over the spikes. After that it is straightforward to collect the pineapple.

The second level is a little tougher than the first with more enemies. The first part involves jumping and getting under the bird or jumping to destroy the bird. After that, the player must get really close to the edge to make the jump over the spikes. After the player must jump over or on top of the bird. If the player jumps off the bird and the bird is too low, the player will make it over the gap. From there it is straight forward to get past the remaining 2 bird and collect the apple.

The third level is the toughest of the 3 with a lot more enemies and more calculating jumps. There is a wide gap that is impossible to jump over by the tiki masked man’s jumping power alone. Luckily there are 3 green birds to help us get us across. Jumping early and from there managing the left and right movement in the air to jump off the other two bird is the key to success. From there, the player must jump off the blue bird to get over on top of the next platform. If the bird flying down, the player will fall to their death. The key is to jump on the bird just as it’s starting to make its way up from the bottom. From there the player has two choices. They can go for the more difficult route by jumping over the remaining 3 birds as they move left and right or go down into the easier route which just involves jumping over gaps of spikes. From there the player gets to the watermelon and the wins the game as the tiki masked man is stuffed and happy from delicious fruit he looted.

## 14.3 Audio

For sounds and music there are 7 sounds. There is the button click sound which is used as an audio cue to the player that they successfully clicked a button. The background music is epic and at first, I picked it because I thought it was funny and didn’t exactly fit the theme but it made the game enjoyable so I kept it. This music plays whenever the games start’s up, or the player starts playing the game. The game over music plays once all 5 lives are used up and the player was unable to beat all 3 levels. I was going for a nice sad sound and I think this music conveys it well. The game win music plays when the player successfully collects all 3 fruits and helps add to convey a feeling of success. The hit sound is to provide an audio cue to the player that the character has died from taking a hit. The jump reminds me a bit of Mario’s jumping and item collecting sound I think added to the satisfaction of collecting a fruit.

# 15 Procedurally Generated Content

## 15.1 Environment

N/A

## 15.2 Levels

N/A

## 15.3 Artificial Intelligence NPC

N/A

## 15.4 Visual Arts

N/A

## 15.5 Audio

N/A

## 15.6 Minimum Viable Product (MPV)

N/A

# 16 Wish List

N/A

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Images:

Personal Images:

* Heart Icon used for the heads up display
* Loot the Fruits Logo
* Main Menu background

Outside sources:

* Pixel Adventure 1 Sprite Pack(<https://pixelfrog-store.itch.io/pixel-adventure-1>):
  + Main character(Tiki mask man)
  + Backgrounds
  + Tiles to build levels
  + Fruit items to be collected
* Pixel Adventure 2 Sprite Pack(https://pixelfrog-store.itch.io/pixel-adventure-2):
  + Bird enemy
  + Spikes

Sounds:

Outside sources:

* background music: https://opengameart.org/content/battle-theme-a
* button click sound: <https://opengameart.org/content/click>
* game over music: <https://opengameart.org/content/game-over-theme>
* game win music: https://opengameart.org/content/win-music-3
* item collect sound: https://opengameart.org/content/plingy-coin
* hit sound: https://freesound.org/people/timgormly/sounds/170148/
* jump sound: <https://opengameart.org/content/platformer-jumping-sounds/Scripts>:

Scripts:

Outside sources:

* character movement: https://www.youtube.com/watch?v=44djqUTg2Sg&t=313s (“Game Dev Basics: Let's make a 2D player controller in C# and Unity!”)