Shooter Man 2D

Game Design Document

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Game Design

## Yfirlit

Leikurinn á að vera 2D sidescroller Shoot’em up þar sem hægt er að leggja niður kubba.

## Leikja spilun

Leikurinn fylgir persónu að komast frá punkti A til B. Hægt er að nota kubba til að búa til fortification til að hæga á óvinum sem koma úr hinni át í wave.

## Hugarfar

Leikurinn á að vera tense wave to wave shoot’em up.

Technical

## Skjáir

1. Titill skjár
   1. Stillingar
2. Borðar val
3. Leikja skjár
   1. Bakpoki
   2. Næsta borð
4. Loka Skjár

*(example)*

## Valkostir

Leikurinn snýst um að leyfa spilaranum byggja fortification fyrir næsta wave.

## 

Level Design

*(Note : These sections can safely be skipped if they’re not relevant, or you’d rather go about it another way. For most games, at least one of them should be useful. But I’ll understand if you don’t want to use them. It’ll only hurt my feelings a little bit.)*

## Þema

1. Skógur
   1. Tilfinning
      1. Dimmt, Rólegt, Óhuggulegt.
   2. Hlutir
      1. *Umhverfi*
         1. Eldflugur
         2. Tunglsskýn
         3. Stórt Grass
      2. *Áhryfanlegt*
         1. Úlfar
         2. Goblinar
         3. Steinar
2. Kastali
   1. Tilfinning
      1. Hættulegt, spennandi
   2. Hlutir
      1. *Umhverfi*
         1. Rottur
         2. Kerti
         3. Brynjur
      2. *Áhryfanlegt*
         1. Verðir
         2. Risa rottur
         3. Kistur

*(example)*

## Leikjar Flow

1. Spilari byrjar í skógi
2. Stórt tré fyrir aftan. Verður að halda áfram til hægri
3. Aðeins lengur hægri er hola. Spilari þarf að stökkva yfir.
4. Spilari finnur fyrsta óvinar NPC
5. Hann þarf að laga fortification sem er til staðar
6. Eftir það er honum sýnt byssa í kistu
7. … etc.

*(example)*

Development

## Kompónentar

1. GrunnEðlisfræði
   1. GrunnSpilari
   2. GrunnÓvinir
   3. GrunnHlutir
2. GrunnHyndarnir
3. GrunnÁhryfalegirHlutir

*(example)*

## Röðun Kompónenta

1. GrunnSpilari
   1. AðalSpilari
   2. Ólæsilegur Spilari
2. GrunnÓvinur
   1. ÓvinaÚlfur
   2. ÓvinaGoblin
   3. ÓvinaSkotmaður
   4. ÓvinaRotta
   5. ÓvinaFangi
3. GrunnHlutir
   1. HlturKubbur (Hægt að byggja fortification með)
   2. HluturKista (Hægt er að finna skot vopn)
   3. HluturGullpeningur
   4. HluturLykill (Fyrir Kistur)
4. GrunnHyndranir
   1. HluturGluggi (Getur verið léttilega brotið)
   2. HluturKubbar (Geta verið brotnir)
5. GrunnÁhryfanlegirHlutir
   1. ÁhryfanlegirTakkar

*(example)*

Graphics

## Style Attributes

What kinds of colors will you be using? Do you have a limited palette to work with? A post-processed HSV map/image? Consistency is key for immersion.

What kind of graphic style are you going for? Cartoony? Pixel-y? Cute? How, specifically? Solid, thick outlines with flat hues? Non-black outlines with limited tints/shades? Emphasize smooth curvatures over sharp angles? Describe a set of general rules depicting your style here.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they’re interacting with something? That they \*can\* interact with something?

## Graphics Needed

1. Characters
   1. Human-like
      1. Goblin (idle, walking, throwing)
      2. Guard (idle, walking, stabbing)
      3. Prisoner (walking, running)
   2. Other
      1. Wolf (idle, walking, running)
      2. Giant Rat (idle, scurrying)
2. Blocks
   1. Dirt
   2. Dirt/Grass
   3. Stone Block
   4. Stone Bricks
   5. Tiled Floor
   6. Weathered Stone Block
   7. Weathered Stone Bricks
3. Ambient
   1. Tall Grass
   2. Rodent (idle, scurrying)
   3. Torch
   4. Armored Suit
   5. Chains (matching Weathered Stone Bricks)
   6. Blood stains (matching Weathered Stone Bricks)
4. Other
   1. Chest
   2. Door (matching Stone Bricks)
   3. Gate
   4. Button (matching Weathered Stone Bricks)

*(example)*

*(Note : If you’re soloing you might not need to define this part, as you can just use the Derived Classes + Themes section as a reference. It’s up to you.)*

Sounds/Music

## Style Attributes

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario’s jump), or use just enough to let the player know something happened (e.g. mega man’s landing)? Going for realism? You can use the music style as a bit of a reference too.  
   
 Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

## Sounds Needed

1. Effects
   1. Soft Footsteps (dirt floor)
   2. Sharper Footsteps (stone floor)
   3. Soft Landing (low vertical velocity)
   4. Hard Landing (high vertical velocity)
   5. Glass Breaking
   6. Chest Opening
   7. Door Opening
2. Feedback
   1. Relieved “Ahhhh!” (health)
   2. Shocked “Ooomph!” (attacked)
   3. Happy chime (extra life)
   4. Sad chime (died)

*(example)*

## Music Needed

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

*(example)*

*(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)*

Schedule

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

1. develop base classes
   1. base entity
      1. base player
      2. base enemy
      3. base block
   2. base app state
      1. game world
      2. menu world
2. develop player and basic block classes
   1. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   1. blocks
      1. moving
      2. falling
      3. breaking
      4. cloud
   2. enemies
      1. soldier
      2. rat
      3. etc.
5. design levels
   1. introduce motion/jumping
   2. introduce throwing
   3. mind the pacing, let the player play between lessons
6. design sounds
7. design music

*(example)*