

Pusillanimous

Pu-sil-lan-i-mous

Game Design Doc

Tap on targets to gather velocity. Use Velocity to collect loot. Use loot to customize avatar and buy upgrades/items.

Basics:

Platform: Mobile.

Genre- Casual

Focus:

- Fast paced but simple gameplay.
- Emphasis on rewards. ie explosion of “good” . “great”
- Cute
- Currency
- Customization/Store

Game Play

The Game starts under the ocean. The player gains speed for their avatar by tapping targets until they reach the top & burst from the ocean; collecting loot from the sky.

The game can be separated into 3 phases:

Phase I: Ocean Phase

Feeling: “Don’t want to stop. “/.quick paced / entrancing.

Player taps rapidly appearing targets to gain speed for their avatar; Astrid.

Astrid is swimming at high speeds toward the surface of the ocean.

Using this velocity Astrid breaks free of the ocean and jumps at high speeds into the sky.

Phase II: Sky Phase

Feeling: accomplishment/ reward.

The high speed propels Astrid high into the sky.

The player can now directly control Astrid.

The player will move Astrid from left to right trying to collect coins as Astrid flies past them.

Speed/Velocity constantly decreases during phase II.

Once Astrid reaches the apex of their flight.

Astrid will begin to fall giving the player a 2nd run at the loot.

Phase II: ends when Astrid splashes back into the ocean.

Phase III: Rewards phase

Feeling: accomplishment/ reward.

Tallies up the coins/gems/ any kind of loot collected.


Emphasises what was earned. Option to Shop. Continue or Quit


Scenes:

Loggin | Title | Home | Store | Game

Login

Pusillanimous






or

Log in with

Facebook

Google




Title

Pusillanimous

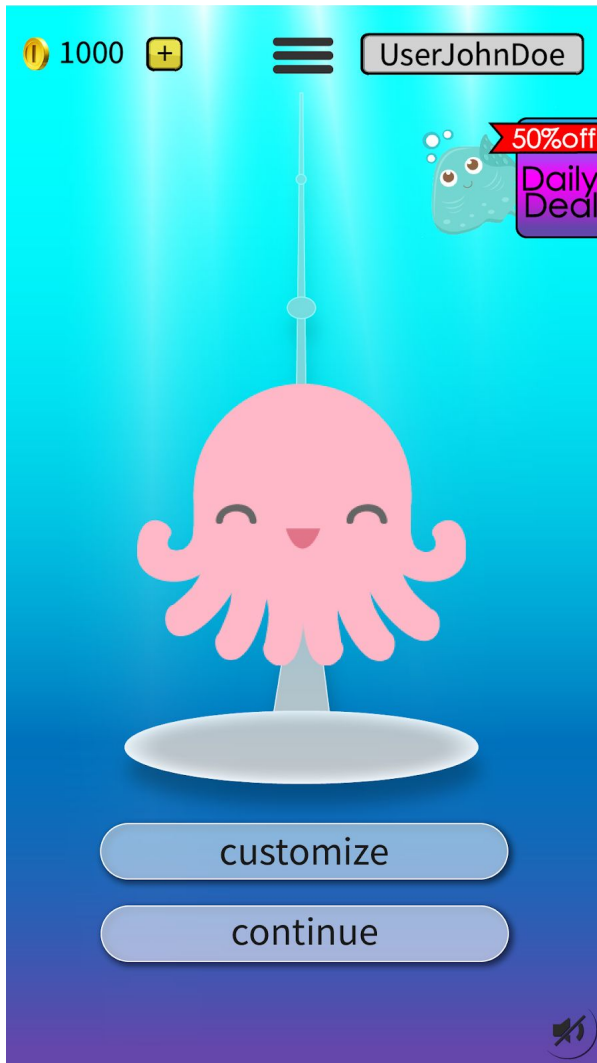
new user

login



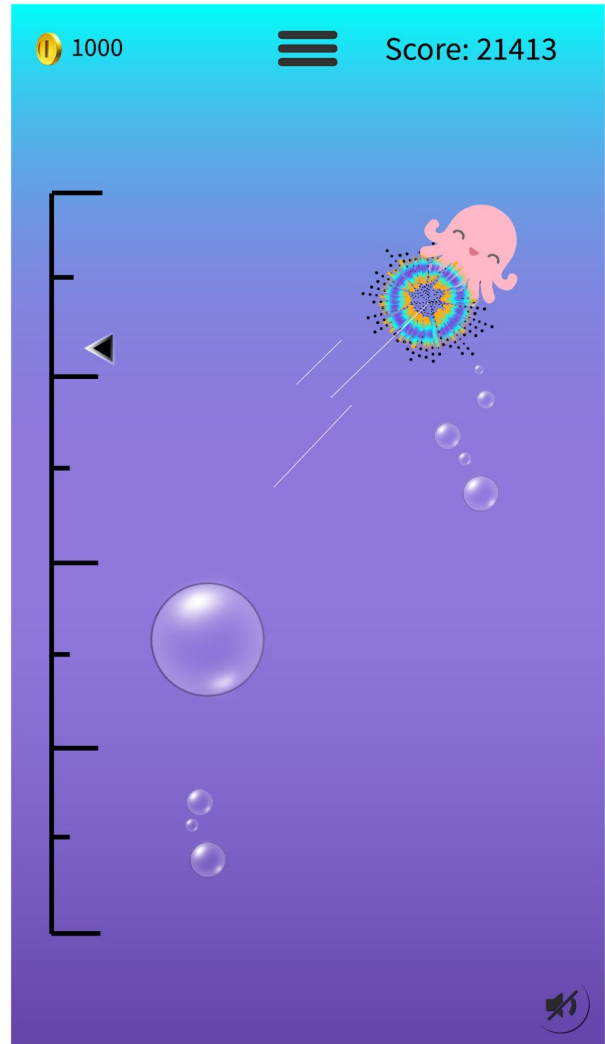
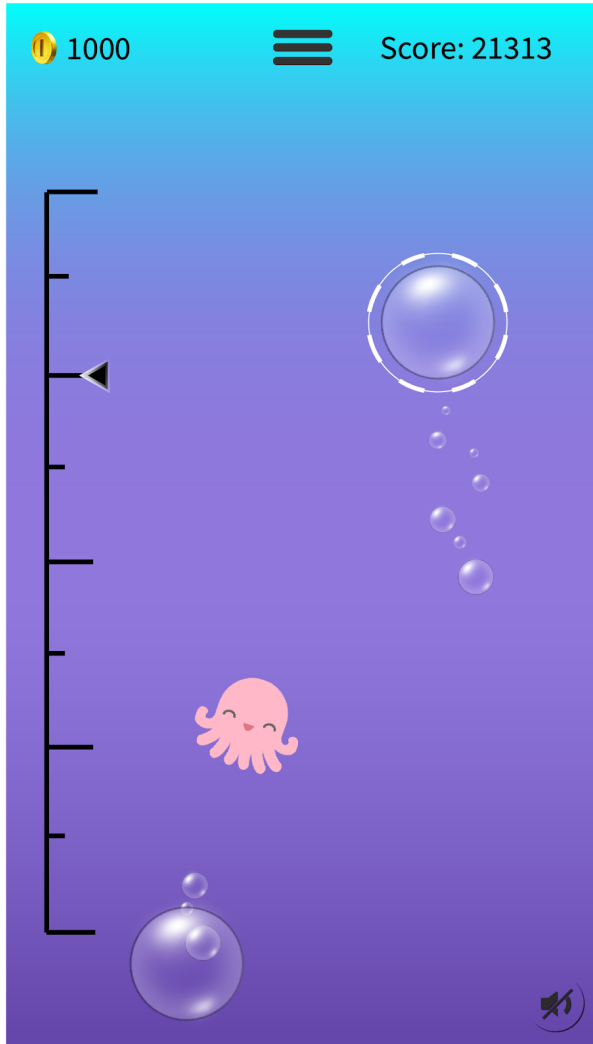
Home

Store



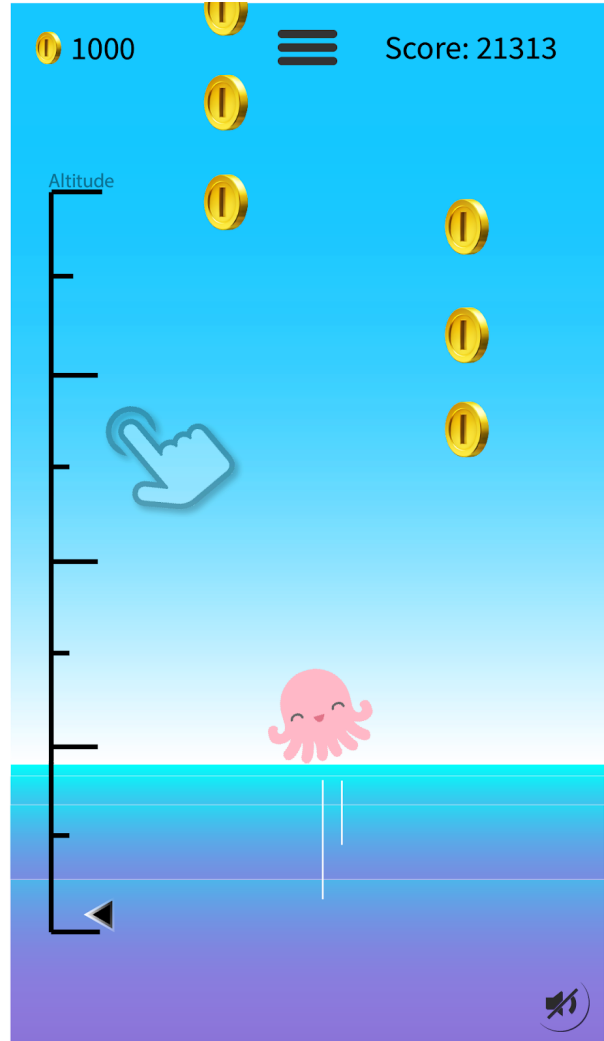
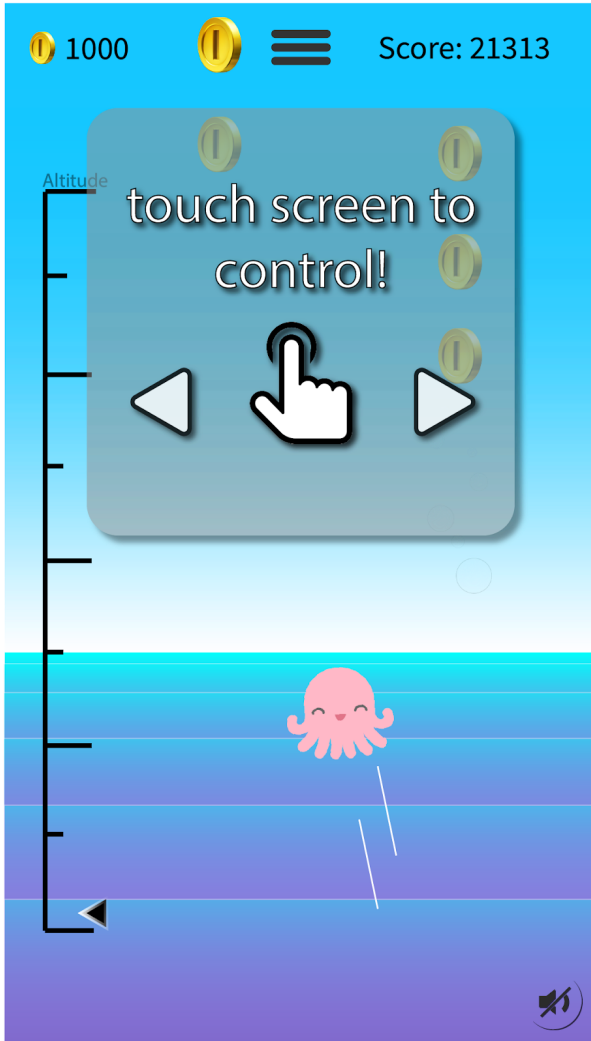
Game Phase I

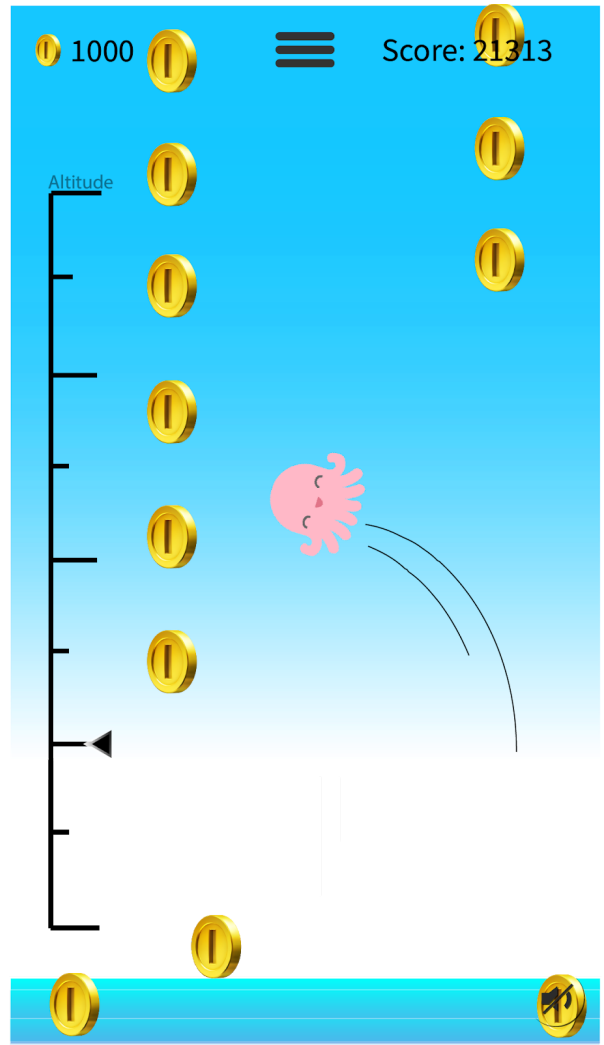
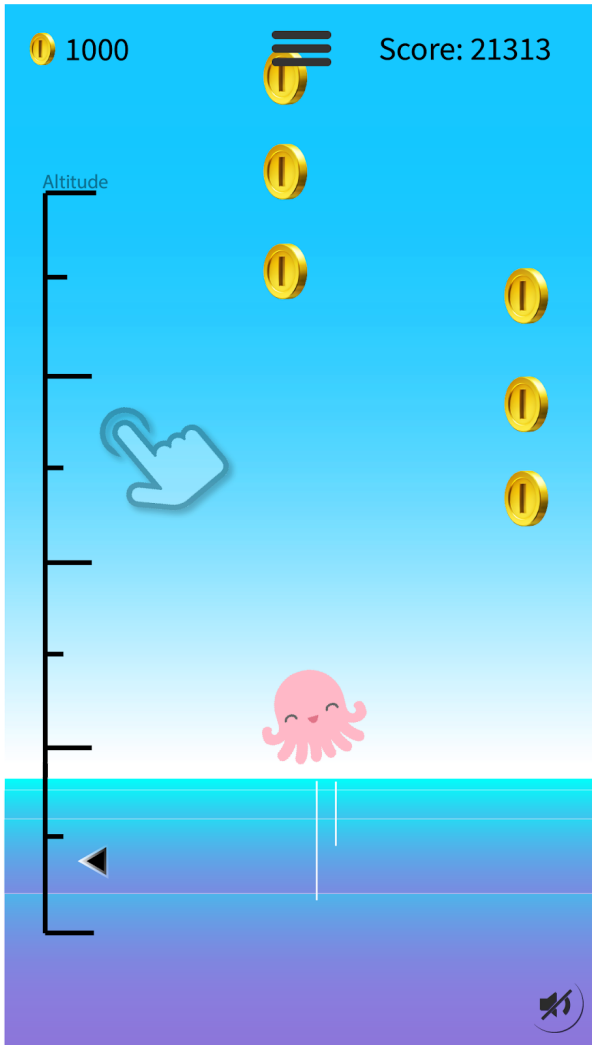
In this scene the player has no direct control over Astrid. Astrid will face towards the location that the player taps. There will be an illusion of Astrid swimming towards the tap.

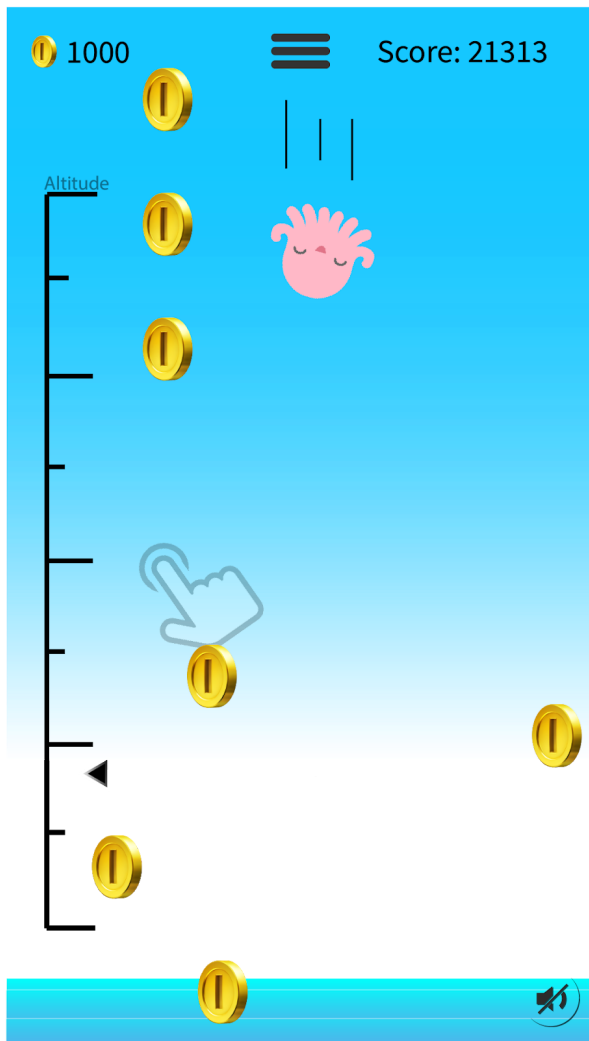


Game Phase II

In this scene, The player directly controls Astrid. Astrid doesn't actually move, but with the background moving I hope to give the illusion that you are controlling Astrid in a 2D space.

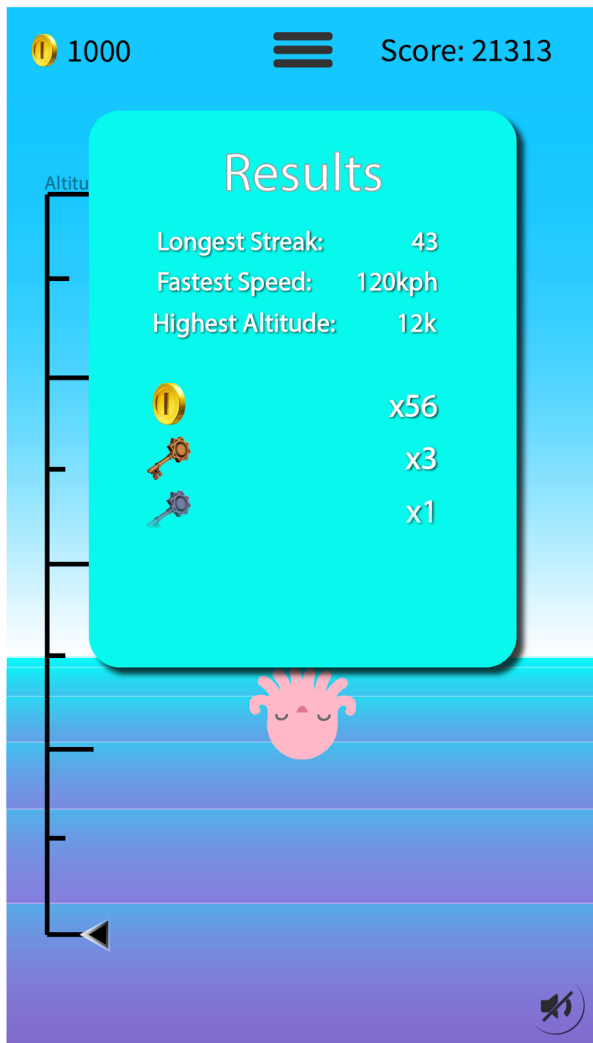






Game Phase III

Display to the player what they have achieved and collected.



Interface:

Phase I: Tap targets that appear on the screen.

Phase II: Control avatar directly by sliding finger left to right on the screen. Momentum is predetermined.

Phase III: Buttons.

Art Style

Cute/ its a little squid. - pusillanimous - fearful.

Music/ Sounds

Development Roadmap / Launch Criteria

Platform: Steam/Google Play/iOS/Web.

Audience: Age/gender/interests.

Milestone 1: Mechanics complete - 11/20/18

Milestone 4: Polish complete - 0130/19

Milestone 2: Scene jumping - 12/10/18

Milestone 3: Shop/equipment - 12/30/18

Launch Day: 0/0/00