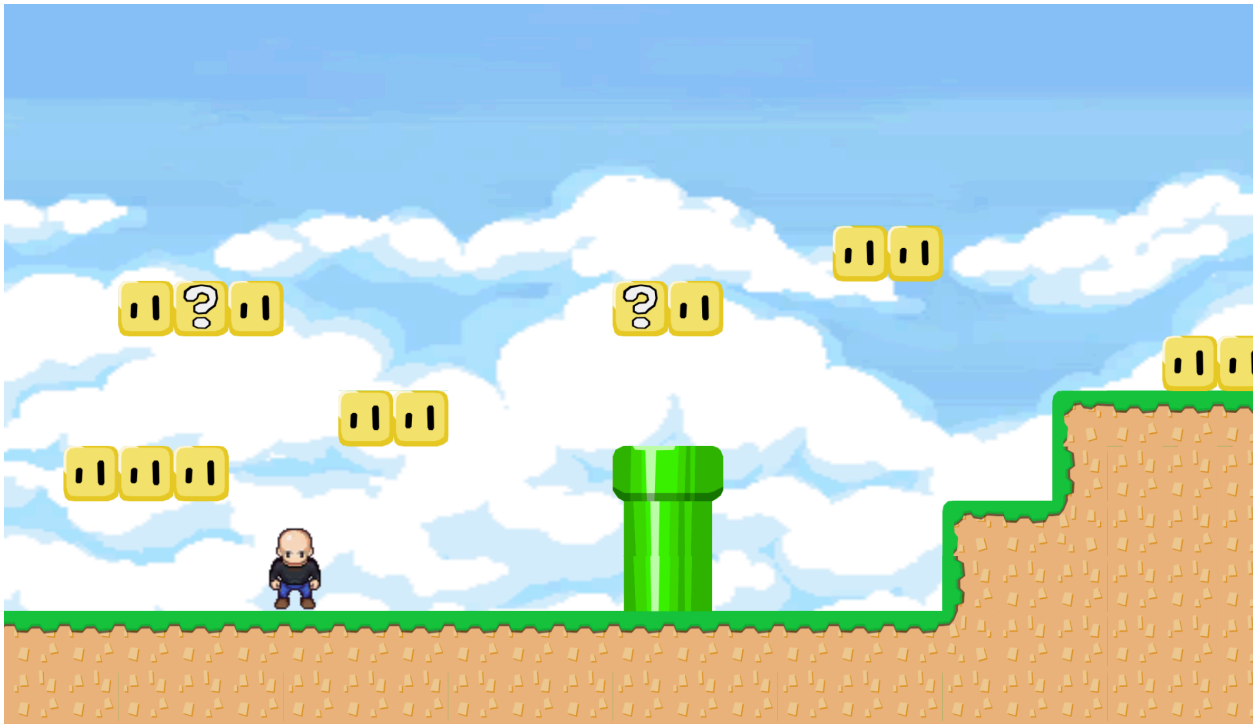
Let’s Go Timmie Game Design Document (GDD)

Your Game Logo



‘***Go Timmie GO!***’ - Jacob Jin

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Game Development Team Members

PRODUCER
Jacob Jin

PRODUCTION MANAGER
Jacob Jin

PRODUCTION COORDINATOR
Jacob Jin

GAME DESIGNERS
Jacob Jin

SYSTEMS/IT COORDINATOR
Jacob Jin

PROGRAMMERS
Jacob Jin

TECHNICAL ARTISTS
Jacob Jin

AUDIO ENGINEERS
Jacob Jin

UX TESTERS
Jacob Jin

1 Game Overview

Title: Let's Go Timmie
Platform: PC Standalone
Genre: 2D platform
Rating: (10+) ESRB
Target: Casual gamer who wants to burn time
Release date: Nov 24th, 2021
Publisher: Jacob Jin

Description: Let's Go Timmie is a 2D platform game. In this game, the main character Timmie will need to go through obstacles in order to find his dad. Timmie can only run or jump during any level, to avoid enemies and holes. When Timmie dies, he will respawn at the beginning of the level.

2 High Concept / Genre

This game is designed to help a gamer burn some free time, and keep them frustrated during each level. Trolling player would be really fun.

3 Unique Selling Points

- Trolls the player
- Looks like Mario

4 Platform Minimum Requirements

- Functioning PC

5 Competitors / Similar Titles

- The Mario series

6 Synopsis

Go Timmie go! Time to find your dad!

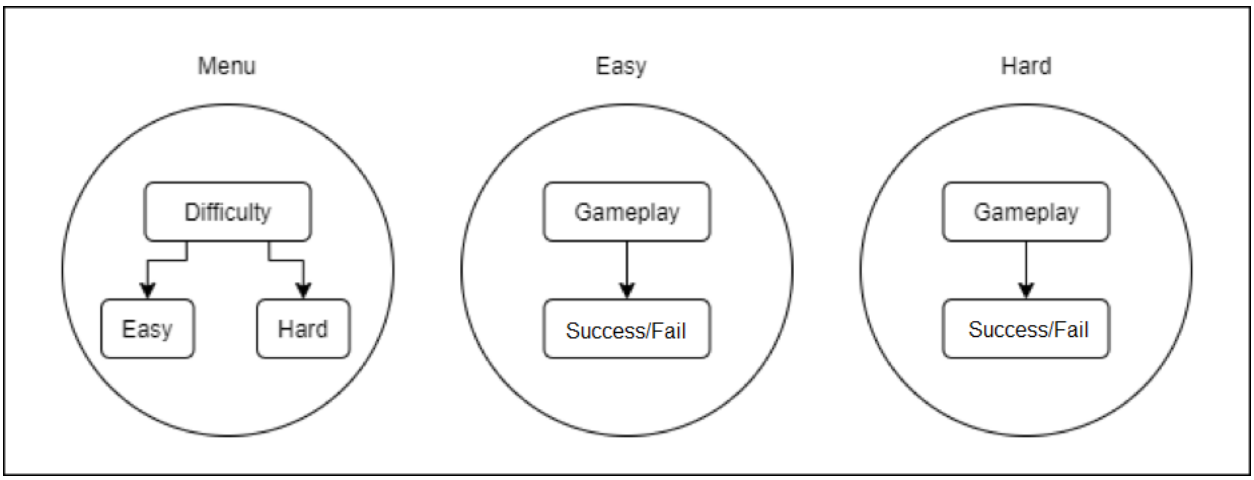
7 Game Objectives

- Reach the end zone of each level

8 Game Rules

1. When Timmie dies, he would respawn at beginning of the level
2. When Timmie touches enemies, he would die
3. When Timmie falls off the map, he would die
4. When Timmie reaches the end zone, the level is complete

9 Game Structure



10 Game Play

10.1 Game Controls

Left, right arrow key for run left, run right and space for jump.

10.2 Game Camera

Camera will always follow the player based on player's horizontal movement. Camera will not follow player's vertical movement.

10.2.1 HUD

Back: Allows player to leave the level and go back to main menu.

11 Players

11.1 Characters

Player only have 2 choice of being Red or Black Timmie.

11.2 Metrics

None

11.3 States

Idle: When player is not moving
Running: When player is moving horizontally
Jumping: When player is moving vertically
Death: When player is dead

11.4 Weapons

None

12 Player Line-up

13 NPC

13.1 Enemies

13.1.1 Enemy States

Idle: Enemy is not moving

14 Art

14.1 Setting

The game took place in a place really similar to Marios' world. The player will need to jump through obstacles to try to complete each stages.

14.2 Level Design

There are 2 levels in the game. Lecture level which is the easy mode. Player should not struggle with this level once familiarized with the controls. Exam level which is the hard mode. This may or may not be a challenge for the players.

14.3 Audio

Name	Category	Description
Platonic.mp3	Background	Background music constantly playing
roar.mp3	Sound effect	Monster roar sound
death.mp3	Sound effect	Music played when dead
win.mp3	Sound effect	Music played when win

16 Wish List

Fix the bugs around collision to prevent character randomly stuck between tiles.
Add more levels.
Add more traps.
Add jumping and falling animations.

17 Bibliography

Images:
Tiles by ATeshGames (https://opengameart.org/content/super-mario-world-style-tiles)

Monster by ManVeru (https://opengameart.org/content/dorver-monster)

Human by Aswino (https://opengameart.org/content/man-in-cylinder-hat)

Sky by PauR (https://opengameart.org/content/sky-background)

Characters from (https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator)
body/male/human/white.png, legs/pants/male/blue.png by Redshrike and wulax (https://opengameart.org/content/liberated-pixel-cup-lpc-base-assets-sprites-map-tiles)
feet/shoes/male/brown.png, torso/clothes/longsleeve/male/red.png, torso/clothes/longsleeve/male/black.png by wulax, JaidynReiman (https://opengameart.org/content/lpc-medieval-fantasy-character-sprites)

Spike, Flag, Pole, Just-Flag, Key, Door, Arrow-Left, Arrow-Right, Space are created by me.
Splash is put together by me using other people's Tiles and Characters.

Sounds:
Platonic by tlhunter (https://opengameart.org/content/platonic)
Roar by qubodup (https://opengameart.org/content/ghost-monster-voice-moaning-growling)
Death, Win by Little Robot Sound Factory (https://opengameart.org/content/8-bit-sound-effects-library)