

Island Knockout

Game Design Document

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I. Game Overview

Name: Island Knockout

Genre: Shooter

Support: PC with controllers

Target audience: 15-30 years old

Camera : 2D

A. Introduction

Island Knockout is a 2D shooter in which two players fight on an island. Their weapons do no damage, but repel the enemy. Explosions and fireballs appear on the island and can kill players. The aim is to push the enemy off the island or onto the explosions.

2. Gameplay

A. Dodging

The player needs to dodge natural elements such as explosions and fireballs, as well as projectiles from the opposing player.

B. Shooting

The player has to shoot the opposing player in order to push him into error. The player wins if the opposing player falls into the water or is hit by an explosion or fireball.

3. Weapons

Each weapon has two shots: a main shot and a secondary shot.

A. Bullet weapons

Bullet Weapons fire bullets. Bullets are projectiles with no range, which cross the entire map in the direction in which they are fired. If a bullet collides with the opposing player, he is pushed back in the direction of the projectile.

Secondary Bullet Weapons fire the same kind of projectiles, but bring the opponent back in the direction from which they were fired.

i. Gun

The Gun is based on the Desert Eagle principle: a powerful, precise gun, but without an excessively high rate of fire.



ii. Rifle

The Rifle is a low-powered weapon with a high rate of fire.



iii. Sniper

The sniper is a powerful weapon, but with the lowest rate of fire.



B. Rocket weapons

Rocket Weapons fire rockets. Rockets are projectiles with a range. When this range is reached, or the projectile collides with a player, the projectile explodes. The projectile's explosion repels any player within its radius.

i. Rocket launcher

The Rocket Launcher is a slow but effective long-range weapon. It can be used to clean up.



Its secondary shot has the same characteristics as its main shot, but can be guided by the player after being fired.

4. Hazards

Hazards are elements that can kill players, thus ending the game.

A. Explosions

Explosions are announced by a circle on the ground. After a few seconds, the explosion appears.

Explosions are stationary and localized.

B. fireballs

Fireballs cross the island from one end of the game window to the other.