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| FREAKY ISOPODS |
| GAME DESIGN DOCUMENT |

# Document Version History

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| **Version** | **Author** | **Date** | **Comment** |
| 1.0 | Joel M. | 30/07/24 | Created document |
| 1.1 | Jose R., Kaylee F. | 13/08/24 | Added elevator pitch |
| 1.2 | Jose R. | 19/08/24 | Completed Overview segment |

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# Summary

Title: Freaky Isopods

Genre: Google Dinosaur, Auto-runner, Pocket Gods Hell minigame, split-second decision making, Obstacle course

Platform: Windows

Software: Unity, Maya, Substance Painter

Programming Languages:

Aesthetic: Tamagotchi, Low-poly, PSX style, Y2K, 2D

Mechanics: Move forward, Go Under, Go Over, Go Through

Loops: Avoid predators by passing obstacles in a way they cannot

# Elevator Pitch

Rush back to your colony as you are hunted by predators, avoiding them by overcoming obstacles in a way they cannot.

# 

# Hook

“Roll into a game involving cute isopods and prehistoric creatures. Make split-second decisions and evade predators through obstacles in a time of devolved animals.”

# Overview

Game Overview

*Freaky Isopods* is a puzzle game developed with isopod-based challenges. Assume the role of a prehistoric isopod that must overcome the hostile flora and fauna of the era. Solve a series of elaborate real-time puzzles that test problem-solving skills, strategic thinking, and adaptability, a reflection of the challenges faced by early life forms in those dynamic ancient environments.

Setting Overview

Set in coasts, reefs, and oceans during a Palaeozoic-like era, *Freaky* *Isopods* bears the signature traits of an aquatic prehistoric setting. Such hallmark features like the primitive marine wildlife and archaic aquatic vegetation associated with the setting. As an isopod, the player must traverse amongst these primeval fauna and flora through the varying marine landscapes. These variations will impact the depicted plant and animal species, for example being in the coast more land-based dinosaurs would be present or more coral-like vegetation amongst the reefs. Thus, the game *Freaky Isopods* illustrates a richly imaginative prehistoric aquatic environment.

Narrative Overview

In a world of creatures resembling animals from today that have devolved back into dinosaurs, the isopods are scattered through the diverse landscape. As the player, you must guide other creatures to allow them to assist you in finding your way back to the deep sea. With the help of your critter friends, you traverse different levels that will bring you further into the ocean, eventually reuniting with your colony.

# Narrative

# Characters

# Story

# Settings

# Mechanics

Lemmings’ mechanics:

If you get within a predefined proximity of another creature, it becomes a follower. Followers copy the pathing of the isopod.

Core mechanics

Auto-move

Slow down (Horizontal opposite direction to auto-move)

Speed up (Horizontal same direction to auto-move)

Jump (w/ gravity)

Burrow (Ori and the Will of the Wisps)  
  
Secondary   
Reactive dialogue bubbles   
enemy obstacle

Google Dinosaur Game

# Loops

# Core Loops

Pass obstacles

Move with enough speed that the predator doesn’t catch you.

# Secondary Loops

# Art

Isopods with human faces, like Seaman.

# Levels

# Marketing

# Target Audience