**Design Guide**

**SWOLE Team 6**

**GAM 200**



**Design Overview**

High Concept:

Fast-paced 2D arcade-style hack and slash that relies on platforming and slasher mechanics for engagement and progression.

Target Audience:

Our target audience is that of players 10 years of age or older that are interested in a fantasy hack and slash side-scroller. Players that enjoy fighting hordes of enemies with swords and magic should enjoy this game or at least want to give it a try. Our art style is very cartoony

Rating:



Selling Points:

* Action packed
* Fast paced
* Become a Master Ninja!
* Mystical Powers

Summary:

NinjaCade is a fast-paced arcade-style sword fighting game where the player uses various combos tied to mouse movement to defeat enemies. Throughout the story the player will collect multiple scrolls of power that will enable them to use powerful abilities that are iconic to the story’s theme and lore.

Game Flow:

The player will move through levels (from left to right) as they defeat enemies, manipulate objectives, and gather scrolls of power. This will include intensity peaks of engagement with hoards of enemies followed by brief segments of rest. The game also incorporates high-intensity peaks at boss fights that require higher-level engagement and make for more intense gameplay.

Game Duration:

A single level will consist of around 3-5 minutes of gameplay which will make up episodes that consist of 2-3 levels each.

Experience:

The intended experience for the game is relatively fast paced “fruit ninja” like combat where players drag the mouse in a precise fashion to execute combos and special abilities that will allow them to defeat their foes and increase their combo counter that enables the use of scrolls. Other elements of engagement revolve around platforming/objective retrieval so that players are not constantly fighting enemies but have some gaps of fresh air in between combat sequences.

**Competitive Research**

Mark of the Ninja:

* Side-scrolling swordsman game that could either be stealthy or combat heavy.
* Good reference for different attacks and animations for our main character.



Fruit Ninja:

* All character attacks are directly controlled by the player clicking and dragging their mouse.
* Visceral, fast-paced gameplay.



Hotline Miami:

* Swarm the player with enemies that can be quickly mowed down, but can overwhelm them if they aren’t fast enough.

**Mechanics Overview**

Game Mechanics:

- Movement: Basic platforming movement of left/right movement in combination with jumping.

- Basic Attack: Standard attack cycle that strikes enemies in front of the player. Slashing mechanic that involves dragging the mouse through enemies. Attack accumulate energy for using scrolls of power.

- Slash Attack: When the player clicks and drags in a direction, they perform a Slash attack that rapidly moves them in the direction of the mouse movement and damages all enemies in their path.

- Scroll Attack: [not yet implemented] When the player has enough energy, they can expend it to active one of their magic scroll power. These scrolls each damage enemies in different ways and are based off of sacred animals (tiger, dragon, snake, etc).

- Combos: counter used for damage modifier and increase in energy accumulation.

End of Gameplay:

Player wins by completing a primary objective or simply by moving to the end of the level.

- Collecting specific items to complete a level ([not yet implemented]

- Timer based objectives [not yet implemented]

- Survival scenarios against waves of enemies [not yet implemented]

- Player stats are shown at the end of each level (enemies killed, highest combo, damage taken, player choices, etc.) [not yet implemented]

Game Characters:

* Player: Zordra, a ninja who uses a sword as a primary means of defeating enemies.
* Mob Enemy: chases the player when in range, is low health and defenses
* Ran-Tan & Ulna: a slow moving enemy with medium amount of health. This enemy uses heavy swipe attacks at melee range but also uses fire at short to medium range.
* Bosses: End of episode encounters that offer a challenge to the player and reward them with a scroll of power for succeeding.

Game Resources:

* Player health: this will restore after a certain amount of time has passed without being injured.
* Combo Counter: Fills up the Energy Meter so that the player can perform powerful scroll attacks.
* Energy: this resource is gained by attacking enemies. This resource can be expended to use scrolls of power in combat.
* Pick-up items: These items will grant temporary buffs to the player once picked up, and could include any of the following: increased damage, increased jump height, speed boost, unlimited energy/energy boost, combo counter boost.

Game Environment:

Basic 2-D platforming environment mechanics with platforms, terrain hazards, and pick-ups/objectives that the player can walk over to pick up. The environment provides pick-ups for buffs mentioned in Game Resources that give the player temporary boosts in one aspect or another. The environment will consist of only 2D movement in which players will primarily progress along the x-axis in a classical side-scrolling fashion.

Enemies can potentially use various terrain scenarios to create different puzzles/obstacles for the player to overcome.

The game is to be set in a medieval Japanese-themed land including, Zordra’s village, a spirit ridden forest, an abandoned temple devoted to a forgotten goddess, and a final scenery yet to be determined.

**Resources Overview**

Art:

Audio:

Environments: