

S-Cargo Game Design Document



'Snail Mail just got a whole lot faster.'

This page: Table of Contents and Team Member Listing

Table of Contents

- 1 Game Overview
- 2 High Concept / Genre
- 3 Unique Selling Points
- 4 Platform Minimum Requirements
- 5 Competitors / Similar Titles
- 6 Synopsis
- 7 Game Objectives
- 8 Game Rules
- 9 Game Structure
- 10 Game Play
 - 10.1 Game Controls
 - 10.2 Game Camera
 - 10.2.1 HUD
 - 10.2.2 Maps
- 11 Players
 - 11.1 Characters
 - 11.2 Metrics
 - 11.3 States
 - 11.4 Weapons
- 12 Player Line-up
- 13 NPC
 - 13.1 Enemies
 - 13.1.1 Enemy States
 - 13.1.2 Enemy Spawn Points
 - 13.2 Allies / Companions
 - 13.2.1 Ally States
 - 13.2.2 Ally Spawn Points
- 14 Art
 - 14.1 Setting
 - 14.2 Level Design
 - 14.3 Audio
- 15 Procedurally Generated Content
 - 15.1 Environment
 - 15.2 Levels
 - 15.3 Artificial Intelligence NPC
 - 15.4 Visual Arts
 - 15.5 Audio
 - 15.6 Minimum Viable Product (MPV)
- 16 Wish List
- 17 Bibliography

Game Development Team Members

PRODUCER

Joaquin IFN

PRODUCTION MANAGER

Joaquin IFN

PRODUCTION COORDINATOR

Joaquin IFN

GAME DESIGNERS

Joaquin IFN

SYSTEMS/IT COORDINATOR

Joaquin IFN

PROGRAMMERS

Joaquin IFN

TECHNICAL ARTISTS

Joaquin IFN

AUDIO ENGINEERS

Joaquin IFN

UX TESTERS

Joaquin IFN

1 Game Overview

Title: S-Cargo
Platform: PC Game
Genre: Platformer/Speedrun
Rating: (10+) ESRB
Target: Casual gamers (aging from 12 - 30)
Speedrunners
Release date: November 21st
Publisher: Ziggurat Productions

Description: S-Cargo is a timed, level-based platform where you play as a Snail Mailman. Unfortunately, at the beginning of each level, your mail blows out of your bag and across the level, mail which you need re-collect and and ultimately deliver to their recipients. Once all the mail has been collected and delivered, the level ends, and the player is rated on the quality of their deliveries, in terms of time and damage inflicted upon the packages.

In accordance with the assignment requirements, there will be a way to increase and decrease the difficulty of the game, that being bonus packages. You will start the level with these packages and they will not be blown away, but they will decrease both movement speed and jump height until delivered, making the level more difficult to complete in time.

2 High Concept / Genre

This game is a platformer game. There may be puzzle elements to solving a particular level, such as getting a key before opening a door, but the core concept is platformer-based.

3 Unique Selling Points

1. Short, replayable levels.
 1. Since this is a game intended to be speedrun, the timer offers the player the challenge of completing each level as fast as they can.
2. Comedy
 1. You can read people's mail! You shouldn't though...
 2. Upon delivering the mail and the packages, the recipients will say something mildly clever and amusing, such as "You didn't read my mail, did you?"
3. Designed for speed runs
 1. Has a in-game timer per level
 2. Has different movement mechanics for people to take advantage of

4 Platform Minimum Requirements

A PC that isn't a brick. The graphics won't be that heavy, as it's all pixel art.

5 Competitors / Similar Titles

This game is inspired by another level-based, speedrunnable platformer-puzzle game called "Dadish," about a radish who is trying to rescue his kids. While the games are similar, there will be several differences that make S-Cargo a distinct experience to Dadish.

1. In S-Cargo, the player must pick up all the mail before reaching the end goal and delivering it to its recipient. While there are collectible stars in Dadish, they are optional and there is only ever one per level. For speed runners, these stars are ignored, since collecting them only will slow down the player. In S-Cargo, picking up the mail is not optional, and the existence of multiple pieces of mail in S-Cargo will force the player to consider the fastest route between all the mail and the end goal.
2. In Dadish, the player can only move side to side and double jump. S-Cargo will have a rolling mechanic, which when used correctly, allows the player to move much faster than normal.
3. In Dadish, the player only has a single heart- bumping into any hazards or enemy immediately ends the level. In S-Cargo, the player will have infinite hearts, but will have "Package Quality" or PQ, instead. After a player has picked up a piece of mail, if they bump into an enemy or hazard, they will lose PQ, affecting their rating at the end of the level. On easy mode, a player initially starts 0 PQ, and can take damage without affecting their overall score, until they pick up mail. On difficult mode, a player starts with a Fragile Package, which will give them 1 PQ to start with.
4. Dadish is a phone game, whereas S-Cargo is a PC Game.

6 Synopsis

A MailSnail must deliver all of his mail to their recipients, but the wind keeps blowing it away! Collect all of the mail and deliver it as fast as you can!

7 Game Objectives

In each level, the player must first collect all of the mail scattered across the level, and then deliver the mail, either to an NPC or a mailbox, as fast as they can.

8 Game Rules

- Pick up the mail
- Don't take damage
- Go as fast as possible
- Don't read people's mail

9 Game Structure

A 2D puzzle-platformer with various levels.

10 Game Play

In terms of movement options, the player can either slither (the standard walk option) or roll, which is faster, but can only be activated by withdrawing into one's snail on a sloped surface, and is cancelled if the player drops below a certain speed. The character, being a snail, can stick to any wall as long as they are not in the rolling state.

10.1 Game Controls

The player will be controlled with the arrow keys on one's keyboard.

10.2 Game Camera

The camera will be in third person, displaying the character snail and a significant portion of the level. As the character progresses through the level, the camera will follow along.

10.2.1 HUD

There will be an in-game timer, showing how long it has been since the level has started. In addition, there will be the PQ Stars, indicating the state of the mail that the character has.

10.2.2 Maps

N/A

11 Players

11.1 Characters

Currently, I only have two playable characters planned.

11.2 Metrics

11.3 States

The different character states:

1. Idle
2. Walking

3. Rolling/ Inside of the shell (moving)
4. Inside of the shell (stationary)
5. Damaged
6. Jumping

11.4 Weapons

N/A

12 Player Line-up

There will be two playable characters: Herbert and Shelby. They operate the same way mechanically, with the only difference being a difference in sprites.

13 NPC

There will be recipients to which the mail must be delivered to. I have not decided what shape or form these recipients will take, but they will speak to the player once the mail has been delivered and the level ends.

13.1 Enemies

There will be no enemies in the game, only hazards such as spikes.

13.1.1 Enemy States

N/A

13.1.2 Enemy Spawn Points

N/A

13.2 Allies / Companions

No companions or allies are planned for the base version of this game

13.2.1 Ally States

N/A

13.2.2 Ally Spawn Points

N/A

14 Art

14.1 Setting

14.2 Level Design

I will be designing three levels for this game.

14.3 Audio

15 Procedurally Generated Content

15.1 Environment

It would be cool if the environment were appropriately sized for a snail, but that might be something for the wish list. I am currently looking into tile maps that will match the aesthetic that I want for the game.

15.2 Levels

There will be three levels: a tutorial level, an easier level and a harder level. The player will access the levels in that order, such that they progress to more difficult levels.

15.3 Artificial Intelligence NPC

N/A

15.4 Visual Arts

15.5 Audio

I am making my own music and sound effects for this game using Beepbox. Sound examples include:

- Menu music
- Picking up mail sound effect
- Level rating music (victorious and sad, depending on the rating)
- Jumping and landing

15.6 Minimum Viable Product (MPV)

Should be able to move around a level, collect mail, and deposit mail.

16 Wish List

More levels. Currently, I'm planning on having three. A tutorial level, an easier level and a harder level.

17 Bibliography

Nothing yet, but I'm looking into different tile sets for the level designs, so there will be external resources used.