

Pickle Inc. Presents...

Endeavor

Game Design Document (GDD)



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1 Game Overview

Title: Endeavor

Platform: PC Standalone

Genre: Platform game

Rating: (10+) ESRB

Target: New/Casual gamer (aging from 7 - ??)

Release date: 11/20/2020

Publisher: Pickle Inc.

Endeavor is a 2D Platformer where you play as “Sebastian” and must cross through the dark forest in search of the end.. The player must survive by overcoming various obstacles and collecting treasures along the way.

2 High Concept

Endeavor is set in a dark forest where, as the player, you must traverse the obstacles that lie ahead with your agility as your only weapon. Push through whatever obstacles you face and survive any dangers that await you.

3 Unique Selling Points

- *No Time Commitment*
- *Nostalgic Game Play Style*
- *Creative and Fun*

4 Platform Minimum Requirements

PC STANDALONE

OS: Windows 10 home+ 64-bit

Graphics Card: Nvidia 8xx series+, AMD/Radeon 300 Series+

5 Competitors / Similar Titles

- *Super Mario World (SNES)*
- *Castlevania: Symphony of the Night (Playstation)*

6 Synopsis

Lost in a dark forest, you are a dark wanderer who likes shiny objects. Collect coins and follow the path to escape the forest.

7 Game Objectives

The main objective of Endeavor is to traverse through many obstacles,

8 Game Rules

The gameplay level is a single path environment set in a dark forest. The player may take damage up to 5 times, from enemies or the environment, before dying and needed to start over. There are checkpoints in place designed to lessen the stress of being stuck at a difficult obstacle.

9 Game Structure

Single Level Playthrough

Game Menu → Gameplay → Defeat/Victory Screen

10 Game Play

10.1 Game Controls (PC)

Keyboard:

A/Left Arrow – Move Backwards

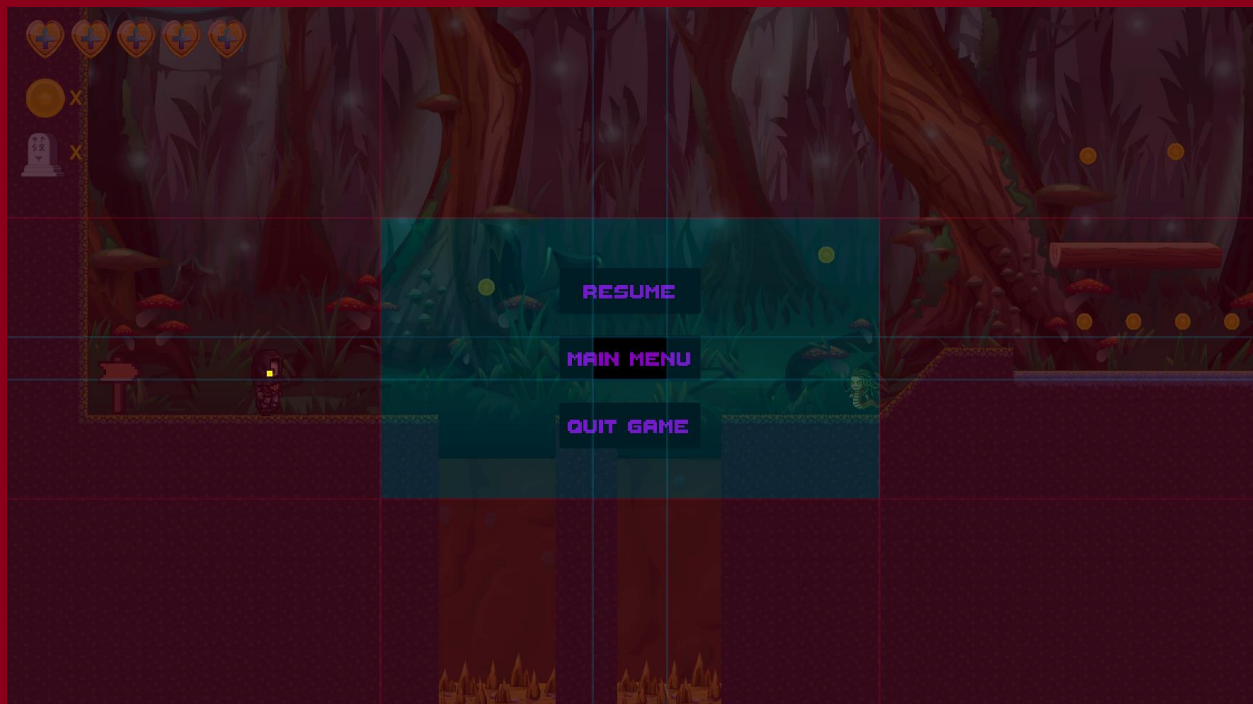
D/Right Arrow – Move Forwards

W/Space Bar - Jump

Esc/Pause Menu

10.2 Game Camera

The in-game Camera features the use of Cinemachine's smart camera which is currently set up with a dead zone that determines the off screen boundary, and a character dampening threshold that allows the player to move freely without the camera repositioning within a certain area.



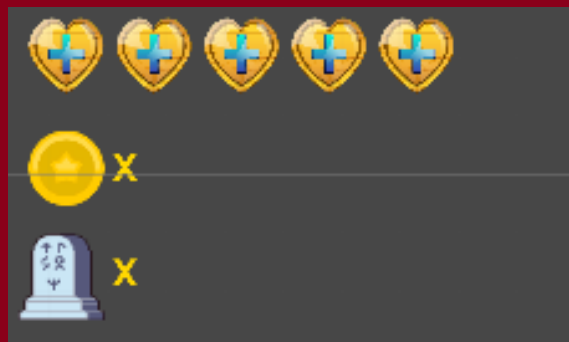
10.3 HUD

Player heads-up display

Player Health: Each heart indicates a single health point that the player has left. When the player reaches 0 health points you effectively lose and reach the death screen,

Coins Collected: Displays the counter for how many coins the player has collected.

Enemies Defeated: Displays the counter for how many enemies the player has defeated.



11 Player

"Sebastian"

A dark wanderer in search of treasure.



11.1 Player Metrics

Move Speed: 3

Jump Height: 8

Max Health: 5

11.2 Player States

Idle: The players “idle” state is simple a still animation, triggered when the players rigid body is not in motion.

Moving: The “movement” state is triggered by pressing down on any of the movement keys.

Jumping: The “jumping” state is triggered by pressing the space Bar.

Falling: The players “falling” state is triggered when the players transform detects a decline in velocity in the positive Y axis.

11.3 Player Weapons

The player’s only method of “attack” is via falling on an enemy head from any state such as jumping and falling on an enemy or simply moving off a ledge and falling on an enemy.

12 Enemy Line-up



12.1 Enemy Stats

Jinn

| Health | Movement Speed |
|--------|----------------|
| 1 | 2 |

Lizard

| Health | Movement Speed |
|--------|----------------|
| 1 | 2.5 |

Medusa

| Health | Movement Speed |
|--------|----------------|
| 1 | 3 |

Stone

| Health | Movement Speed |
|----------|----------------|
| ∞ | 1-6 |

12.2 Enemy States

Idle: The “idle” state is triggered after the enemy reaches either end of its “patrolling” movement path.

Patrolling: The “patrolling” path is the primary state for enemies in which they move left to right in a designated range.

Dead: The “dead” state is triggered by an overhead collision with the player

12.3 Enemy Spawns

| Enemy | Level 1 | Level 2 |
|--------------|----------|-----------|
| Jinn | 4 | 2 |
| Lizard | 0 | 6 |
| Medusa | 4 | 0 |
| Stone | 0 | 13 |
| Total | 8 | 21 |

13 Art

13.1 Setting

Endeavor takes place in a forest with 8-bit style tile mapping, platforms, spike pits, and mythical creatures.

Level 1



Level 2



13.2 Level Design

Both levels 1 and 2 incorporate the use of platforms, both static and dynamic, enemies, coins to collect, and level 2 introduces a new obstacle, falling objects.

Level 1



Level 2



Both levels offer some choice in the inevitably linear design in the form of lower or upper obstacles.

Should the player lose all their health points, they will meet death and must begin the levels over from the beginning.



Reaching the end of level 2 awards the player with a congratulatory end credits.



13.3 Audio

| Name | Category | Description |
|------------------------|------------------|----------------------|
| Abandoned Village | Background music | Menu music |
| Mother's Nest | Background music | In-game music |
| Spooky Background 1 | Background music | Player death music |
| Final Glorious Triumph | FX | on game completion |
| Grass1 26 | FX | Player footstep |
| Jump_22 | FX | Player jumps |
| Coin_15 | FX | Player collects coin |
| Hit_16 | FX | Player kills enemy |
| Hit_21 | FX | Player hit by enemy |

14 Wish List

Enemies

- Add combat features to enemies to attack the player
- Design a Boss fight at the end

Player

- Add weapon features such as slicing and thrusting
- Add an inventory system with items such as movement speed Boost or weapon equips

Map

- Add boosters to collect
- Correct collision issues with moving ledges

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