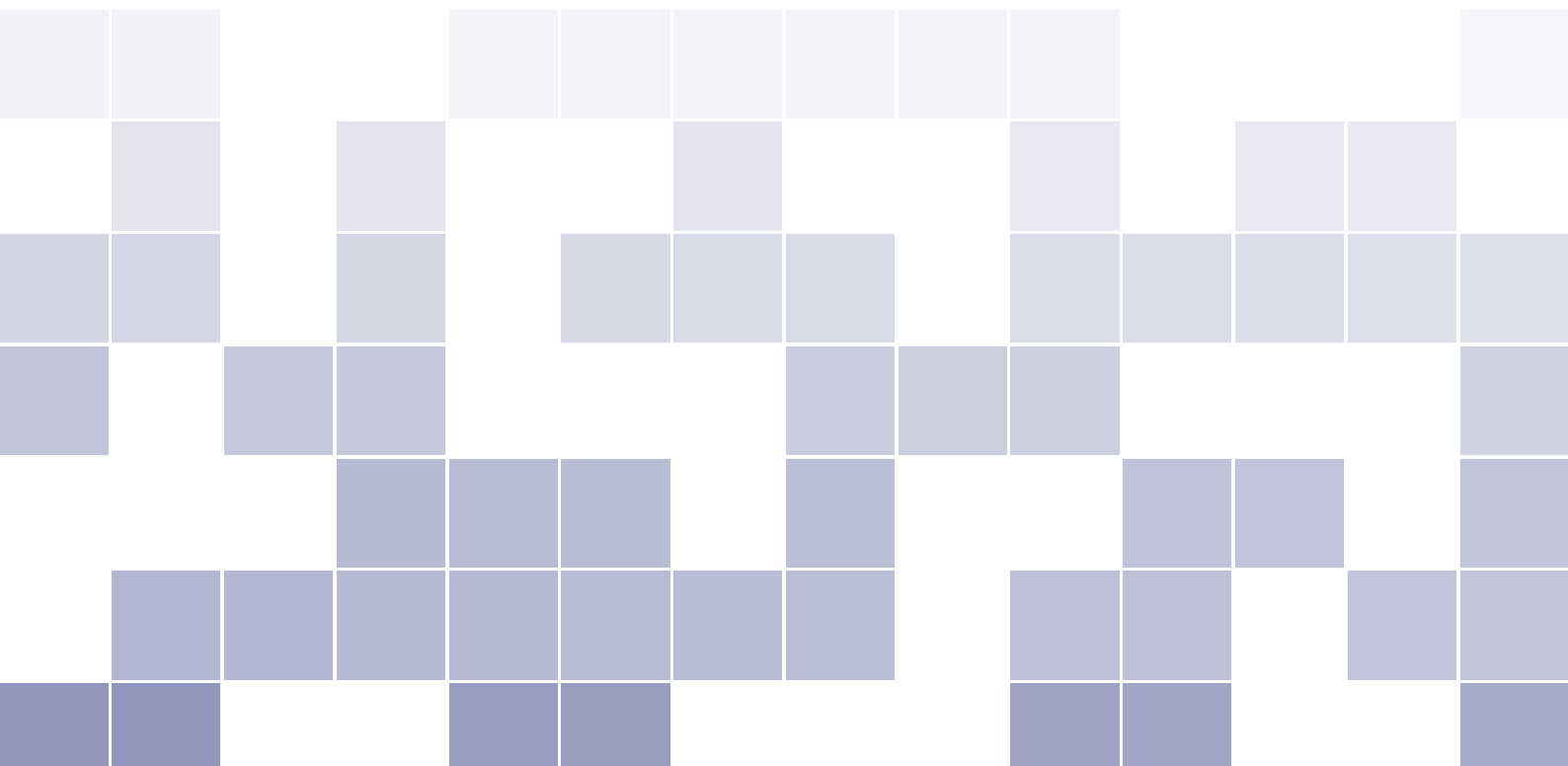


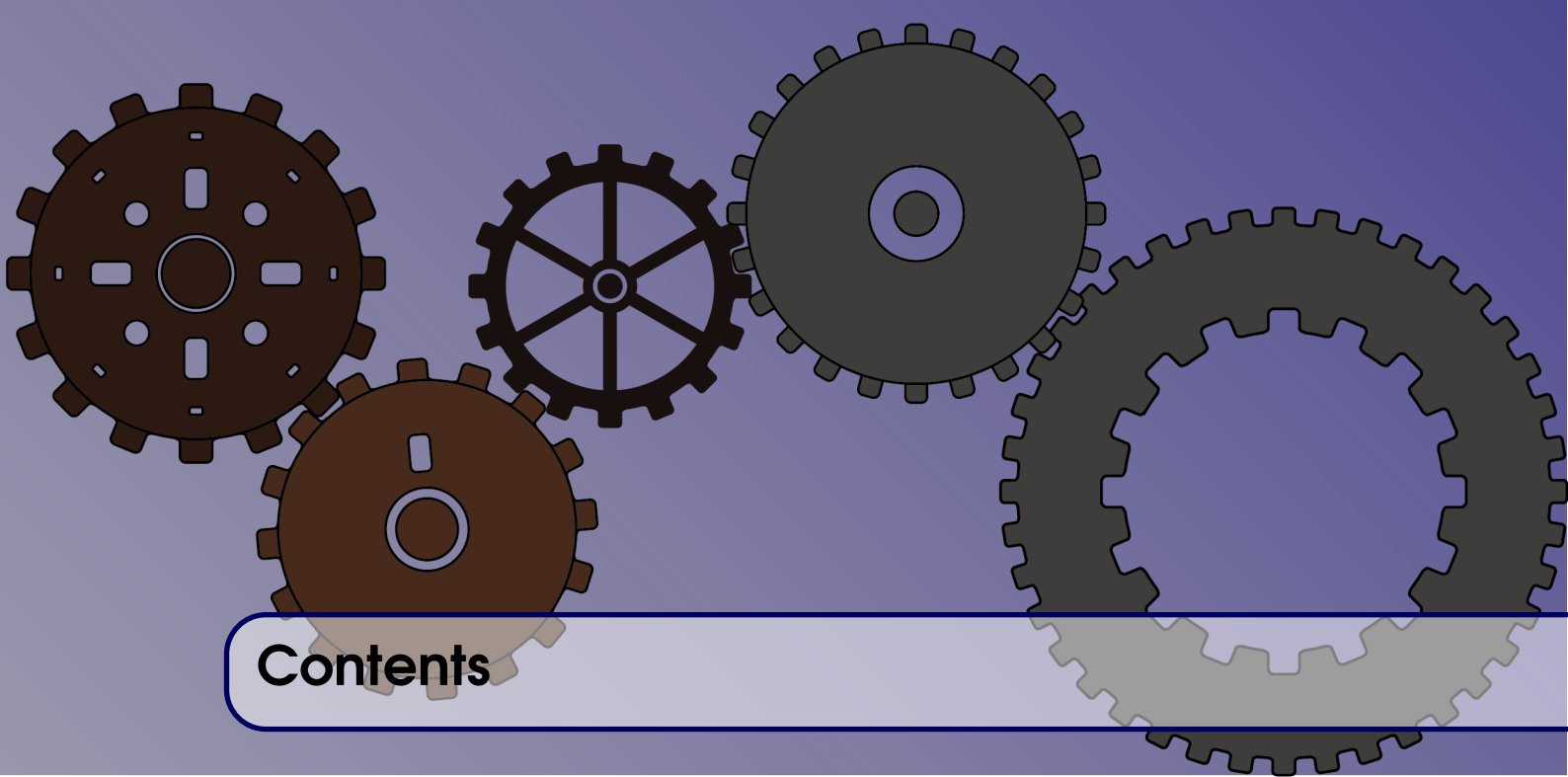
Rapid Release!

Game Design Document

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Game Information

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1. Game Overview

1.1 Introduction

Rapid Release! is a side-scrolling shooter and satirical game that reflects the greed of modern AAA developers that simply want to release as many games as possible in order to make as much money as possible, rather than provide quality and contribute to the advancement of the video gaming medium.

1.2 Game Summary

When players start the game, the 'chapter' they pick to play is displayed as a new game release with it's own cover-art. As players progress, each release starts to come after fewer and fewer levels until the releases are only a single level differentiated by a new number and randomized color scheme. The levels in each game will be fairly short in order to be completed in a reasonable time-frame. The purpose of the game is to shed light on the downsides of quickly releasing sequels to popular titles and the lack of innovation that comes from it.

1.3 Game Genre

The gameplay can be classified as a side-scrolling shooter and the 'story' is satire.

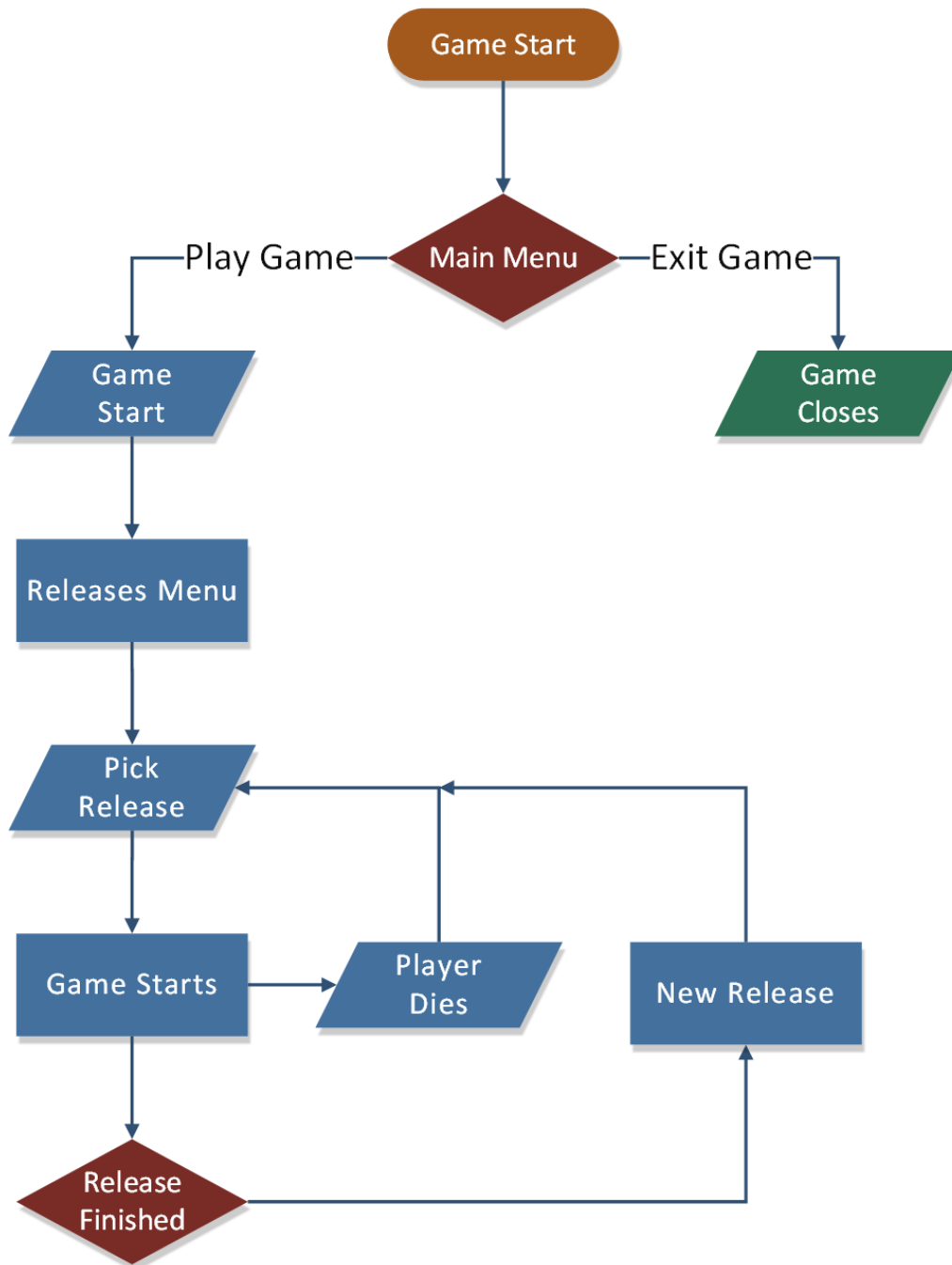
1.4 Game Features / Mechanics Summary

- **First Release**
 - The first release will have simple move left, move right, jump and shoot controls and consists of two levels and a black and white color scheme.
 - The first level contains only patrolling enemies that shoot towards the player.
 - The second level contains the patrolling enemies and a new bomber style enemy.
- **Second Release**
 - The second release introduces weapon powerups that have limited shots and modify the actual way the weapon fires.
 - * Shotgun spread, rapid fire, etc.

- The color scheme changes to a 16-bit color scheme and there is new, significantly different cover art.
- The second release consists of 3 levels.
 - * A third type of enemy is introduced: disguised. They appear as a piece of the environment and start to attack after the player has passed.
- **Third release Release**
 - The third release adds in the ability to carry two weapons and changes to a 32-bit color scheme with new cover art.
 - In this release, four levels are included.
 - Players can also now pick up power-ups such as double jump, temporary invulnerability and others.
- **Fourth+ Release**
 - The fourth release and further on have exactly the same gameplay, levels, and mechanics as the third release
 - Differences for the fourth release and beyond:
 - * Each subsequent release has one less level (until the 6th release and beyond having one level).
 - * The only difference with the cover art is that the colors are randomized and the number increases.
 - * Each release has a color-shift overlay that is randomized for each release.
- Random colors are generated based on the username of the player and all color changes for sprites are created using color-shifting overlays on the graphics instead of recoloring each sprite.
- Title Music between each release changes until the 4th release.

1.5 Game Flow

Rapid Release!

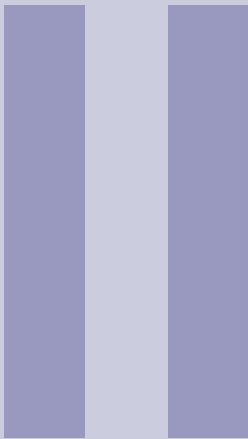


1.6 Intended Platforms

Target platforms are Steam and itch.io.

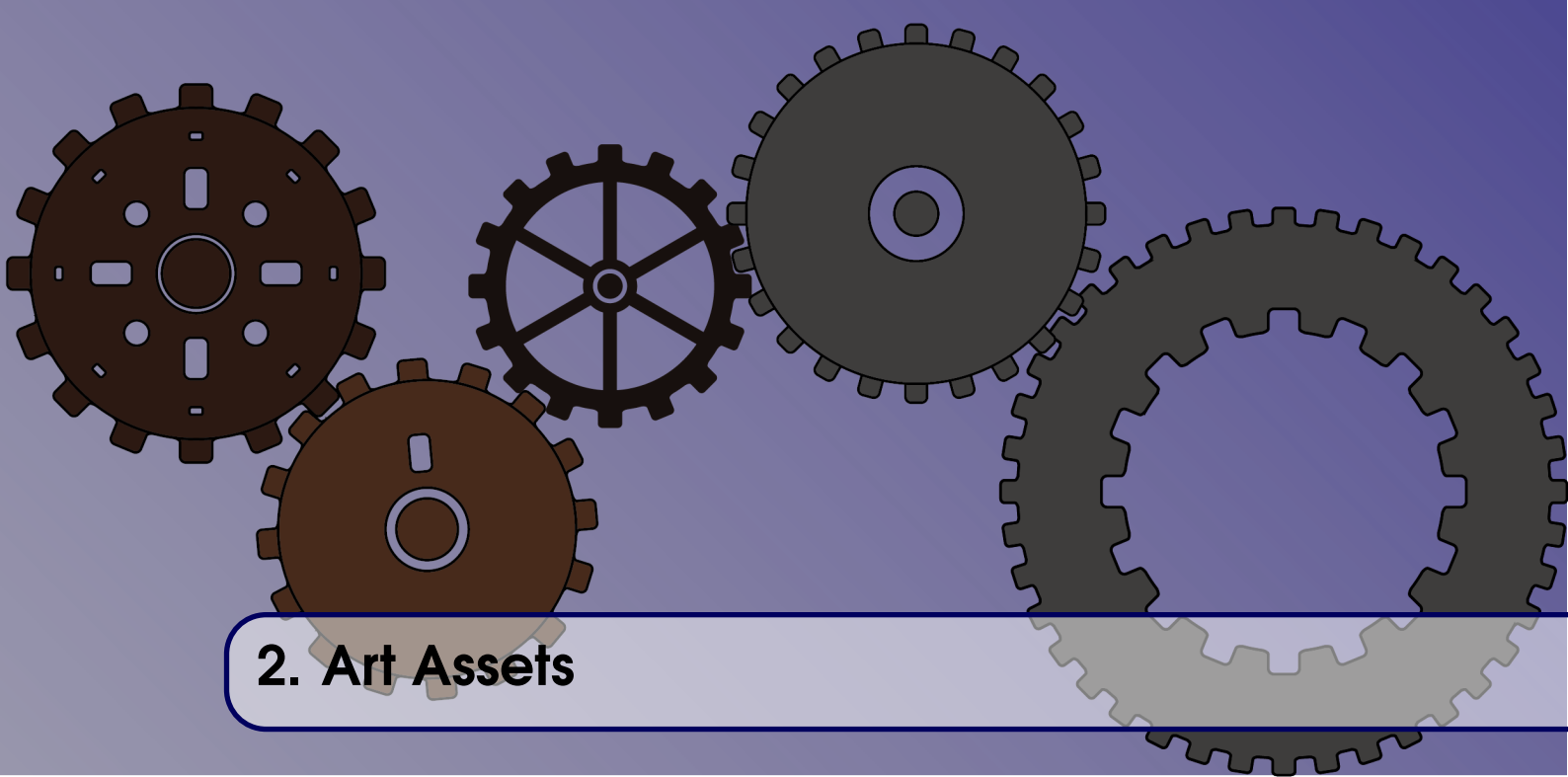
1.7 Artistic Style

The art in the game will consist of pixel-art.



Assets

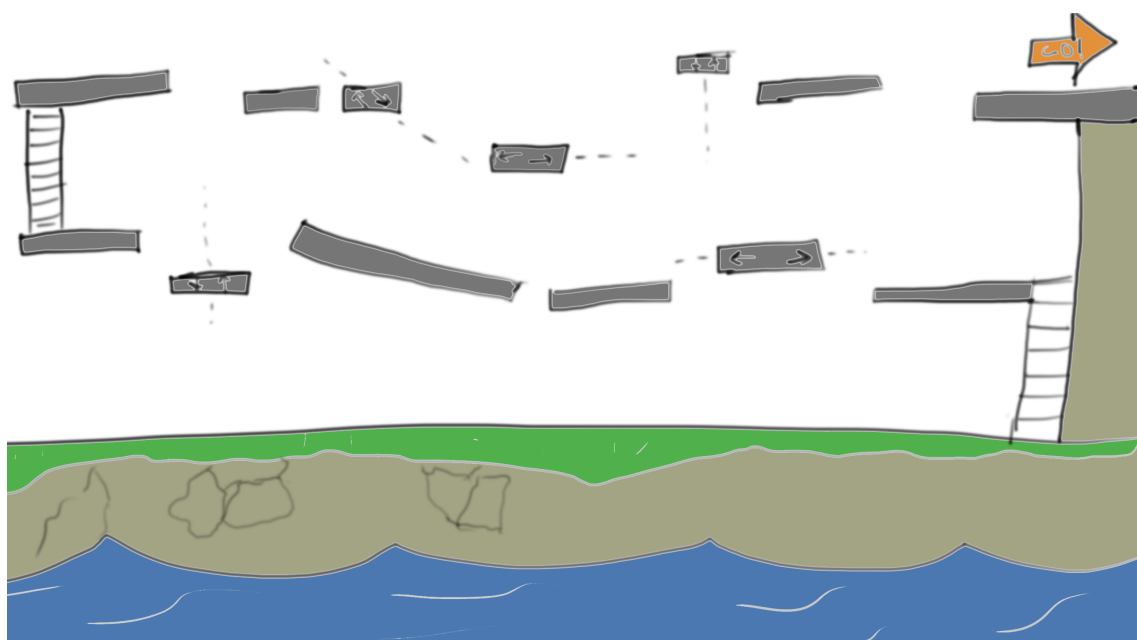
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2. Art Assets

2.1 Concept Art

2.1.1 Stage Concept



2.2 Cover Art



2.3 Character Art Asset List

| Character | Asset Description |
|------------------|--------------------------------|
| Player Character | Idle Animation |
| | Walking Animation |
| | Running Animation |
| | Shooting Animation |
| | Jumping Animation |
| | Jumping and Shooting Animation |
| Bomber Enemy | Idle Animation |
| | Flying Animation |
| | Bomb Drop Animation |
| Patrolling Enemy | Idle Animation |
| | Walking Animation |
| | Running Animation |
| | Shooting Animation |
| Disguised Enemy | Environment Sprite |
| | Walking Animation |
| | Running Animation |
| | Shooting Animation |

2.4 Environment Art Asset List

| Environment | Model Description |
|---------------------|-----------------------------|
| Universal | Metal Platform Tile |
| | Tree 1 |
| | Tree 2 |
| | Grass Platform Tile |
| | Animated Water Tile |
| | Oil Drum |
| | Map Overview |
| Release 1 Additions | Release 1 Background |
| | Release 1 Cover Art |
| Release 2 Additions | Stacked Tires |
| | Release 2 Background |
| | Release 2 Cover Art |
| | Rusted Metal Platform |
| | Shotgun Powerup |
| | Rapid Fire Powerup |
| | Grenade Launcher Powerup |
| Release 3 Additions | Flamethrower Powerup |
| | Map Overview |
| | Release 3 Background |
| | Release 3 Cover Art |
| | Double Jump Powerup |
| | Invulnerability Powerup |
| | Infinite Ammo Powerup |
| | All Guns Rapid Fire Powerup |
| | Map Overview |



3. Audio Assets

3.1 Sound Effect List

- Rifle Firing
- Grenade Launcher Firing
- Shotgun Firing
- Flamethrower Firing
- Gun Pickup
- Enemy Hit
- Enemy Dies
- Player Hit
- Player Dies
- Walking Sound
- Running Sound
- Jumping Sound

3.2 Music Asset List

- Release 1 Title Music
- Release 2 Title Music
- Release 3 Title Music
- Release 4+ Title Music