

Hookshot Spirit

GAME DESIGN DOCUMENT

By Jasper Deeb

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Game Overview

Title: Hookshot Spirit

Platform: Windows

Genre: Platformer

Rating: Everyone

Target: Casual Gamer

Release Date: Nov 26 2018

Publisher: Jaspar Deeb

Hookshot Spirit is a platformer where the Player wields a hookshot to move around in the world. The goal of the game is simple - to reach the ending. The time used to clear the level is recorded, so the player may aim to achieve the fastest time possible.

High Concept

Hookshot Spirit is set in a unorthodox platformer world -- basic jumps and movements won't be enough. Instead, fast-paced grappling is the best way to move around the world. Try and master the speed of the hookshot so that you can reach the ending as fast as you can!

Unique Selling Points

- Grapple Mechanic
- Replay value

Synopsis

Play through an unorthodox platformer where you fire a hookshot to traverse the world as fast as possible.

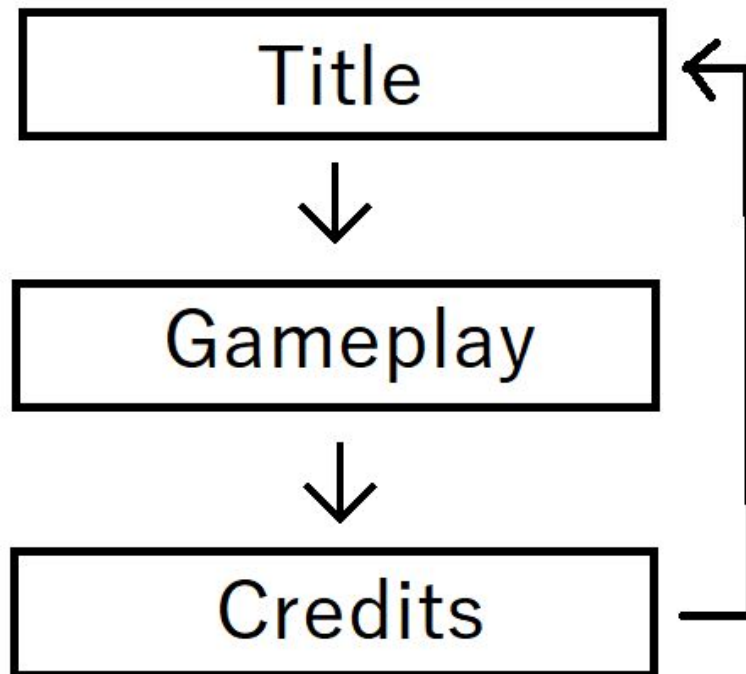
Game Objectives

The objective of the game is to reach the final area. In the first level presented it is the 2nd flag. In future updates there may be more levels and goals to reach.

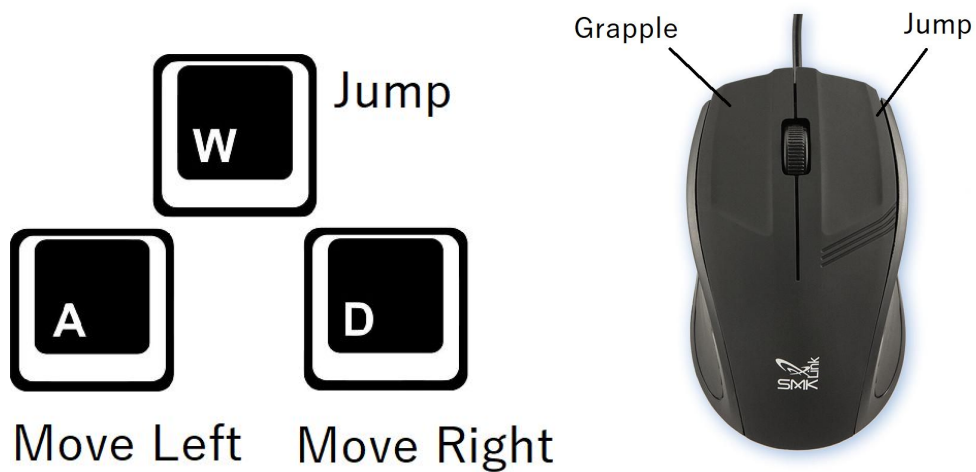
Game Rules

The game objective is to reach the ending. If you fall off the level then you will respawn at the nearest checkpoint. The timer will continue to run until the 2nd flag is reached, stopping the timer and showing you the time it took to complete the level. The grapple does not need to be precisely shot out -- as long as it's in the same direction as the thing you shoot at it will connect. However, the grapple can only go a certain distance.

Game Structure

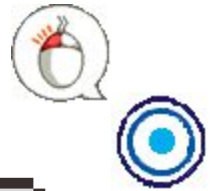


Game Controls



Platform Minimum Requirements

- Windows 7 SP1+
- Graphics card with DX10 (shader model 4.0) capabilities.
- CPU: SSE2 instruction set support.



Original Designs

- Main Character
- Background
- Pixel art for targets/flags
- Tutorial image WASD/Mouse

All of these pixel arts are drawn in photoshop or in combination with Microsoft Paint.



Cited Sources

- Platformer jumping sounds:
<https://opengameart.org/content/platformer-jumping-sounds>
- Character Controller code:
<https://github.com/Brackeys/2D-Character-Controller>
- Red arrow (google search):
https://iconsplace.com/wp-content/uploads/_icons/ff0000/256/png/arrow-icon-14-256.png
- Sunnyland 2D platformer games kit (most tiles taken from here):
<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>
- Music "Lullaby of Flame" by DDRKirby(ISQ):
<http://ocremix.org/remix/OCR02603>