**GAME DESIGN DOCUMENT**

Momentous



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# Game Analysis

Momentous is a 2D fighting game built on the idea of fusing the best parts of traditional fighting games and platform fighters. The combat focuses heavily on movement, both in air and on land, and skill expression in performing knockback-based combos and evading the opponent’s attacks all while building and maintaining momentum. The movement will be the deepest part of the game rather than the attacks dished out, which will have Tekken-like inputs.

# Mission Statement

Momentous will be easy to get into, but hard to master. The game encourages and rewards skill expression and creativity in movement of the character. The game will be playable through keyboard or controller on PC through Itch.io or download through my GitHub: <https://github.com/LeopoldFrilot/ProjectPortfolio>

# Genre

2D Fighter

# Platforms

PC - Windows

# Target Audience

This game is intended for players looking for a new approach to the fighter genre. It is primarily intended for a more skilled, experienced player base who enjoys freedom in movement and free-form combos.

# Storyline & Characters

This is where you present a story synopsis, and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gamplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Character Name | Describe the character. It is a playable character or NPC. How does this character fit into the story, etc. | Describe the character’s abilities, personality and so forth. | Present any other notes about the character. |

# Gameplay

## Overview of Gameplay

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

As mentioned above, Momentous is designed to be a hybrid of the traditional 2D fighting game and the platform fighting game genres. Initially, in the early stages, the game will be completely free on itch.io. Once the game becomes more robust, it will move to Steam and will be Free-to-play with purchasable cosmetic options. The game will feature a mech-based futuristic theme. The animations will give players the impression that the movement is fluid, lively, and free, but the attacks and interactions are heavy and impactful. The SFX will mirror this sentiment.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Mechanics: Movement

Grounded: Players will be able to move left, right, and duck using the DPad. Pressing the up button alone will cause the player to jump. There will be two heights of the initial jump. One will be a shorthop which happens when you tap the jump button, the other will be a fullhop which happens when you hold the up button. Grounded dashes have a certain amount of lag, as does landing depending on your speed. Currently crawling (moving while ducking) is not allowed. Players will auto-turn on the ground.

Aerial: Players will be able to manipulate aerial drift based on the character’s attributes. Players will be able to force themselves to fall, increasing their speed towards the ground. Players will not auto-turn midair. Players in the air will have two aerial movement actions available before reaching the ground. The three options to choose from are Double-jumping, Air-dashing, and Air-dodging. All three have their benefits and weaknesses. Double-jump height is predetermined based on the character attributes. A click of the right shoulder button along with a direction while airborne will result in an aerial dash. Air-dashing distance is heavily reliant on the player’s current momentum. Air-dashing is only horizontal. Air-Dodging has yet to be implement

## Mechanics: Attacking

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Mechanics: Defending

Grounded: Holding back blocks incoming mid and high attacks from the player’s front. Ducking blocks low attacks. All attacks cause shield stun and shield pushback. The shield can be damaged to the point of breaking which will put the use of shield on a long cooldown. Releasing shield as soon as a projectile hits will reflect the projectile instead. Releasing shield as soon as an enemy attacks will cause the enemy’s move to have 2x lag.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |