

LEVELUP STUDIOS



# Mudflap Mayhem Game Design Document

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Version #Mudflap Mayhem

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## Version History

### **Version number 1.0**

Mudflap Mayhem Games is inspired by an old arcade game called Smash TV, which would later be ported to the SNES and being called Super Smash TV. That was like a gladiator arena type game where you mow down different types of enemies, and would go through different waves dealing with tougher and tougher opponents.

However, the theme of the game will be based on monster trucks, the player will be armoured with guns that are attached to the truck to mow the enemy trucks. The driving mechanics will be similar to Ivan "Ironman" Stewart's Super Off Roads, but you shoot. After the wave ends, the player will be brought into a garage-like area where you can buy upgrades by using the points you get in the waves.

## I. GAME OVERVIEW

The Goal of Mudflap Mayhem is to grind through waves of enemy monsters while becoming more powerful through upgrades. Players will need to maneuver fast around monster's ranged and physical attacks and pick up items that will synergies greatly to progress through the game.

- **Audience**

The audience for mudflap mayhem will be of all ages, but younger or unskilled audiences might find themselves unable to keep up with the pace of the game due to the difficulty of being able to dodge and attack successfully. Through the process of trial and error, new players can slowly learn to master the mechanics of Mudflap mayhem and win.

- **Genre**

Mudflap mayhem can be classified in one of the classic genres of video games, a "Shoot 'em up" dual-stick shooter where players control their movement with the left joystick of the controller and their weapon aim with their right joy-stick.

- **Setting**

The player is put in a series of single-screen arenas consisting of waves of monsters that drop power-ups constantly being generated into the arena.

- **Platform**

Mudflap mayhem will be playable for Microsoft Windows using an adaptable controller.

## II. GAMEPLAY MECHANICS

The game starts with the player choosing from a variety of cars with different statistics and aesthetics. When the game starts the player is put in an arena where they have 25 seconds to loot the starting gear in the area. After that, enemies will appear from the sides of the arena and the player will have to survive the rounds by killing all the monsters spawning in the arena to proceed to the boss for the level. Coins can also be picked up from killing monsters and can be spent between rounds for upgrades to their car in the shop to buy more items, health, attributes. At the end of 3 rounds, there is a boss who also drops special items after being beaten and players can choose to pick up attributes like increased walking speed, shooting speed, health, and armor. The player spawns in a new arena after completing the level with stronger monsters and bosses. After completing the game, the player is given a score and can unlock new hidden items to find in a new game.

- **Controls (Controller)**

The game is going to be played using a standard 2 thumb-stick controller.

- Left Thumb - Move/Drive
- Right Thumb - Look/Turret Control
- Right Trigger - Fire Turret
- Left Trigger - Use Item (grenade, area of effect, shield)
- Left/Right Bumper - Switch between purchased/looted Items
- A Button - Hand brake to stop player movement
- Start Button - Pauses game

### **III. GAME DYNAMICS**

- The player must learn to maneuver fast around incoming damage from enemy projectiles, collisions, and stuns while taking the least amount of damage to survive the following rounds, health and coin management are essential to passing further stages and it's up to the player to decide what items can benefit their car the best.

#### **IV. GAME AESTHETICS**

- The visual aesthetics of Mudflap mayhem will be inspired by Smash tv and using the same 32-bit graphics, with each arena having a signature style. The first arena will look murky and makeshift. The music adds a slow jungle beat that will become more intense as the player clears the end of the level. The second stage will have a more modern city look to the arena and the music will become faster and more upbeat as the waves of monsters increase in speed and size. By the end of the level, the player will have to handle a barrage of enemy waves in the final grand arena, which has a giant audience watching the player fight and the music has become a fast intense beat challenging the player to stay on their toes for every second of the round.

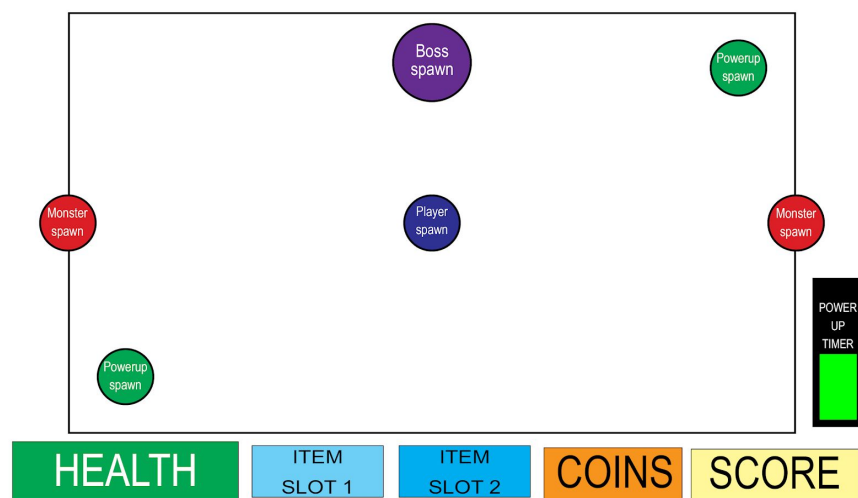
#### **V. INTERFACE SKETCH**

- **START SCREEN**



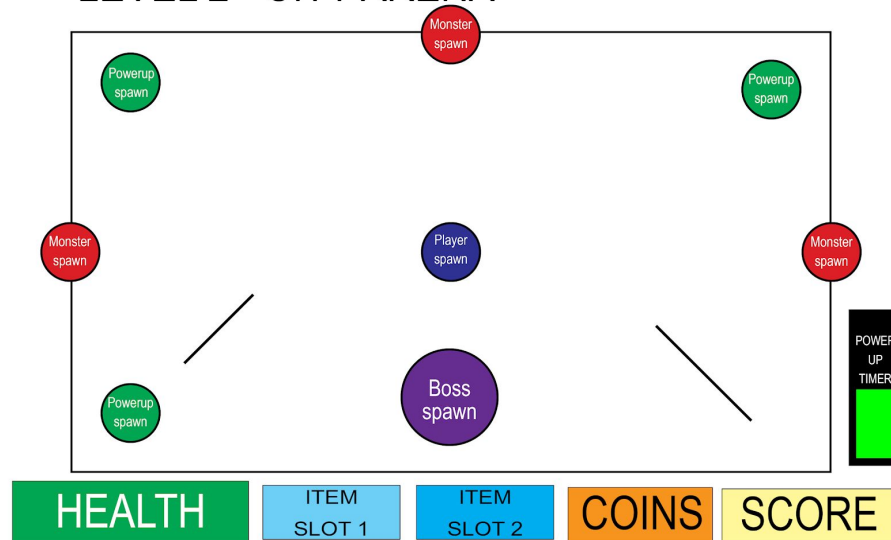
- **LEVEL 1 WIREFRAME**

### LEVEL 1 - STARTING ARENA



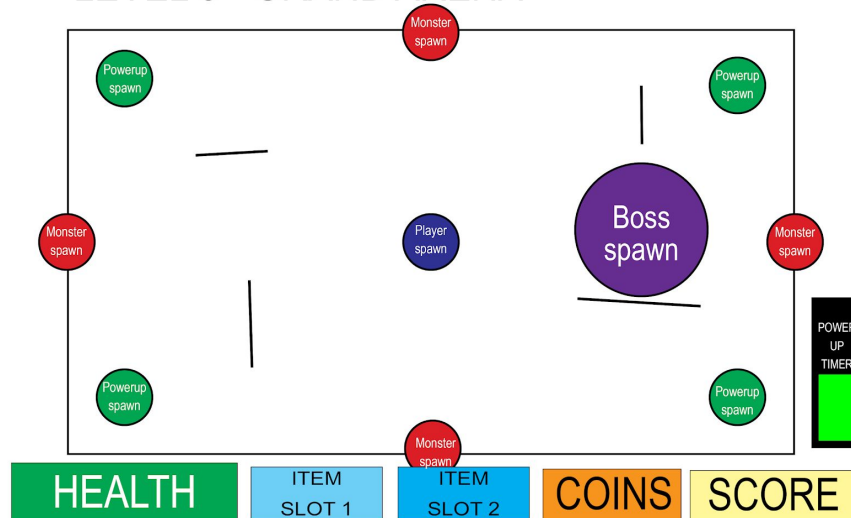
- **LEVEL 2 WIREFRAME**

## LEVEL 2 - CITY ARENA



### ○ LEVEL 3 WIREFRAME

## LEVEL 3 - GRAND ARENA





## VI. GAME WORLD

- **Level 1 - Easy Difficulty Starting Stage Arena**

At the start of the game, the arena the player is thrown into has little to no audience in it and the walls are made of rustic steel, there are no obstacles in the arena yet and there are only two entrances on each side of the arena for the monsters to spawn from. The floor is made of sand and the music is slow and grundy. monsters are weak and slow and enter the arena slowly.

- **Level 2 - Medium Difficulty City Stage**

As the player progresses to Level two, they are moved to a cleaner arena, the walls are war-torn from previous battles and the floor is now a cracked concrete. The audience is twice as large and there are now three entrances for the monsters to enter the arena from. There are walls in the middle of the arena to help players to block incoming monsters. The music's pace is much faster and more upbeat as well as the speed of monsters entering the arena. Monsters are stronger with new different abilities that players will have to learn to bypass.

- **Level 3 - Hard Difficulty Grand Arena Stage**

In the final level, the player is put in the grand arena. The stadium is now packed and the arena has Stainless steel walls with entrances on each side of the arena for monsters to spawn from. The arena floor is made out of steel. There are also walls and holes in the arena that restrict the player's movement around the arena making it more difficult.

## VII. GAME PROGRESSION

As the player progresses through stages and levels, they pick up items that can boost their car's health, speed, damage, and attack speed. The monsters the players kill

will drop coins that can be used in the shop at the end of the round to buy upgrades. After the player passes through three rounds of monsters, they are moved to a new arena where there will be more entrances for stronger monsters to spawn from. Before they pass the level, players need to pass a boss that will have special moves and attacks as well as a highlighted weak spot that will take double damage. The music, in the beginning, will be slow and grundy, but as the player continues through each arena, it will become more upbeat and intense while the levels also get progressively more complex and larger.

## VIII. PLAYER CHARACTER

- **Chuck Johnson**

- Our main character will be Chuck Johnson. He is fighting his way through a post-apocalyptic cityscape for his freedom in a Gladiator style competition.

## IX. NON-PLAYABLE CHARACTERS

- **Store Owner**

- The owner of the shop is Angry Joe, who will sell the Player Power-Ups and can upgrade the player's vehicle. The shop owner also works for the same corporation who is testing super zombies against our hero. He is trapped working for the corporation as they hold the possible cure for his slowly creeping insanity as he is turned into one of the zombies that he is helping the hero fight against.

- **The CEO's**

- Not much is known about the CEO's, they own and manage the Gladiator arenas.

## **X. ENEMIES**

### **○ Zombies**

- Weak attack (bats with nails)
- No armor/shield
- Slow-moving

### **○ Zombies on motorcycles**

- Medium attack (guns/bullets)
- No armor/shield
- Fast-moving

### **○ Zombies with shields**

- Strong attack (guns/bullets as well as grenades)
- Shielded
- Slow-moving

### **○ Enemies in Armored Vehicles**

- Heavily attack (mounted turret)
- Heavily armored
- Medium speed

## XI. WEAPONS

- **Missiles**
  - Missiles create a powerful explosion upon impact. - (Projectile explosion)
- **Flame Thrower**
  - Flamethrowers create a sweeping cone close to the player that sets enemies on fire doing damage over time for a duration. - (cone-shaped firing)
- **Grenade**

Grenades are Lobbed from the player's car detonating after a few seconds creating a damaging area of effect where it lands. - (Area of effect)
- **Laser Gun**
  - The laser gun can pass through and destroy multiple enemies from far distances. - Straight-line firing.
- **Spread Shot**
  - Spread shot fires bullets in a spread direction from Player doing damage to multiple enemies. - (Cone-shaped firing)

## XII. ITEMS

- **Coins**
  - Coins are picked up from killing enemies and are used for purchasing items at the store.
- **Special Coins**
  - Special coins dropped by bosses are used to purchase Special upgrades in the shop.
- **Energy Shields**
  - Energy Shields temporarily protects the player from the enemy collision and bullets.

- **Barbed Wire Shields**
  - The barbed wire temporarily does collision damage to enemies while protecting players from the enemy collision but not enemy bullets.
- **Bombs**
  - Players drop bombs to create a timed explosion.
- **Nitro boost**
  - Grants player a temporary movement speed boost.

### XIII. STORY INDEX

- The story in Mudflap Mayhem begins with Chuck Johnson, a world-famous monster truck driver, being kidnapped and thrown into an arena that he has no idea existed. He is forced to perform under the arena's management and if he performs well he is promised freedom. It's up to Chuck to upgrade his vehicle and escape the arena by clearing all the stages so he can see his family again.

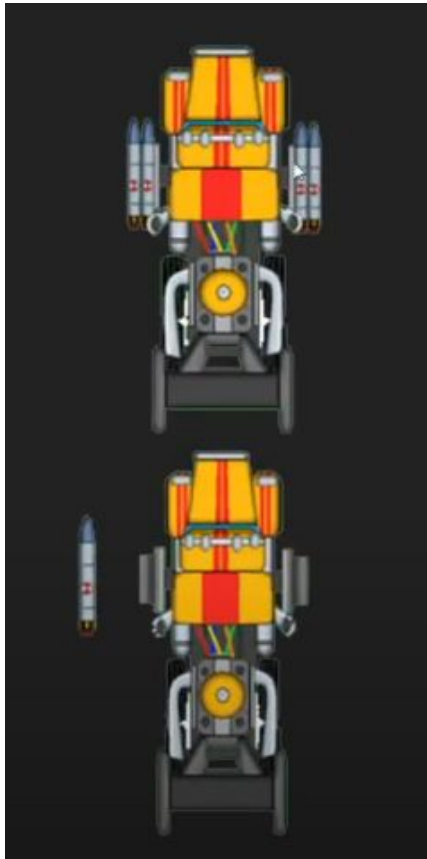
### XIV. ART INDEX

- **CHARACTER ART Inspiration**

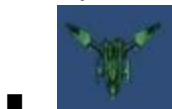


- **Player Model**

- **Player Model**

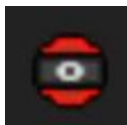


- **Enemies (As of currently)**



- **Powerups**

- **Health**



- **Weapons**



- Shield



- Healthbars

- Shield/Energy



- Health



- Current Levels

- Level 1



- Level 2



- Tilesheet used



## XV. SOUND INDEX

- LEVEL 1 MUSIC Inspiration

- Turok Jungle City

- <https://www.youtube.com/watch?v=WQJEay9grX8>

- LEVEL 2 MUSIC Inspiration

- No Straight Roads OST - vs. DJ Subatomic Supernova

- <https://www.youtube.com/watch?v=1-FQwsdXtsg>

- LEVEL 3 MUSIC Inspiration

- Judgment - Devilman Crybaby

- <https://www.youtube.com/watch?v=LiLJoBTZKX0>

- LOBBY MUSIC Inspiration



- Arctic Monkeys - Arabella

- <https://www.youtube.com/watch?v=BMON6Jkqh6w>

- **DEATH MUSIC Inspiration**

- John Barry - Game of Death

- <https://www.youtube.com/watch?v=T73IMZSkxjU&t=110s>

- **SHOP MUSIC Inspiration**

- Earthbound-34- Buy Something Will Ya!

- <https://www.youtube.com/watch?v=KcSzSpWdpwE>