

The Helpful Dragon\*

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9/21/21

Table of Contents

Game analysis\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3

Mission Statement\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3

Genre\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3

Platforms\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3

Target Audience\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_3

Storyline/Characters\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_4

Gameplay

Overview

Player experience

Guidelines

Objectives/Rewards

Gameplay mechanics

Level Design

Control Scheme

Game aesthetics/UI

Schedule/tasks

Game Analysis

The helpful dragon aims to be a top down shoot em up game but with a medieval fantasy aesthetic. The player is a dragon who wants to defend the village it lives near from the evil creatures of the land. The player will accomplish this task with the aid of their flame breath ability. The enemies will have similar attacks and the player will have to dodge the attacks to survive and defeat the enemy invaders.

Mission Statement

The helpful dragon puts you in the “shoes” of a dragon who needs to defend his land by using his powerful fire breathing ability. You will patrol each level and defeat as many enemies as possible before dying.

Genre

The helpful dragon falls under the genre of a medieval fantasy shoot em up game.

Platforms

This game will shoot to be released for PC but could be easily integrated to other platforms

Target Audience

The helpful dragon will aim for a younger teenage age audience. This is because it won’t include any graphic violence but will include “killing” other creatures. It will have a kind of goofy style that will appeal to younger teens/kids.

Storyline/Characters

This game will feature a very simple story due to the fact that it is a shoot 'em up. The story is essentially about a dragon whose land is being invaded by strange creatures. The dragon, of course, takes offense to this and tries to defeat the creatures and reclaim his land.

| Character/Creature | Background/Abilities |
| --- | --- |
| The helpful dragon | The player character who is simply trying to defend its land from the evil creatures. Will be able to freely traverse the level and breath fire onto enemies. Will also gain a spin attack that can defeat enemies. |
| Evil chest creature | A strange chest-shaped creature that the dragon will have to defeat in order to reclaim his land. Main Attack will be to spit at the player. |
| Evil floating eye creature | An evil floating eye that can use a laser like attack to hit the dragon. Another obstacle the dragon will have to overcome. |

Gameplay

Overview

The helpful dragon is a 3D shoot-em up style game with a low poly art style. Unlike other games in this genre, the helpful dragon, as the name suggests, has you play as a dragon. There will be a couple “arena” style areas in which the dragon will have to defend using its firebreath attack and maybe even a spin move.

Player Experience

As the player or dragon you will be tasked with defending your land from the invading enemies. The only way to succeed is to defeat them all and reclaim the land. Through the use of your firebreath you will burn through your enemies and survive to defend another day.

Gameplay Guidelines

Firstly this game will feature “killing” but not in an overly violent way, because it won’t have blood effects and the enemies will simply disappear upon defeat. For UI and text it will use an older medieval style of english to convey the current time period. The dragon will also lack the ability to fly up and down as it will be fixed in a top down view.

Game Objectives/Rewards

The three levels for the game will be very similar in design but will have different requirements that need to be met to pass the level.

| **Level** | **Rewards** | **Penalties** | **Difficulty** |
| --- | --- | --- | --- |
| Level 1 | The player will be awarded points for killing enemies. | Getting hit by enemy attacks. | easy |
| Level 2 | Same as Level one | Getting hit by enemy attacks. Going out of bounds | medium |
| Level 3 | Same as Level one | Getting hit by enemy attacks and finishing in a certain amount of time | hard |

Gameplay Mechanics

| **Character/Enemy type** | **Abilities** |
| --- | --- |
| Player Character  Dragon | Can move left, right and rotate to different directions. Firebreath attack and a spin attack. |
| Evil Chest Creature | Runs along the ground and spits acid balls at the Player Character |
| Evil Floating Eye Creature | Floats off of the ground and shoots using magic orb attack |

Gamemodes

This game will contain one gamemode where the player is expected to clear out all the enemies in the current level.

Level Design

| **Level** | **Description** |
| --- | --- |
| 1 | Level one will be the easiest and will be a square section of land within a forest where the player will have to defeat incoming waves of enemies |
| 2 | Level two will be harder because the player must remain within bounds and fight the enemies. Grabbing power ups to power through the horde. |
| 3 | Level three will be the most difficult because the player will have to kill all the enemies before time is up. |

Control Scheme

| Input | Action Performed |
| --- | --- |
| A | Moves left |
| D | Moves right |
| W | Moves forward |
| S | Moves backwards |
| F | Spits fireball |
| Space | Spin attack |

Game Aesthetics/User Interface

This game will have a low poly art style and will shoot for a simple color palette. The look of the world will aim to be medieval with some fantasy elements present. The music in the game will be medieval and won’t contain any modern instruments. The sounds of the game will be cartoony with exaggerated noises for movement.

User Interface

The UI for this game will have an older time cobblestone castle kind of look. With a couple simple buttons for navigating for the menu to the levels. The score for the levels will be saved and displayed on the main screen after level completion. It will have a pause menu that will lead the player back to the main menu but it won’t save level progress because the levels are meant to be completed in a short amount of time.

Schedule/TaskList