

# MATGUMY

## In Canala

~Linette J.

# Game Design Document.



CS 583 San Diego State Project02 -  
By Linette Jaimes

***'Catchy Game Tagline'*** - you

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## Game Development Team Members

### PRODUCER

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### PRODUCTION MANAGER

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### PRODUCTION COORDINATOR

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### GAME DESIGNERS

Linette Jaimes

### SYSTEMS/IT COORDINATOR

Linette Jaimes

### PROGRAMMERS

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### TECHNICAL ARTISTS

Linette Jaimes

### AUDIO ENGINEERS

Linette Jaimes

### UX TESTERS

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# GAME OVERVIEW

**Title:** Matsumy In Canalu

**Platform:** PC, Mac & Linux Standalone

**Genre:** Casual Game

**Rating:** (10+) ESRB

**Target:** Casual gamer (aging from 8 - 30)

**Release date:** April, 2020

**Publisher:** L.J. Productions

**Description:** Matsumy In Canalu is a 2D casual survival game where the Player is an extraterrestrial being (human looking figure, of no gender) named Matsumy. The game takes place on a planet where every ten years there's an apocalyptic storm, where rocks and acidic rain fall from the sky. The goal of the player is to help Matsumy survive the apocalyptic storm, by avoiding the falling rocks and acidic rain.

Rocks are falling! An acidic storm is approaching and Matsumy needs your help to survive the apocalyptic time of Canalu.

## 2 High Concept

## 3 Unique Selling Points

# PLATFORM MINIMUM REQUIREMENTS

PC, Mac & Linux Standalone

5 Competitors / Similar Titles

6 Synopsis

# GAME OBJECTIVES

The game objective is to survive different levels ( currently three levels available ) by avoiding the falling rocks and purple rain drops.

## 8 Game Rules

## 9 Game Structure

## 10 Game Play

### 10.1 Game Controls

### 10.2 Game Camera

#### 10.2.1 HUD

#### 10.2.2 Maps



# PLAYER

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## Characters

Matsumy is a brave extraterrestrial being that lives in Canalu. Every ten years Matsumy applies its dodging skills to survive the apocalyptic events of its planet.



\*Character graphics developed with: sanderfrenken  
Character Generator

<https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator/>

### 11.2 Metrics

### 11.3 States

### 11.4 Weapons

# PLAYER LINE-UP



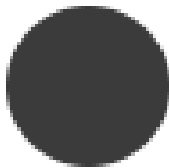
Matsumy

## NPC

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## Enemies

\*All enemies created by Linette J.



Big Rock  
[ -15 Health ]



Small Rock  
[ -10 Health ]



Acidic Raindrop  
[ -5 Health ]

### 13.1.1 Enemy States

### 13.1.2 Enemy Spawn Points

## 13.2 Allies / Companions

### 13.2.1 Ally States

### 13.2.2 Ally Spawn Points

# ART

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\*All art was made by Linette J. using pixlr x, except the character Matsumy. Matsumy was produced by sanderfrenken's character generator.

## Setting

The game takes place in Canalu, a planet where every ten years there's an apocalyptic storm. Rocks of different sizes fall, and acidic purple rain hurt the residents of Canalu including Matsumy.

## Backgrounds

\*All backgrounds were designed and created using pixlr x by Linette J.

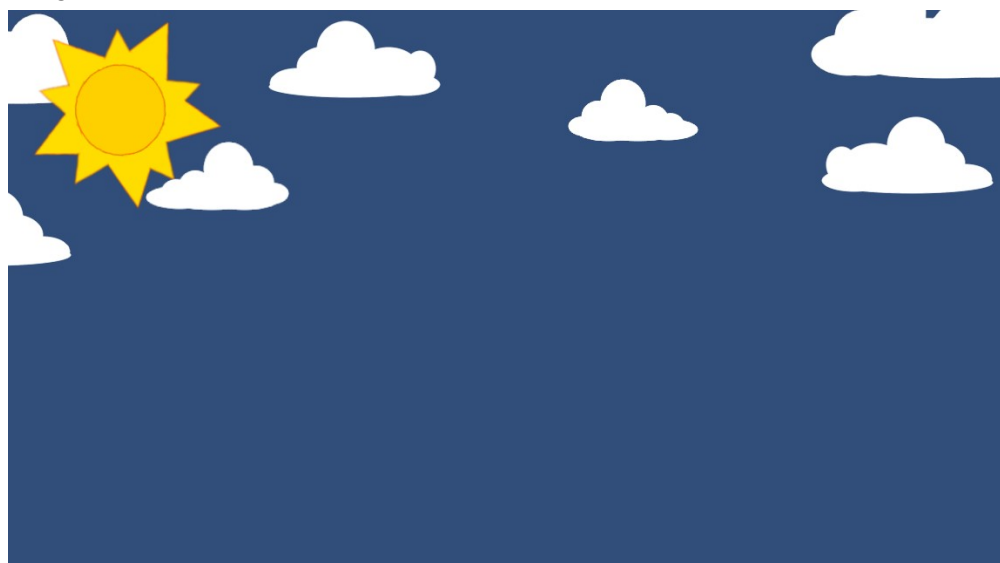
Main Menu & How To Play Scene Background:



Level 1 Background:



Level 2 Background:



Level 3 Background:



## 14.2 Level Design

# AUDIO

\*Current audio was obtained from OpenGameArt.Org

Background Music:

Author: Snabisch (2015, May 31)

Link: <https://opengameart.org/content/the-happy-bride>

# 15 Procedurally Generated Content

## 15.1 Environment

## 15.2 Levels

## 15.3 Artificial Intelligence NPC

## 15.4 Visual Arts

## 15.5 Audio

## 15.6 Minimum Viable Product (MPV)

# BIBLIOGRAPHY

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<https://docs.unity3d.com/Manual/index.html>

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Zotov, A. [Alexander Zotov]. (2017, May 7). *How to spawn random prefabs in Unity game | Simple Unity 2D tutorial* [Video]. YouTube.  
[https://www.youtube.com/watch?v=ao\\_BZMORqQw](https://www.youtube.com/watch?v=ao_BZMORqQw)

*2D Sprite always behind background*. (2016, August 02). Unity Forums. Retrieved April 09, 2020, from <https://forum.unity.com/threads/2d-sprite-always-behind-background.421276/>

#### Other Websites used

Website used for creating art:

<https://pixlr.com/x/>

Website used for generating character:

<https://sanderfrenken.github.io/Universal-LPC-Spritesheet-Character-Generator/>

# WISH LIST

## ADD MORE LEVELS:

Add more levels for the player to enjoy, and to be able to further develop the game story.

## ADD HELPING ITEMS & INVENTORY:

- 1) Spawn a few random umbrella objects that will also fall during the non-raining levels. If Player catches an umbrella it'll be added to their inventory. Player can then use it to protect Matsumy from acidic rain, in raining levels for a certain amount of seconds.
- 2) Randomly spawn hearts on the ground which can increase Matsumy's health.

## ADD MORE DIFFICULTY TO FURTHER LEVELS:

Spawn mushrooms (either on ground or falling from the sky) that if caught it'll increase Matsumy size. Making the dodging of objects more difficult.