The Lost Gun

GAME DESIGN DOCUMENT

By Laynoxer for the Pirate Software Game Jam 16

[**Introduction**](#_hsocr1h7bri7) **2**

[Game Summary](#_cs1x44f4u87l) 2

[Inspiration](#_lbh33z51d5yr) 2

[Player Experience](#_ctsr07kbgx7j) 2

[Development Software](#_qki4yp1hr52t) 3

[Genre](#_e2dtzid2e6zz) 3

[Target Audience](#_jbmf5pbr5wnw) 3

[**Concept**](#_u6qp025jqn5k) **3**

[Gameplay overview](#_bthowosf56oe) 3

[Theme Interpretation (You are the Weapon)](#_syu9g7w3n7m6) 3

[Primary Mechanics](#_jcjh7x82c5yt) 4

[Secondary Mechanics](#_8xothe8iavb9) 4

[**Art**](#_fd7k7ms9xahz) **5**

[**Audio**](#_ntz103b9on00) **5**

[Music](#_4jwca12ji8fd) 5

[Sound Effects](#_a3keq1p4p9yd) 5

[**Game Experience**](#_22omlnwl6y5o) **6**

[UI](#_iuk39sf32irh) 6

[Controls](#_t6olaicbthga) 6

## 

## Introduction

### Game Summary Pitch

**The Lost Gun** is a physics based platformer where the player is a handgun and you have to use the recoil of your shots to move yourself while still needing the bullets originating from those same shots to defeat enemies and destroy obstacles in your way

### Inspiration

**Jump King**

Jump king is a high difficulty precision platform game that puts you in control of the jump king, who has the objective of climbing a very tall tower while being able only to walk left to right and do jumps that cant be controlled while in the air. Failing these jumps can be very punishing as there are no checkpoints and a fall can take you several steps/levels back.

**Getting over it**

Getting Over It with Bennett Foddy is a platform game developed by the titular Bennett Foddy, that has a similar concept as jump king, where you have to climb a perilous mountain using unconventional ways, and if you fail, you can lose most if not all your progress. Oh, and about that unconventional way, you can only use a sledgehammer to climb because you are stuck inside a metal pot, yeah...

### Player Experience

In each of the levels, the player must learn how to use physics to his advantage to overcome obstacles and progress through. The player movement happens with the recoil of its own shots, the player can also jump in place and spin in midair. When reaching the end of the screen you are in, you are taken to a new screen, always following the player.

### Development Software

* Unity 2022.3.21f1

### Genre

Singleplayer, platform

### Target Audience

Players with experience in hard platformers, or players looking for some new challenges

## Concept

### Gameplay overview

The player controls a gun that can only move using the recoil of shots it can do, use this shots and master the physics in order to move through perilous terrains and reach your objectives.

### Theme Interpretation (You are the Weapon)

Taken to literal context of the theme you(the player) are the weapon(playable character), with the short intro story of waking up in a dark place and discovering that you became a gun, all you can do now is keep moving and try to find out where you are, what happened to your body and other questions that may arrive with your travels.

### Primary Mechanics

**Jump:** While grounded/touching ground you can leap upwards and gain some height.

**Spin:** While midair you can spin your body following your mouse cursor.

**Shoot:** Your main movement, shoot a bullet from the tip of your gun, and travel with the force created by the recoil of the shot. In simpler terms, look one way, move the other way.

### Secondary Mechanics

**Holes/Water:** Fall in either one of these and you’ll be teleported back to a set spot.

**Spikes:** Touch the tip of one, and get teleported back to a set spot.

**Enemies\*:** They block your way utilizing different tactics, some may stand still, others may try to run into you while others may even try to shoot you. Touch them or their projectiles and you’ll be teleported back.

**Falling Platforms\*:** Stand to long on it, and it will fall apart possibly taking you down with it.

**Bosses\*:** You cannot progress until you defeat these adversaries, hit them with your bullets but remember to save enough of them to move out of the way of their attacks.

**Targets/Interactables\*:** Hit these with a bullet to make different actions happen in the world, like opening a door or exploding a wall.

*\*: Mechanics with these marks are planned to be implemented in the future.*

## Art

### Due to my personal lack of knowledge and skills with graphics design, a pixel art style was chosen and all the assets used were free assets found on t unity store.

**Assets**

https://assetstore.unity.com/packages/2d/environments/free-platform-game-assets-85838

https://assetstore.unity.com/packages/2d/environments/pixel-art-platformer-village-props-166114

https://assetstore.unity.com/packages/2d/characters/pixel-gun-and-throwable-294254

https://assetstore.unity.com/packages/2d/characters/simple-2d-platformer-assets-pack-188518

<https://assetstore.unity.com/packages/2d/environments/too-cube-forest-the-free-2d-platformer-game-tile-set-117493>

## Audio

### Music

To add to the ambiance, each level has its own relaxing theme music combining with the theme of each level itself. Like the art section the audios used in the game are all chosen from unity asset store.

BMG: <https://assetstore.unity.com/packages/audio/music/free-dungeon-music-pack-301447>

### Sound Effects

In the beginning the only sound effect in the game is the sound of the gunshots, planned for the future are sound effects for collision in different types of terrain, enemies sounds and others.

SFX: <https://assetstore.unity.com/packages/audio/sound-fx/weapons/fog-of-war-gun-sound-fx-free-66100>

## Game Experience

### UI

Initially there is only a small bullet counter behind the player sprite indicating the amount of bullets left to use before needing to land for the reload. New UI may be implemented with the addition of new mechanics like health bars for boss fights.

### Controls

**Keyboard**

WAD, Space Bar  
**Mouse**