

Game Design Document

# Flying Antics

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## Table of Contents

• Project Summary .....	2
➤ Version History .....	3
➤ Game Elements.....	4
➤ Gameplay Flowchart.....	5
➤ Visual Assets .....	7
➤ Game Screens .....	18

- Project Summary

- Name

Flying Antics.

- Genre

Hypercasual bullet hell.

- Story

The game takes place in the circus. The player, as a result of a terrible show is now stuck in the middle of their performance with an upset crowd throwing various objects at them.

- Platform

Browser and PC.

- Resolution

480 x 640.

- Resolution

Keyboard (WASD and arrows) and Mouse.

- Core Mechanics



- Unique Selling Points

The game will have multiple sprites for the player and color palettes for the overall game, some of which will improve the playing experience for colorblind individuals. Everything will probably be either unlockable or purchasable.

- Target Audience

Gen z, millennials, and gen x which all fall between the ages of 16 and 55 years old with the exception of a persona created by us, the time filler which will fall under the age of 13.

## ➤ Version History

### ➤ Version 1.1

- Player movement resembles a jetpack (Rigidbody2D).

### ➤ Version 1.2

- Player movement are free of the rigidbody2D.

### ➤ Version 1.3

- Interactable UI,
- Partial currency storage,
- Partial store,
- We choose the player movement has the Rigidbody2D being dynamic with mass, gravity and linear drag.

### ➤ Version 1.4

- Non interactable UI (buttons),
- Partial currency storage,
- Partial store.

### ➤ Version 1.5

- We went with the not interactable UI (buttons),
- completed store,
- implemented all the visuals,
- Has some sounds,
- Currency storage,
- An “How to Play” screen in both gameplay and options.

### ➤ Version 1.6

- Implemented particles,
- Fixed the store,
- Currency storage and some visuals,
- Changed the obstacles behavior from colliding with each other to passing through (from hard collision to soft),
- The player now can pick up collectables when they have invincibility after being hit.

### ➤ Version 1.7

- Fixed some visuals and code,
- Implemented all the sounds.

### ➤ Version 1.8

- Final version.

## ➤ Game Elements

### ➤ Rules

The input is keyboard and mouse. The player can move in all 8 directions but is limited by the rigidbody 2D which gives gravity, mass and linear drag. Player can collect in game currency, power ups and fuel. If the player is hit by the obstacle/enemies they will lose HP, and if the HP are equal to 0, they will die. If they collide with a box collectable, a random power up will spawn between life, slowness, speed and slowing the gameplay screen. If they collect a determined amount of in game currency, customization will be purchasable from the store.

The game ends when the player loses all their lives or depletes the jetpack fuel.

### ➤ Objectives

score and survive (user objective might be to collect all the customizations).

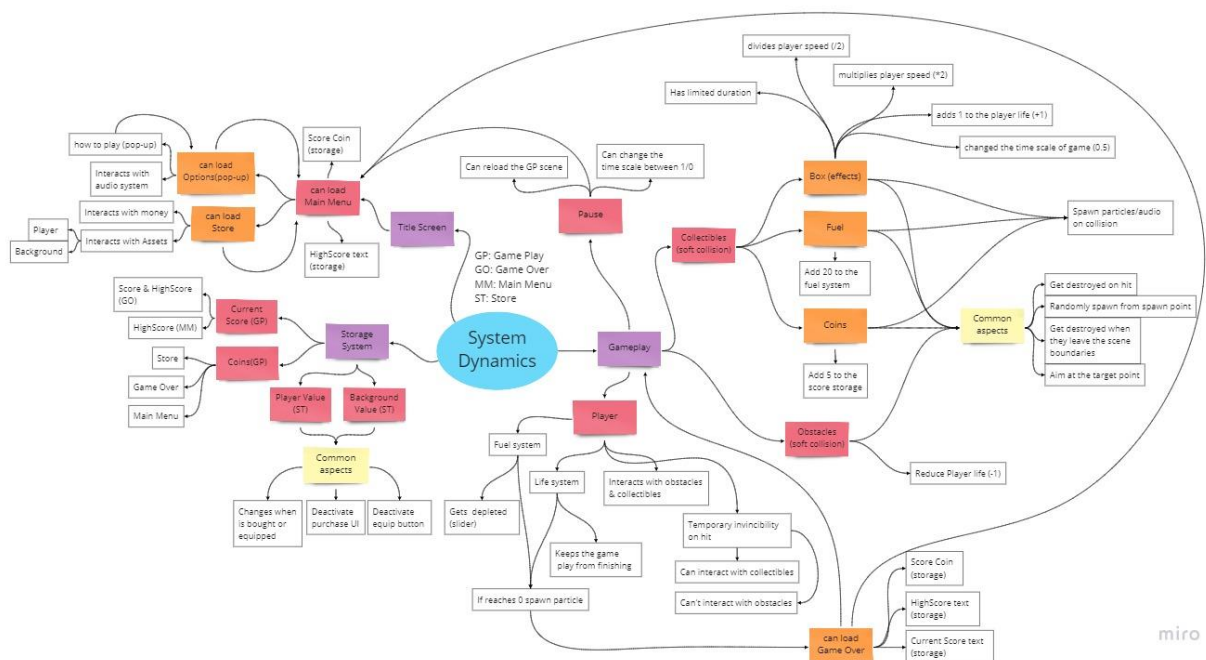
### ➤ Resources

Currency, power ups, lives, customization (background and player).

### ➤ Outcomes

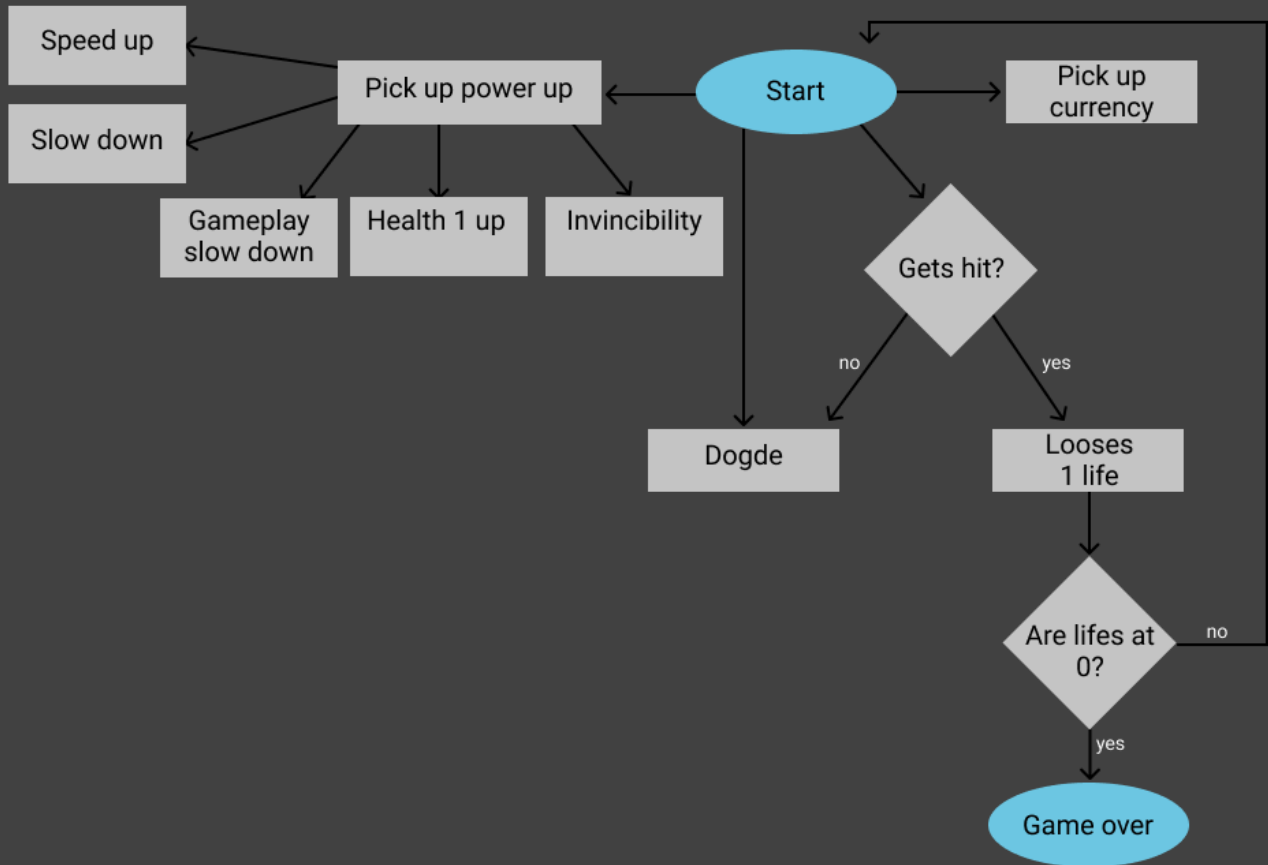
the outcome will always be death, the score and how much currency they collect.

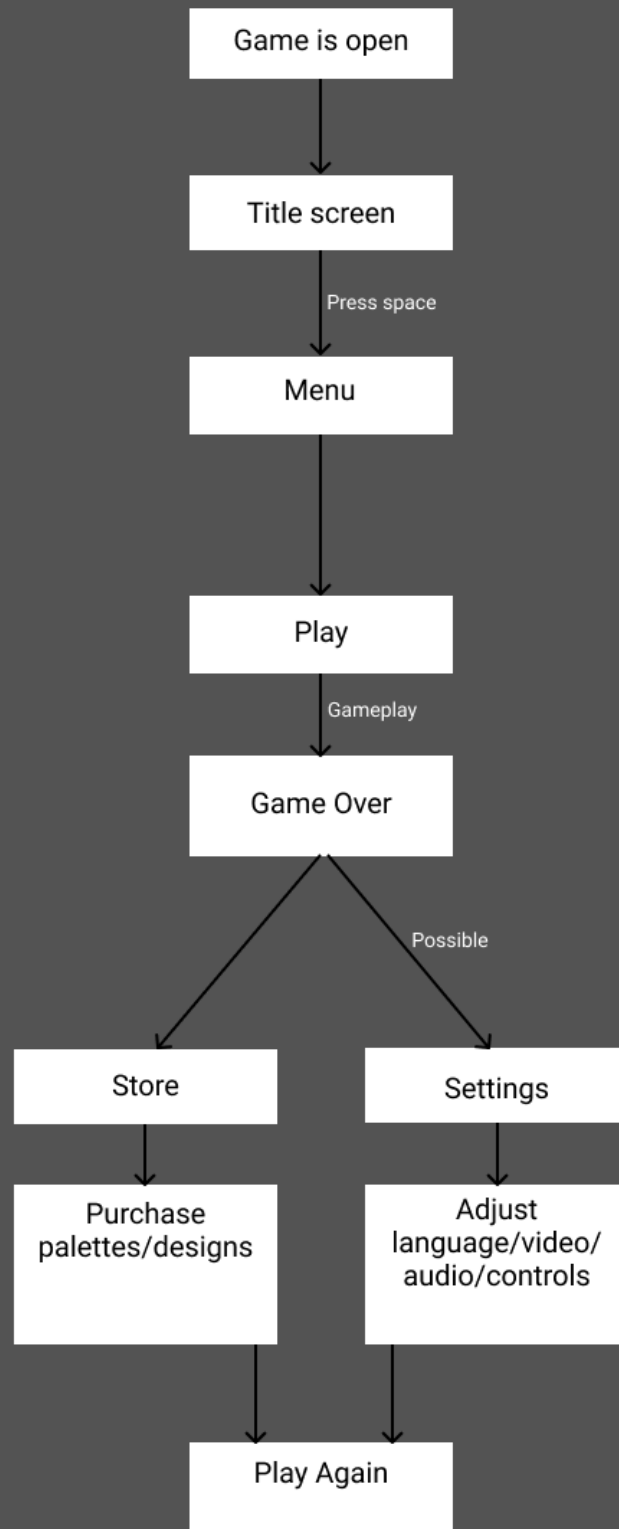
### ➤ System Dynamics



miro

## ➤ Gameplay Flowchart







➤ Visual Assets

➤ Player

▪ Clown



▪ Magician

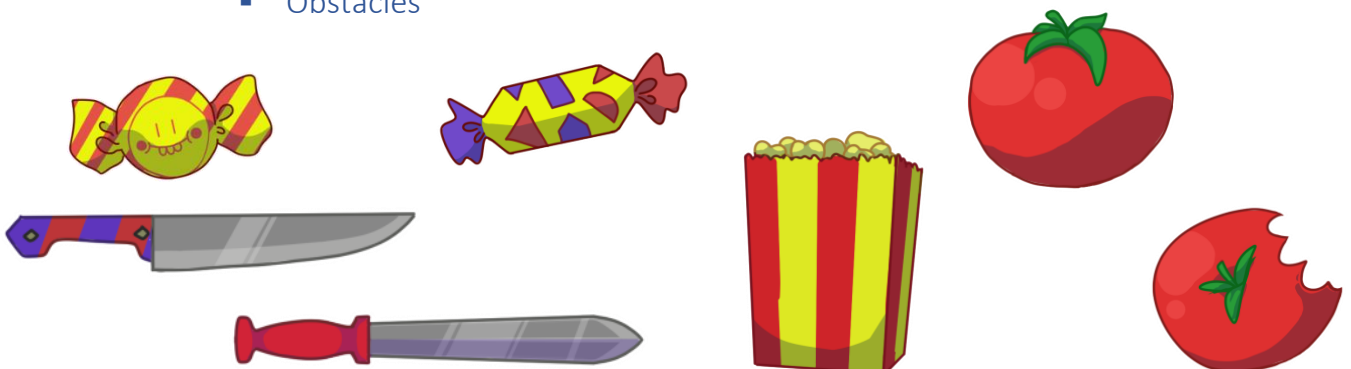


▪ Bear



➤ Objects

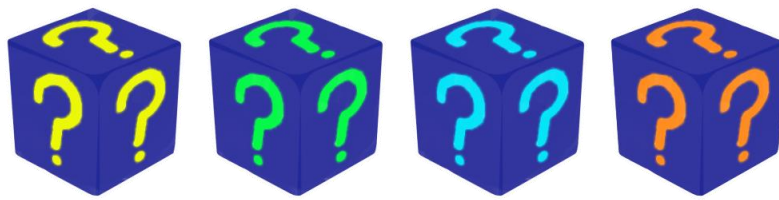
▪ Obstacles





- Collectables

- Power ups



- Fuel tank

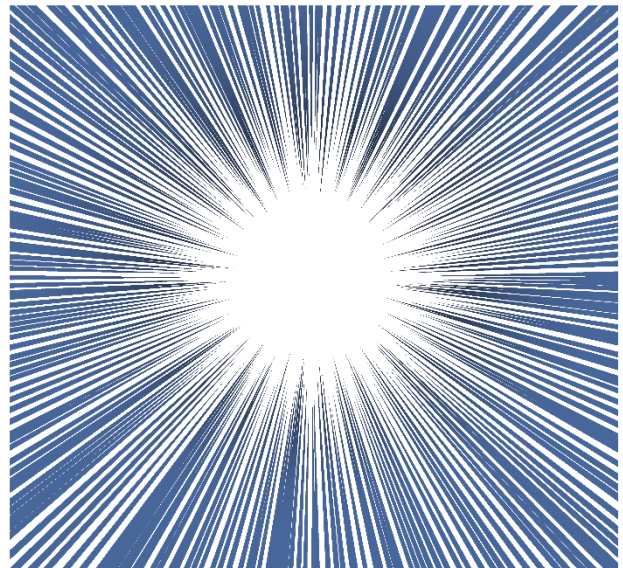
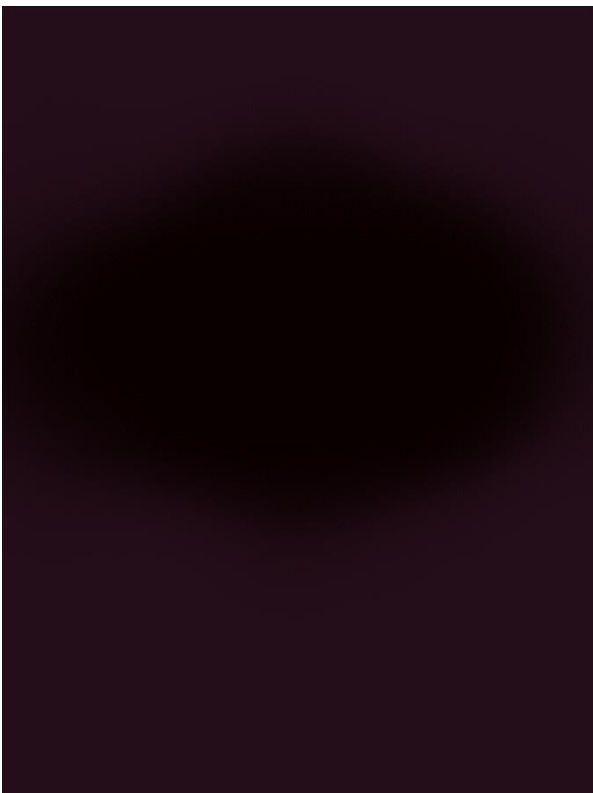


- Coins

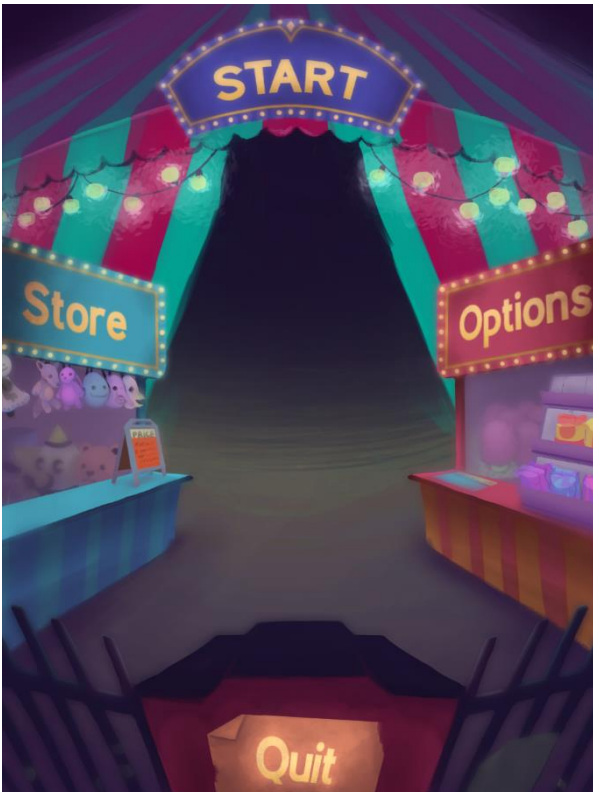


- Backgrounds

- Title Screen



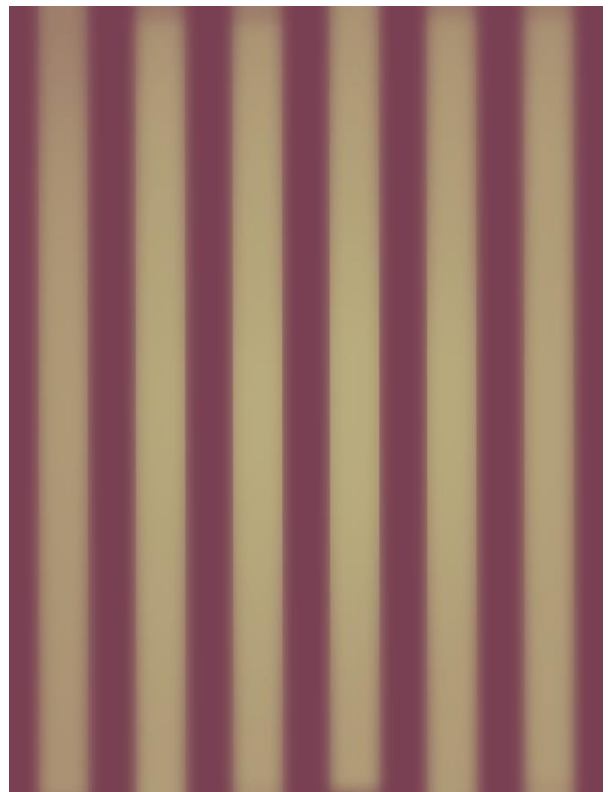
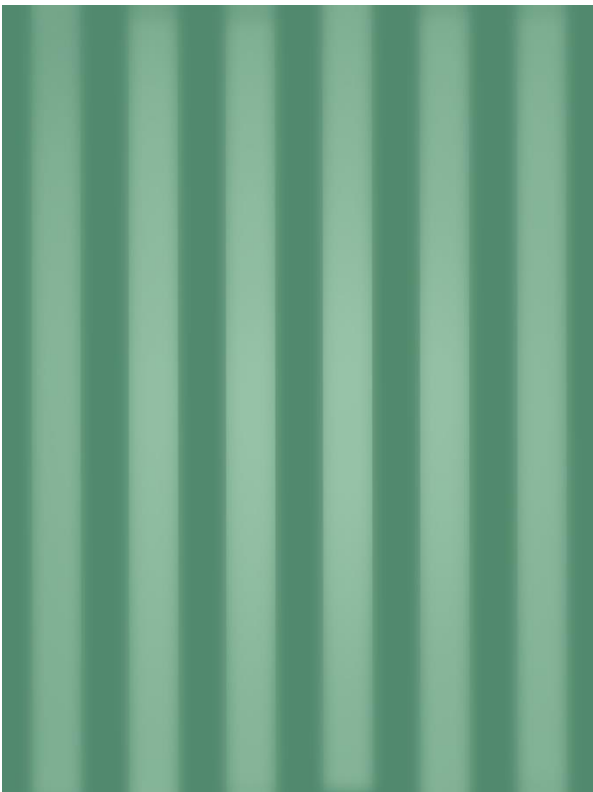
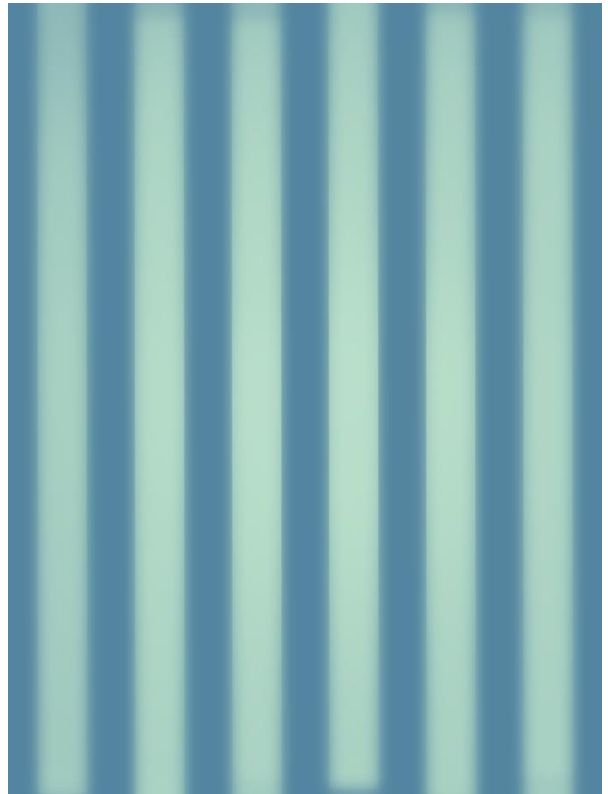
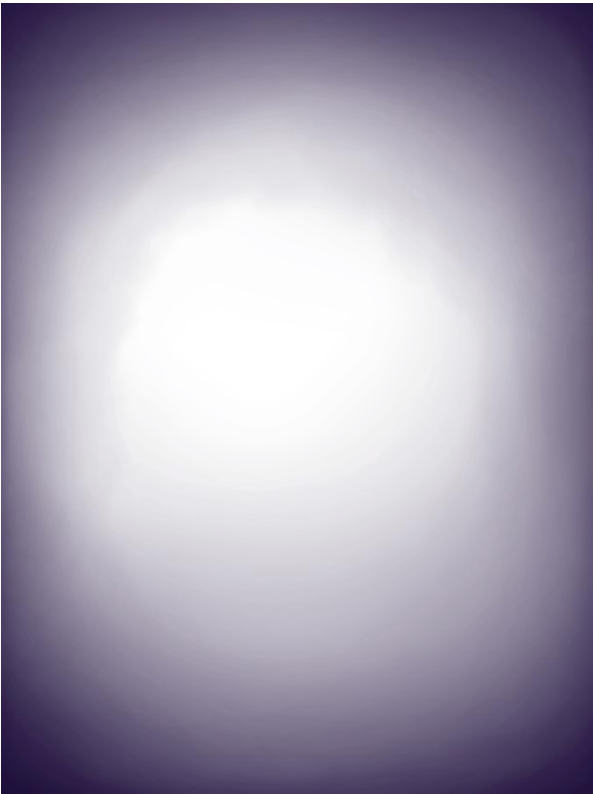
- Main Menu & Settings

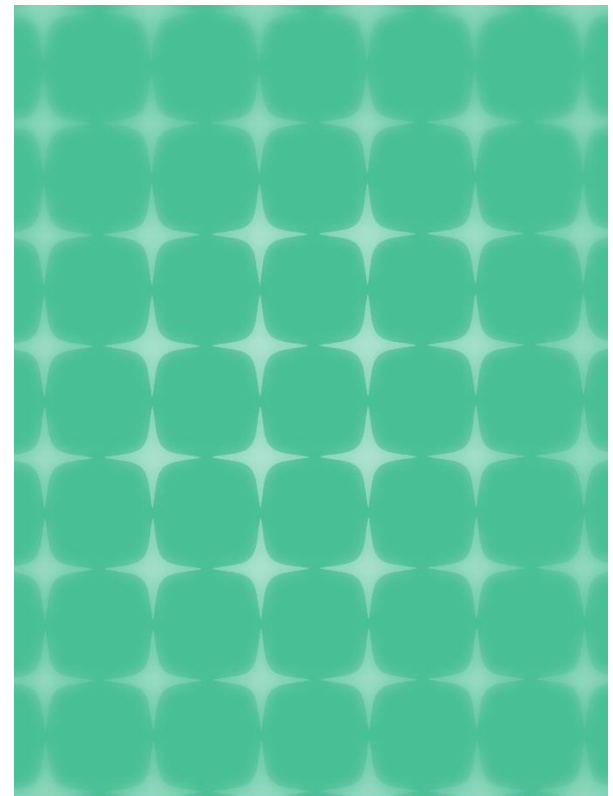
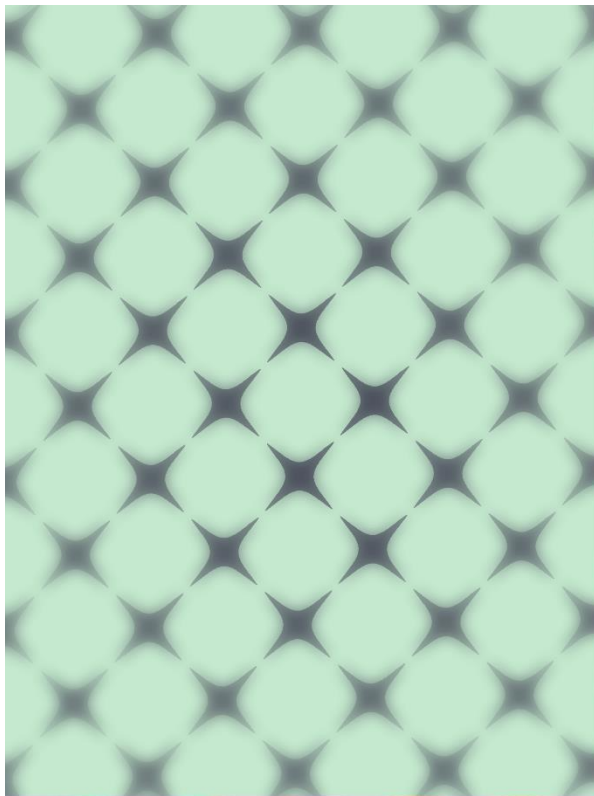
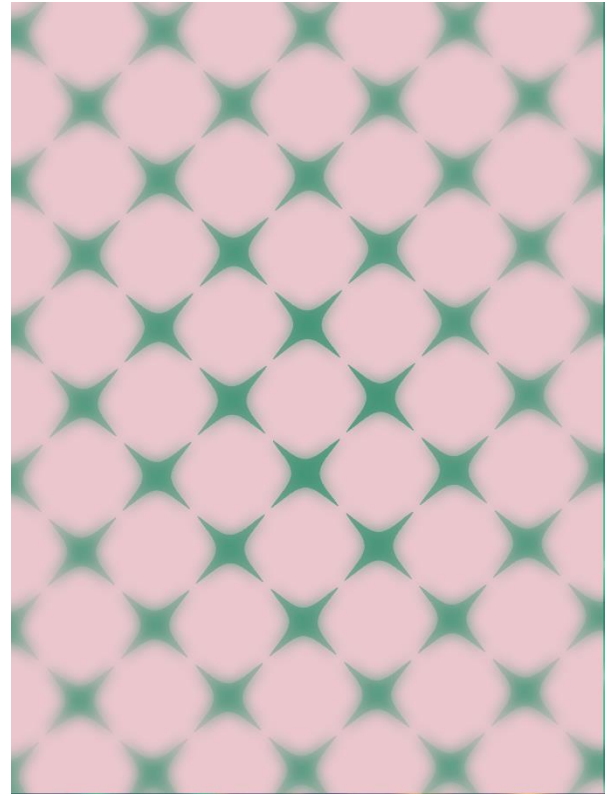
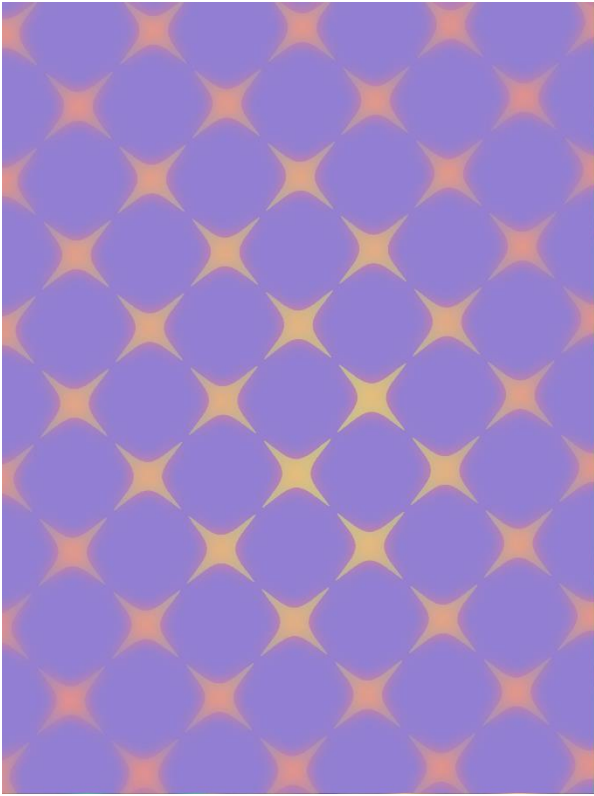


- Store

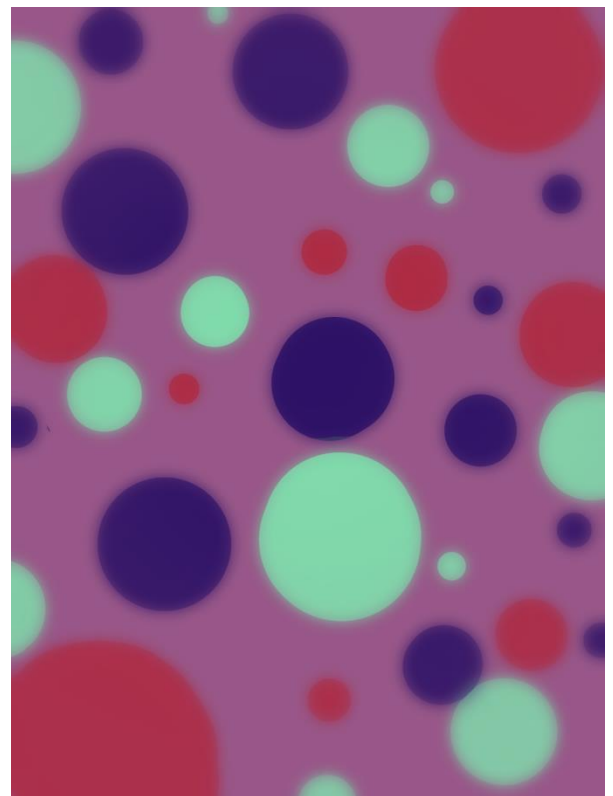
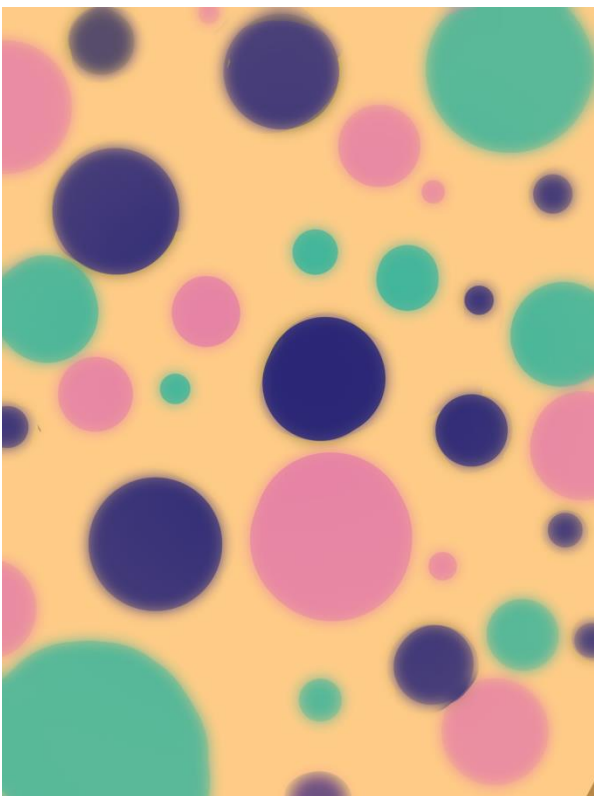
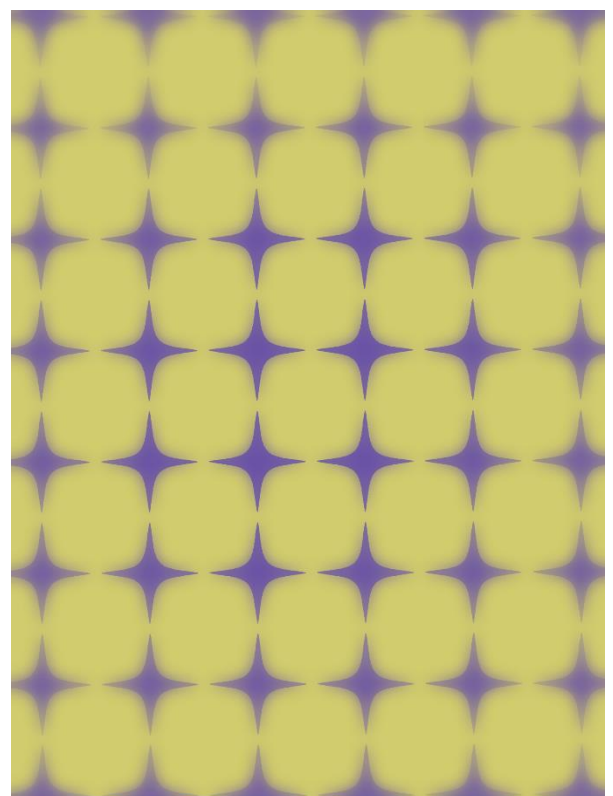
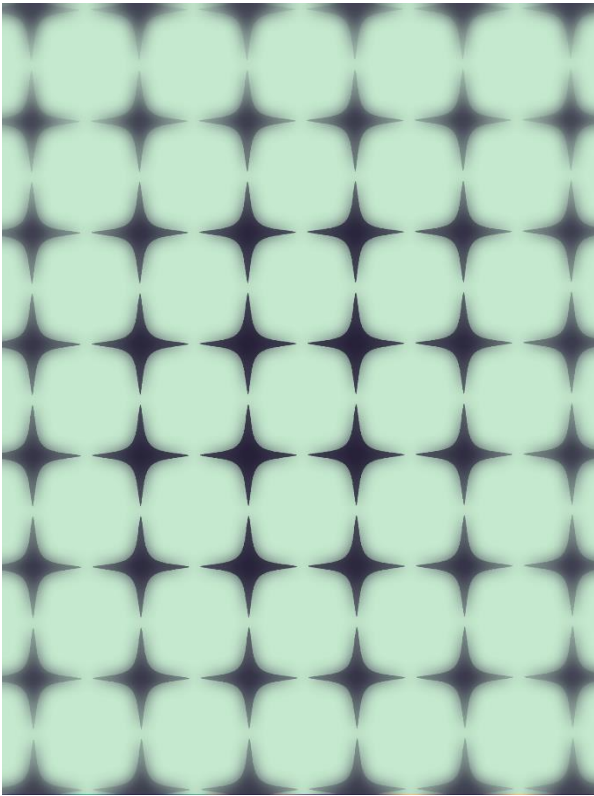


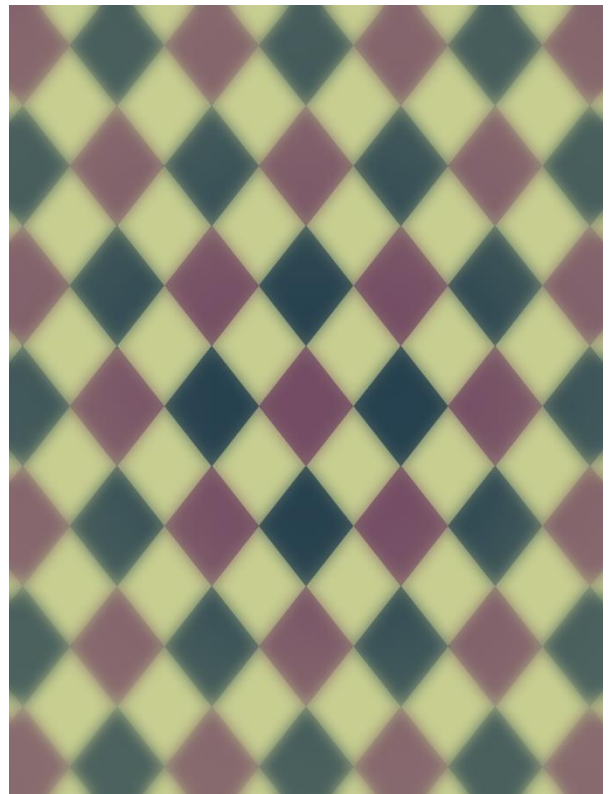
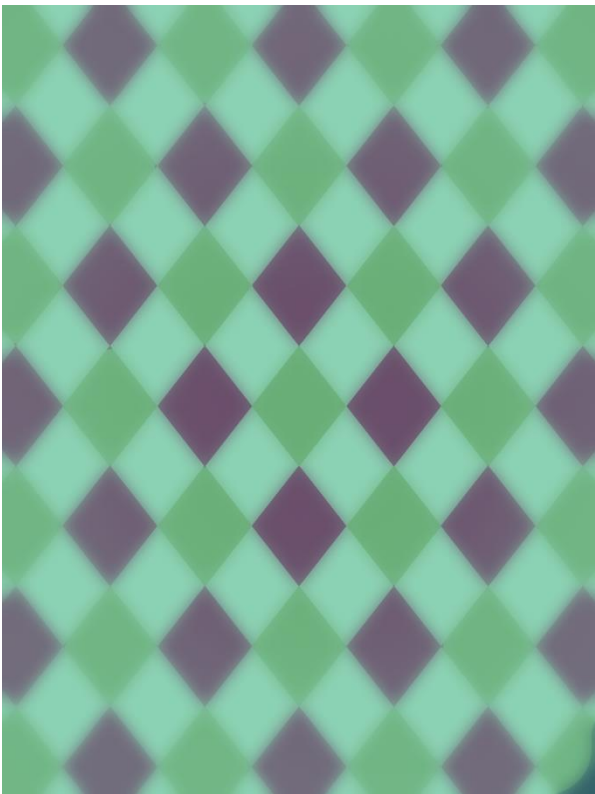
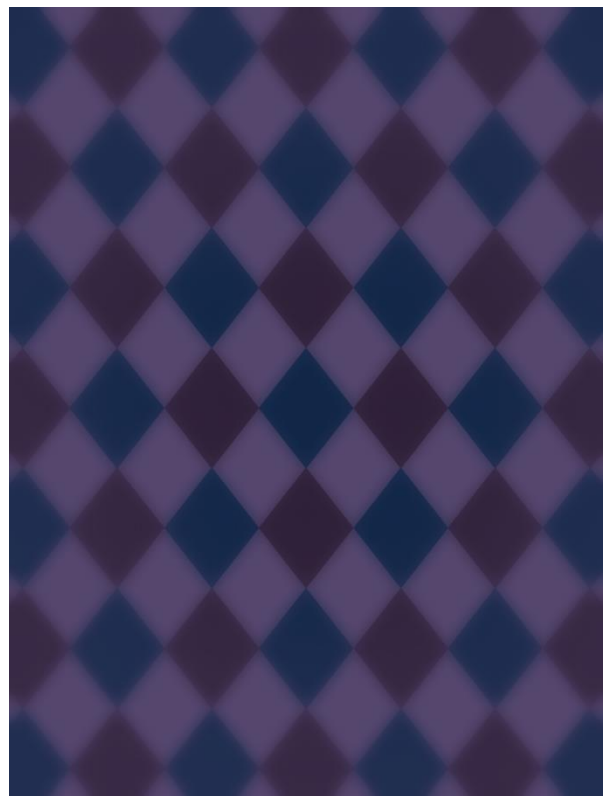
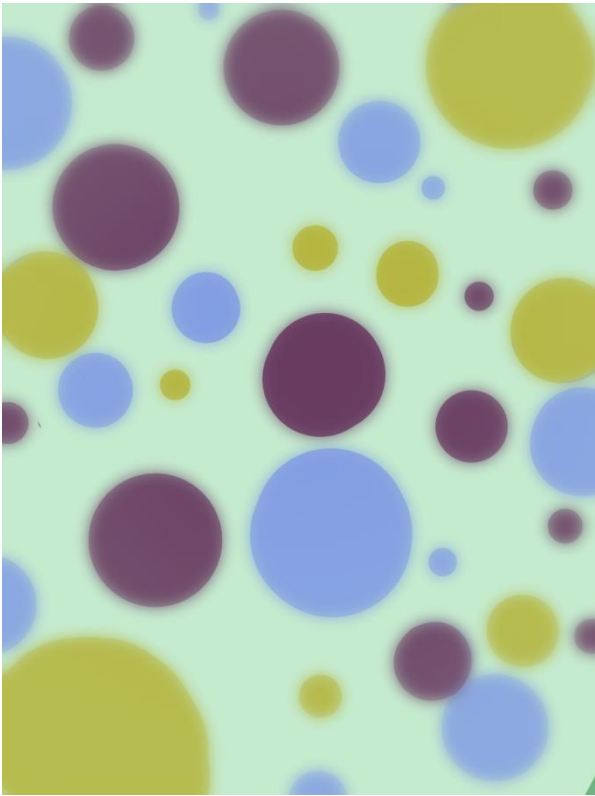
- Gameplay

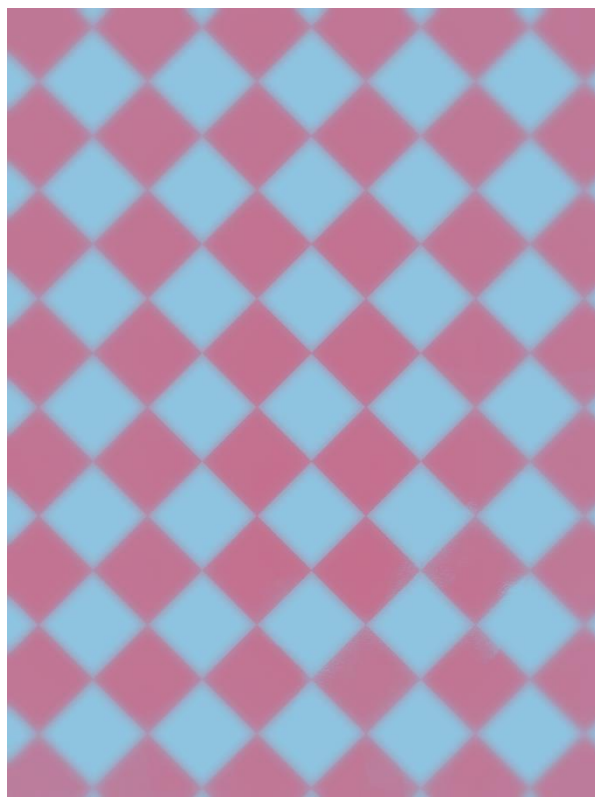
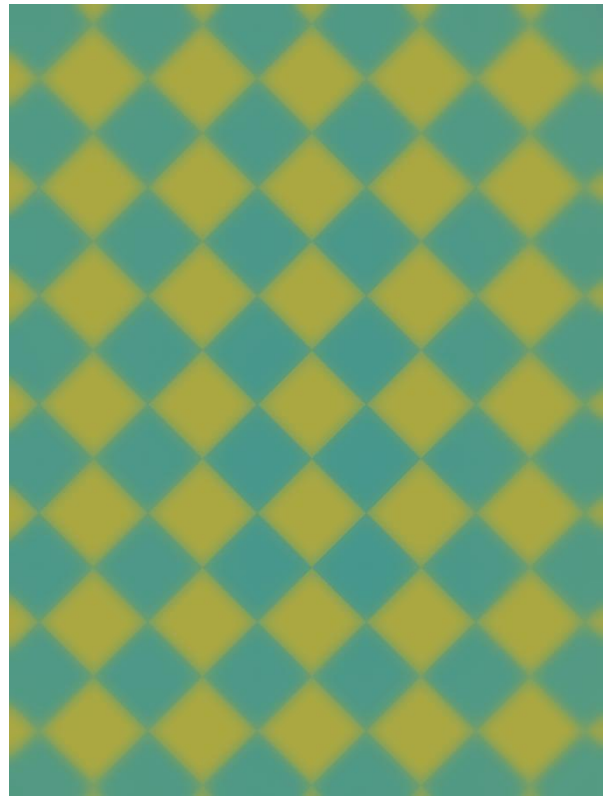
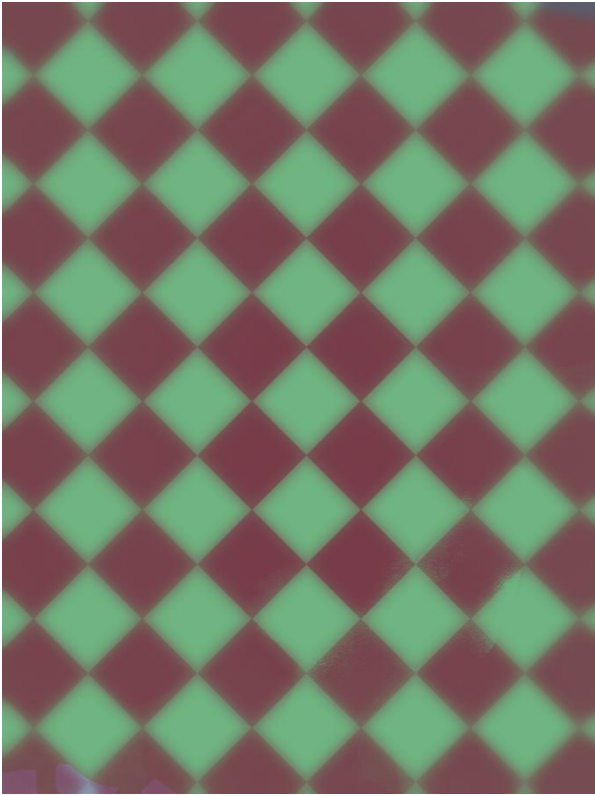






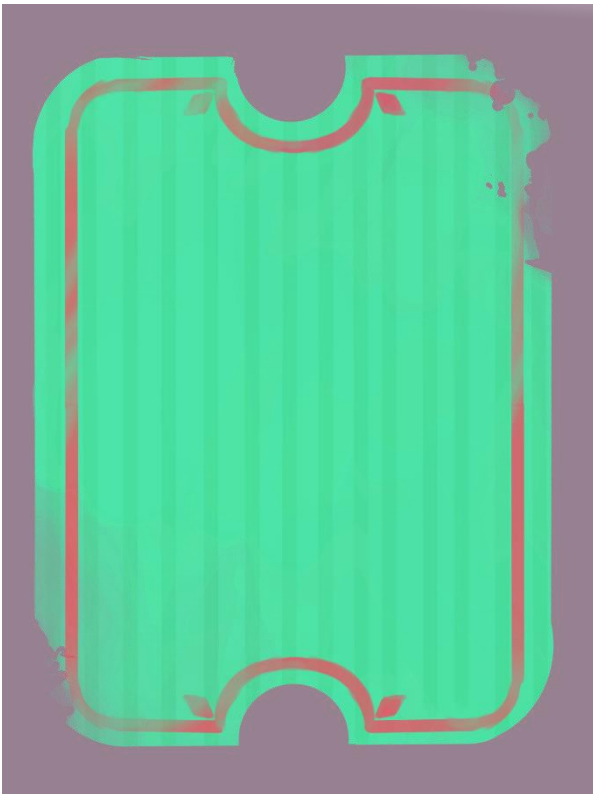




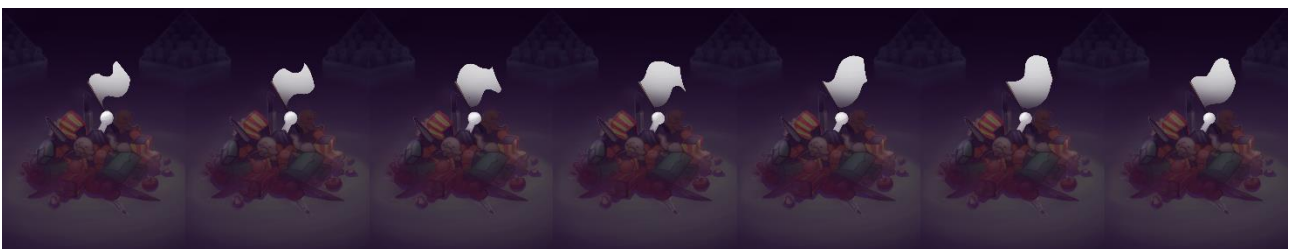




- Pause & How To Play



- Game Over



- UI Elements
  - Title Screen



- Main Menu



- Settings



- Store



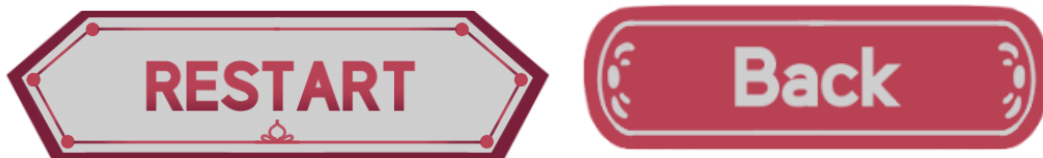
- Gameplay



- Pause



- Game Over



- How to Play

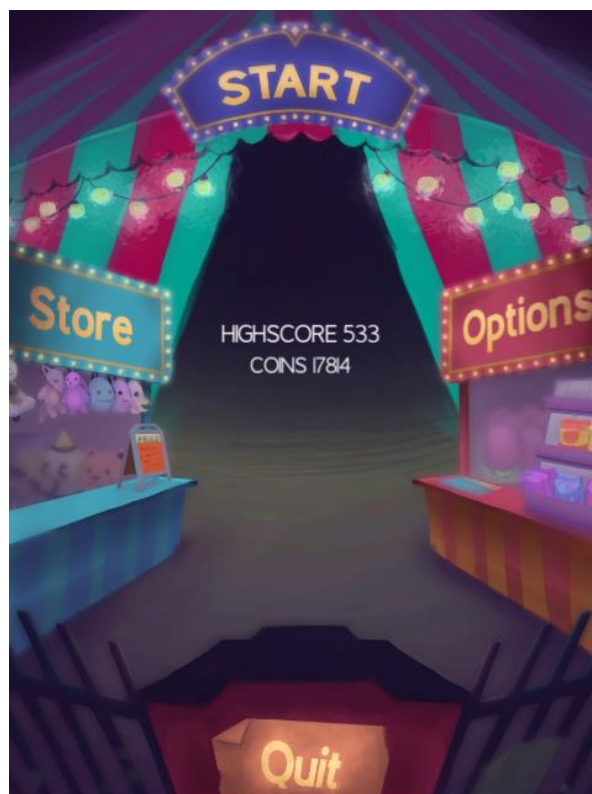


➤ Game Screens

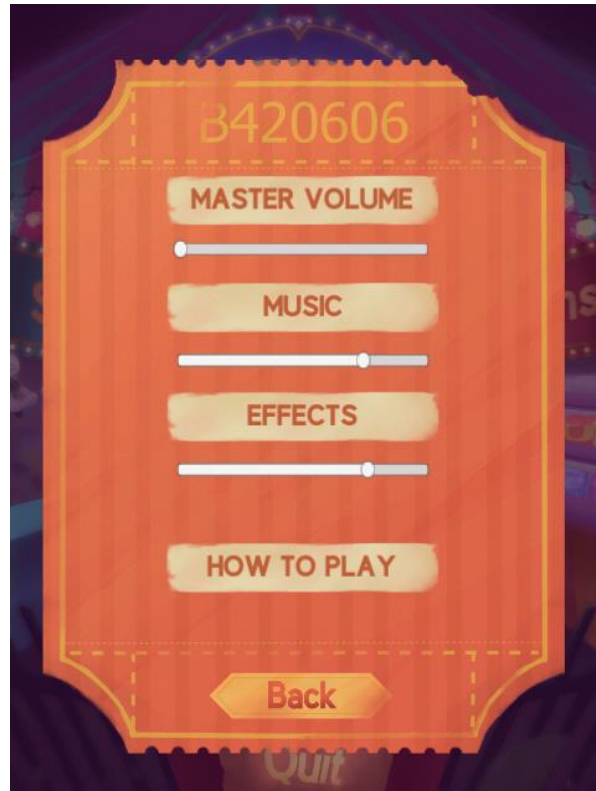
➤ Title Screen



➤ Main Menu



- Options

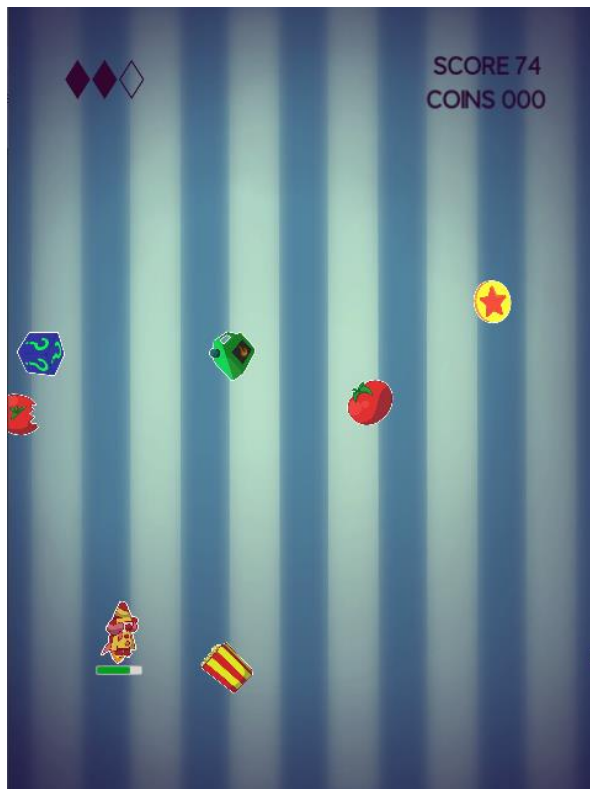


- How to play





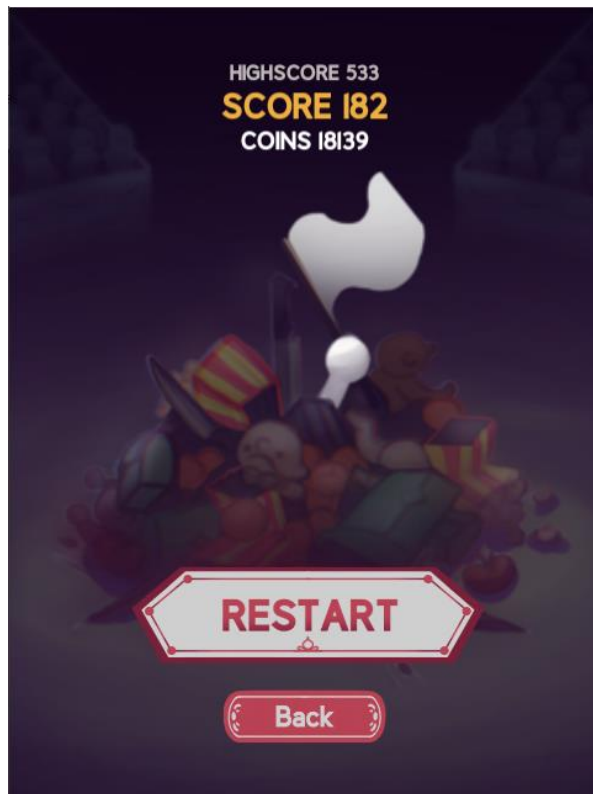
➤ Gameplay



■ Pause



➤ Store



➤ Game Over

