

JOJO'S

復讐オン
ハイテーブル

Mark Busuttil

B.A. Hons. in Game Art & Visual Design
Task 1 - Scope Document

Game Summary

The story starts off with the main character, Jardani Jovanovic, known as “JoJo”, a very skilled hitman, after he finds out that The High Table, the agency he used to work with, had betrayed him for a rival agency. He plans on taking revenge against the High Table. The Table find out and put a contract on JoJo. JoJo needs to track the members of The High Table and eliminate them along with any hench-men the Table puts in his way.

Core Mechanics

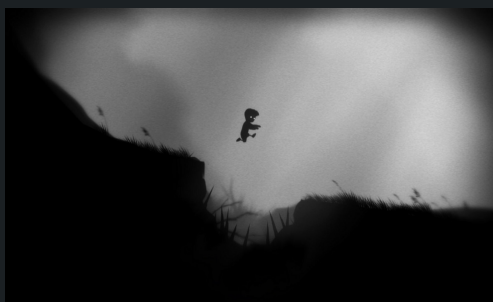
- The player can run left or right, and can either jump or duck.
- Picking up loot such as health, armor and ammo.
- The ability of shooting a gun and other combat actions.
- Either by picking power ups or filling a special move bar.

Gameplay

The game loads. To start playing the player needs to start running to the right side of the screen (to progress). Through out the game, the player will come across the hench-men that are sent by the High Table. Also the player can pick-up loot such as armor, health and ammo, that can be found randomly in loot boxes. At the end of every level the player has to fight of a member of the High Table (Boss Level). After all the memebers are eliminated, the game ends and the player wins the game.

Art Style

For this game, I am planning on making the art style simple 2D vector graphics. Some inspirations I took for the art style are the games ‘LIMBO’ by Playdead Games and ‘Pinstripe’ by ATMOS Games.



LIMBO



PINSTRIPE

Colour Palette



Gantt Chart



CRC Cards

