GDD: Power Child

Keller Hartig

\*With any of my friends (not from the class) who decide to help (I will credit them)

\*Some of the content was cut down due to me working alone as you suggested in the email. The core idea of power ups > platforming > boss still remains.

# Summary

## Elevator Pitch

Power Child is a platformer in which the world consists of five optional rooms. The left and right rooms are platforming challenges of varying difficulty which grant a powerup when completed. The center room is the most difficult platforming challenge that leads into a boss-fight which is made easier by the powerups obtained in the other rooms.

## Description

The game begins with the player in the center of the map, with three possible directions to go in, up, through the center room, left, or right. The player can challenge the center boss room immediately if they so choose, which will be incredibly difficult, or they can obtain the powerups. If they choose to obtain the powerups, they’ll have to complete a set of platforming challenges. Depending on the room, the powerup and difficulty of the room will be different. Some examples of powerups are: increased speed, jump height, maximum health, increased damage, etc. After completing a room, the player can safely return to the center to make the decision about challenging the boss room or gathering more powerups. Without powerups, the base character is very weak to incentivise getting them. For example, I imagine them moving pretty slowly, dealing little damage, and probably being one-shot by the boss. To make the boss feel more strange, unique, and threatening, I don’t think there will be any other enemies. To practice the combat mechanics, there will be uses for them in the platforming sections before the boss. The starting area before the center room will be a small tutorial room which lets the player test out their stuff without risking their run.

I have some stretch goals for this project as well: I want the powerups, boss, and platforms themselves to be somewhat randomized from run to run. This will ensure variability and replayability. They won’t be completely random though since I want to reward the player for learning and getting good at the game.

For the art-style and direction of the game, I envision a spacey extra-dimensional aesthetic which gives otherworldly vibes. This may be a stretch as well, but I hope to create the sprites myself, probably by splicing together existing sprites (so not from complete scratch).

The gameplay is inspired mainly by the early castlevania and metroid games. The core gameplay loop of boss-fight-made-easier-by-optional-adventure is inspired by the Legend of Zelda: Breath of the Wild. The jumping, combat, and platforming ideas I have are also partly made true by games like Super Mario and Ninja Gaiden.

* Engine: Unity
* Platform: PC
* Art Style: 2D

## Features

* Player
  + Walk
  + Collect powerup
  + Jump (with air-control)
  + Attack (can be done mid-air)
  + Pause menu
  + Main Menu

# Resources

## Art

All art will hopefully be designed/edited by me. The exact art and sound is a bit ambitious right now, and I understand it probably won’t end up exactly how I envision it.

* Character sprite (Power Child)
* Boss sprite
* Powerup sprites (each one unique)
* Tilemap/background sprites (one for each room)
  + Boss room: moonrock-like, with purple and black space-like background
  + Room 1: Desert sand with shining blue sunset background
  + Room 2: Red and blue jungle with starry night background
  + Room 3: glowing white fungal spores and plants against a dark cave-like background
  + Room 4: ancient crumbled city against a blazing red sun background

## Sound

* Center room music - ominous subtle music, to give an initial eerie feeling and to lead up to the boss fight
* Room 1 music: Calm loopy-music, to give a feeling of the eternity of the desert
* Room 2 music: Strange ethereal jungle sounds, birds calling, monkeys howling, etc.
* Room 3 music: Echoey water dripping, cave sounds.
* Room 4 music: Creepy crackling of flames.
* Boss fight music: Strange bells and chimes to a rhythm and tempo depending on the fight