Game Design Document

"Dennis Trumpet"

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Game Overview

Game Title:

Dennis Trumpet

Concept:

A satirical platformer video game inspired by Donald Trump's exaggerated declarations. The objective is to convert protesters into followers and avoid obstacles in order to gain enough support to ascend to power.

Genre:

Platformer/Side-scroller

Platforms:

PC

Target Audience:

Casual platformers who enjoy political satire, comedy and retro-style pixel games.

Gameplay

Objective:

The player must navigate through different levels, convert protesters into followers, collect power-ups, and overcome platforming challenges to build a following strong enough to take control.

Core Mechanics:

1. Movement:

- Players use the arrow keys or ASWD to move the character.
- Space bar to shoot

2. Collision Detection:

- If the player collides with an enemy loses the game.
- The player must shoot the enemies to convert them into followers.

3. Power-ups:

- Red Cap: Gives the player the ability to shoot "MAGA" caps.

Winning Conditions:

- Successfully gather enough followers to complete the level.

Losing Conditions:

- The player loses when it dies and has to start over again.

Global Game Elements

Boundaries: The game screen has defined edges. Falling off-screen results in losing.

Neutral Objects:

- Platforms (stationary or moving)

- Decorative background elements

Camera View: Side-scrolling.

Story

Dennis Trumpet is on a mission to expand his influence. Dennis must navigate a hostile world filled with obstacles. His goal is to convert enough citizens into devoted followers to justify his rise to power.

Concept Art:

- "Dennis Trumpet": 2D-pixel art character.
- Enemies:
  - 2D-pixel art protesters with signs.

Visual Themes:

- Satirical pixel environments of real-world locations (government buildings).

Level Design:

Flow Chart:

1. **Level 1: The White House**

   - Gather enough followers to take control of the white house.

2. **Level 2: The 51st State**

   - "Coming Soon" message.

Audio and Sound Effects

Audio:

- Background Music

Game Architecture

Screens:

Title Screen: Levels, Instructions, Exit.

Gameplay Screen: Game.

Victory Screen: Ending cutscene.

Instructions Screen: Explains controls and goal of the game.

Level 2 Coming Soon Screen: Placeholder indicating future content.

Programming Content

General:

- Language: C++ with SFML.

- File Format: .cpp, .h for code, .json for config, .png for assets.

Technical Document

System Requirements:

- OS: Windows 10

- CPU: Intel i5 or higher

- RAM: 8 GB

- GPU: 2 GB dedicated