

Game Design Document

“Dennis Trumpet”

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Game Overview

Game Title:

(Temporary) Dennis Trumpet

(Possible Options)

Donald Drumpf

D. Drumpf

Donald T. Magnate

The 51st Dream

The 51st State Quest

Make Games Great Again

Maple Odyssey

Super Maple World

Dennis Trumpet Bros.

Concept:

A satirical platformer video game inspired by Donald Trump's exaggerated declarations. The objective is to defeat protesters, avoid obstacles, and collect humorous power-ups to annex "MapleLand" as the 51st state.

Genre:

Platformer/Side-scroller

Platforms:

PC

Target Audience:

Casual platformers who enjoy lighthearted satire.

Gameplay

Objective:

The player must navigate through different levels, defeat enemies, collect power-ups, and overcome platforming challenges to achieve the ultimate goal of annexing “MapleLand”.

Core Mechanics:

1. Movement:

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

2. Collision Detection:

- If the player collides with the enemies loses a life.
- The player must jump on the enemies to kill them.

3. Power-ups:

- Red Cap: Makes the player invincible.
- Blue bird: Gives the player the ability to throw “Tweets” to kill enemies.

Winning Conditions:

- Successfully kills the final boss.

Losing Conditions:

- The player loses all lives.

Global Game Elements

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

Story

Full Story:

“Dennis Trumpet” decides to expand his legacy by annexing “MapleLand” as the 51st state. To succeed, he must navigate treacherous levels filled with obstacles and enemies, collecting power-ups. The final battle is against “Prime Beavister” the leader of “MapleLand”.

Concept Art:

- “Dennis Trumpet”: 2D-pixel art character.
- Enemies:
 - 2D-pixel art protesters with signs.
 - 2D-pixel art Reporters with cameras.
- Final Boss: 2D-pixel art giant beaver.

Audio and Sound Effects

Audio:

- Background Music

Sound Effects:

- Tweets: Chirp sound.
- Enemies: Protestors make “boo” when defeated.

Game Architecture

Screens:

1. Title Screen: Start game, exit.
2. Gameplay Screen: Main game loop.
3. Pause Screen: Resume and main menu.
4. Game Over Screen: Retry and main menu.

Programming Content

General:

- Language: C++ with SFML.
- File Format: .cpp, .h for code, .json for config, .png for assets.