**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.