Nodes (Working Title)

<Your Company Logo Here>

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Special thanks to Alec Markarian
Otherwise this would not have happened

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TL;DR - Keep the credits section of this document intact and we are good and do not sell it.

Overview

Theme / Setting / Genre

- Dark Colour Palette
- Score-based
- Survival

Core Gameplay Mechanics Brief

- 2D Movement
- Node Attachment
- Corrupt Nodes
- Cut Nodes
- Coins Nodes
- Unlockable Node & Edge Colours for the Player
(Unlockable Background Colours?)
- Unlockable Starting shapes for the Player
- Take photo of Player Shape's Final form & Highscore
- Scoring

Targeted platforms

- Android Mobile Platform
- IOS Mobile Platform?

Monetization model (Brief/Document)

- Ads Maybe?
- Plus ads free mode maybe
- ….Or make it all free

Project Scope

- <Game Time Scale - 2 Months>
    - Cost? (How much will it cost?)
    - Time Scale (How long will it take to make this game?)
- <Team Size - 1>
    - <Core Team>
        - Ben Rogers
            - Design
            - Development

- Asset Creation
- Programming

Influences (Brief)

- Pixels

- <Game>
- This game was an aesthetically pleasing 2D pixel-based shooter that allowed the player to navigate a small area while trying to survive. This game also used unlockable future ‘ships’ to keep the player playing

- Geometric Art

- <Art Style>
- The art style for this game is based off the geometric art style in general. As this game progresses the player will have made a piece of geometric art that is unique to them.

The Elevator Pitch

This game is a survival game based on the geometric art style that will involve the player starting with one dot and trying to find other dots in order to grow into a more complex unique shape by joining the dots together, while avoiding any enemies in the area.

Project Description (Brief):

This game is a survival-based game that uses the excitement of the survival to be enjoyable to the player while helping them create a unique shape from their The player will continue to try to grow while avoiding some of the enemies in the game that reduce the player’s shape. Once the player has fallen they are given score based on how complex they made their object and are shown the closest unlockable they can get.

Project Description (Detailed)

Nodes is a survival-based game that allows the creation of unique complex geometric shapes by the player of the game, the player will also be competing in terms of score as well as the score is based on the number of nodes

collected as well as combos (Multiple Nodes are attached at the same time). The player will navigate using a input axis-based on screen touch that will allow them to gain move in order to gain more or avoid any potential loss. While the excitement of survival gameplay can keep player for a while, the use of currency for unlockables, such as coins to unlock colours and different starting shapes, will incentivise the game leading to replayability and overall more enjoyment.

What sets this project apart?

- The geometric art style combined with the degree of randomness from the play style of the player leads to a new, unique, complex, geometric shape is created.

Core Gameplay Mechanics (Detailed)

- Force-based Movement

- <Details>

Through the use of a mobile input axis the player will be able to move around the environment freely. The movement will be force based meaning that the physics will still react to leftover movement.

- Dot/Node Attachment

- <Details>

This is the primary score increase mechanic, if dots/nodes are found within an area around the player's main node they will be attached to the player's set of nodes. Due to this happening a lot in the game, the size of the main object will exceed the camera's view eventually, meaning the camera will need to respond to this change.

- Enemy - Corrupt Nodes

- <Details>

The nodes that appear to be red and 'glitchy' are corrupt nodes. These nodes connect to the player's shape just like any other node, however once a corrupt node is attached, the player has lost the game.

- Unlockable Colours and Shapes

- <Details>

In order to provide incentive for the player to continue playing, unlockables are introduced. The unlockables will range across numerous shapes made out of different arrangements of nodes, the unlockables will also feature multiple colours that the player can attribute to their nodes/edges.

- ➢ Enemy - Cut Nodes
  - The cut nodes will try to home in on the player's shape and if the cut node touches an edge of that shape then the edge is cut and any disconnected nodes are then deleted, however if a node is touched then the associated edges are destroyed.
- ➢ Bonus Nodes
  - These nodes are occasionally spawned into the level and are the main form of acquiring currency in order to use it for the previously mentioned unlockables.
- ➢ Scoring System
  - The scoring system will keep a track of the progress of the player and could potentially be used to create a leaderboard competition element in the future.
- ➢ Combos
  - If multiple nodes captured within a time limit then the score is multiplied by the amount of nodes captured. E.g. If 4 different nodes are captured at once

Gameplay

Gameplay

The game will start by teaching the player how to use the inputs for movement, then nodes will be randomly spawned in for the player to collect. Once the player has reached a certain level of complexity, the game will begin spawning in some of the enemies. The player's objective is to score as many points as possible while making your shape as complex as possible before the shape is defeated by a timer or by one of the 'Corrupt' shapes.

Assets Needed

- 2D

- Textures
    - Black Background
    - Node Textures
        - All Colours
    - Glitch Effect?
    - Scoring Sprites
    - Cut Node Shapes
    - UI Elements
    - A.I. Character

- 3D

- Characters List
    - Player Shapes
    - Cut Shapes/Nodes
    - Corrupt Shapes/Nodes
    - Bonus Nodes
- Environmental Art Lists
    - Black Background
    - Smoke Effect

- Sound

- Sound List (Music)
    - Music Light (Start of Level)
    - Music More intense (More points)
    - Music INTENSO! (Most Points)
    - Consider Deadmau5/Red Dead music layering

- Sound List (Player)
    - Character Hit / Collision Sound list
        - Attachment Sound
        - Attachment Combo sound
        - Bonus Collected Sound
        - A.I. talking sound
    - Character on Injured / Death sound list
        - Corruption/Game Over Sound

- Cut Sound

- Code

- Character Scripts (Player Pawn/ Player Controller)
  - Input -> Movement Script
  - Rotate When Moving Script
- Ambient Scripts (Runs in the background)
  - Camera Following Player Script
  - Camera Zoom out Script
- NPC Scripts
  - Node Attachment & Colour change Script
  - Corruption Script
  - Cut Script
  - Bonus Script

- Animation

- Environment Animations
  - Smokey Background Effect
- Character Animations
  - NPC
    - Corruption Effect
    - Bonus Twinkle Effect
    - Node Glow (All Nodes)