

# John Quick's Revenge Design Document

By: MAD DOGS STUDIO

We are Mad Dogs Studio, a small team from Baton Rouge that has been around since February 2021. The new game we will be working on is called John Quick's Revenge. We are naming our game this because we wanted our game to have a funny and unique name. The main reason for this is that the protagonist (played by the user) will be named John Quick, and John Quick is asserting his revenge on the farmer and all the evil animals there to protect his family. More detail will be given about John Quick and his story later in the article.

Our team is composed of very talented individuals that have various skills in many different areas. The members include Katherine Perez, Caleb Walls, Kevin Gabriel, Cade Forbes, Gabriel Hardy, and Olatunde Sola-Adebayo. The team's roles will include Manager, Software Developer, Web-Developer, Graphic Artist, and Audio Engineer. Katherine Perez will fill the role of the Manager. The Software Engineers will include Katherine Perez, Caleb Walls, Gabriel Hardy, Cade Forbes, and Olatunde Sola-Adebayo. The Web-Developers will be Katherine Perez and Olatunde Sola-Adebayo. The Graphic Artist will be Kevin Gabriel. Finally, the audio Engineer will be Olatunde Sola-Adebayo.

The Manager will be in charge of keeping the group focused and on track to meet deadlines for the project. They will also have their hand in every role at some point to see how the progress is going in each role. The Software Developers will be in charge of bringing the game to life in Unity and implementing the game's features set forth from the beginning. The Web-Developers will be in charge of getting our ideas on the Internet to make the public aware of what Mad Dogs Studio is putting out and share our vision with the world for what is to come of John Quick's Revenge. The Graphic Artist will be making characters, backgrounds, textures, and animations to make the game pop to the audience. Finally, the Audio Engineer will make custom sounds to make a soothing experience for the user. The above individuals will work to make John Quick's Revenge as good of a game as it possibly can be.

Our game concept for John Quick's Revenge is a squirrel with a gun. The squirrel's name is John Quick. John Quick is what you could call a squirrel vigilante. He is a family man, and like any father, he will do anything for his family. So, one day John Quick is out and about collecting food for his family, and then all of a sudden, he sees farmer Rodney out and about doing his daily routine: feeding the cows, cutting the grass, etc. It is not until later, as John Quick goes to pick up an acorn, that he sees farmer Rodney chop down a tree. All of a sudden, John Quick sees his friends from across the block lose their home immediately. This strikes fear in John Quick, knowing this could soon happen to his family. John Quick can not sleep that night and now knows what he must do. Later that night, he leaves his tree on a mission to seek out revenge on the farmer who cut down the tree and who could eventually chop down his family's

tree. The dog begins to chase John Quick through the house, which also wakes the farmer. Acting quickly, John Quick sees a loaded pistol, and out of pure instinct, he grabs the pistol as the dog is about to attack and then shoots the dog. As the farmer comes running out, he sees his dead dog lying on the floor. He is heartbroken over the murder of his dog and is on a hunt to find the murderer. During all the commotion, John Quick went to hide under the sofa, waiting for his opportunity to take out the farmer. As the farmer goes outside to look for the attacker, John Quick sneaks up behind him and sees his opportunity to strike down the farmer. He sets the farmer's head within his sights and, before he pulls the trigger, reminds himself, "this is for my family." With that single thought, he pulls the trigger and sends the farmer plummeting to the ground as he lies dead on the floor. One may think this is the end of the journey, and they would be wrong.

John Quick goes back to his house with his family and sleeps in peace, knowing he has saved his home. He stores his gun in the depths of his tree just in case it will ever need to be used again. Two months pass, and John Quick still feels good about what he has done. However, after the farmer's death, he notices that the food supply has begun to run scarce, and more dangerous creatures have come out from the shadows. Some of these creatures will include foxes, eagles, owls, spiders, and snakes. Seeing his home is once again in danger, and the new animals are also trying to get the food he is competing for. John Quick realizes his future and his family are now all in his hands. He must start defending his home. This is where John Quick's adventure begins. Can you help John Quick defend his home, or will the decisions John Quick make come back to destroy his family? As he collects food in one area, it will eventually all become diminished, and he will have to move further out into the cold, hard world. Help him save himself and his family from certain doom. The farther he ventured, the more dangerous it will become, but if he travels far enough, maybe he can find a new place, a more secure place, for his family to reside.

As far as the story for the game goes, the above paragraph tells the user who they are and why they are doing the things they are doing.

Game Concepts that could come after the base version of the game include:

- A. Weapons
- B. Powerups
- C. Different seasons
- D. Difficulty in levels
- E. Story ending with family in a new home (Only implemented at the very end of the game)

As mentioned above, the Graphic Artist will be Kevin Gabriel. His responsibilities will be:

- A. Creating a custom player

## B. Creating a custom enemies

Along with creating the above, he will also create an animation to go with the player and enemies. He will be using a similar art style to the game Yoshi's Island. Below are the player sprite and the enemy sprite he made to go with the game. It is possible as the game progress, more sprites will be added. At the end of the document will be examples of our art work.

The software used to make the audio for John Quick's Revenge is FL studio. The soundtracks were inspired by Minecraft and developed by Olatunde Sola-Adebayo. There will be multiple soundtracks in the game for the start screen, fighting, the player's death, and when the player completes the game. Each soundtrack that is made is to suit and bring the gameplay to life.

There will be several mechanics and rules for John Quick's Revenge. First, controls of the game will be described, and details of the rules will be laid out. Like any 2D platformer, the player will be able to move left, move right, and jump. For the player to move in the left direction, the user will have to press the 'A' key. Once the 'A' key is pressed, it will use a force value to make the character move left, with a walking animation in the left direction. For the player to move in the right direction, the user will have to press the 'D' key. Once the 'D' key is pressed, it will use the opposite force value to make the character move right, with a walking animation in the right direction. Then for the player to jump, the user will have to press the 'SPACEBAR,' which will use another force to send the player up in the air. Once the player is recognized as in the air, the animation for being in the air would be displayed, and the player would be recognized as jumping. Also, on the way down, the player will be recognized as falling and display a falling animation. These basic commands of 'A,' 'D,' and 'SPACE BAR' will cover the player's complete movements. To add to this, the player will also have a gun. The gun will be able to be fired at enemies to destroy them. These bullets can be spawned and forced in the right or left direction (depending on the way the player is facing) when the user presses the 'LEFT MOUSE BUTTON.' Once the left mouse is pressed, it will spawn a bullet appearing to come from the gun and travel until it makes contact with an enemy or goes out of bounds.

The enemies will be able to take damage from the user. If the user fires the gun and hits the enemy's box collider, part of the enemy's life will be lowered. Once all the enemy's life is gone, they disappear from the game and will no longer be a threat to the user. Some of the enemies may include foxes, eagles, owls, spiders, and snakes. The foxes and spiders, and snakes will be able to charge the player. Once the enemy makes contact with the player, the player will take health damage. However, the owls and eagles will be able to fly to the user and attack them. It is a similar situation with these enemies; once the enemy attacks the user, the user will again take damage.

However, as the enemy charges the user, the user will fire and give damage to the enemies. The base version of the game will contain simple movements by the user as described

above and a simple enemy design. In the base version of the game, the user will fire the gun at an enemy and make them disappear. The base version will start as mainly the tutorial phase of the game. The game will give the user a chance to test out all the base features of the game. It will give the user a chance to use the gun and see how it works. It will also give the user enough time to see how they can take damage.

Along with taking damage, it will also give the user a chance to deal damage back to the enemy. This level will be very simple. There will be a max of one to two enemies, and the end goal of the level will not be far off. The total time of the level should take no more than one minute for the user to complete. As we call it, the base-level or base game will be a building block to incorporate more complicated features into the game. It will also include collecting some collectibles for the user, although this collectible collection may be optional for now. It will also obviously include shooting and movement. Anytime a new feature is added, for example, a powerup or new token to collect, it may be added to that base version of the game or given an introduction through a somewhat manageable level given the new feature. Once we have this base game, though, we will copy and paste a lot of the functionality over to more complicated levels. However, once we have a base game, we will create more complex features.

These features will include:

- A. Different soundtracks for different parts of the game, for example:
  - a. Walking sound, the firing of gun sound, different music when facing harder enemies
- B. A user-level creator that will allow the user to be able to create their levels
- C. Collectables to be collected in order to finish a level

**John Quick**



**Enemies**

