

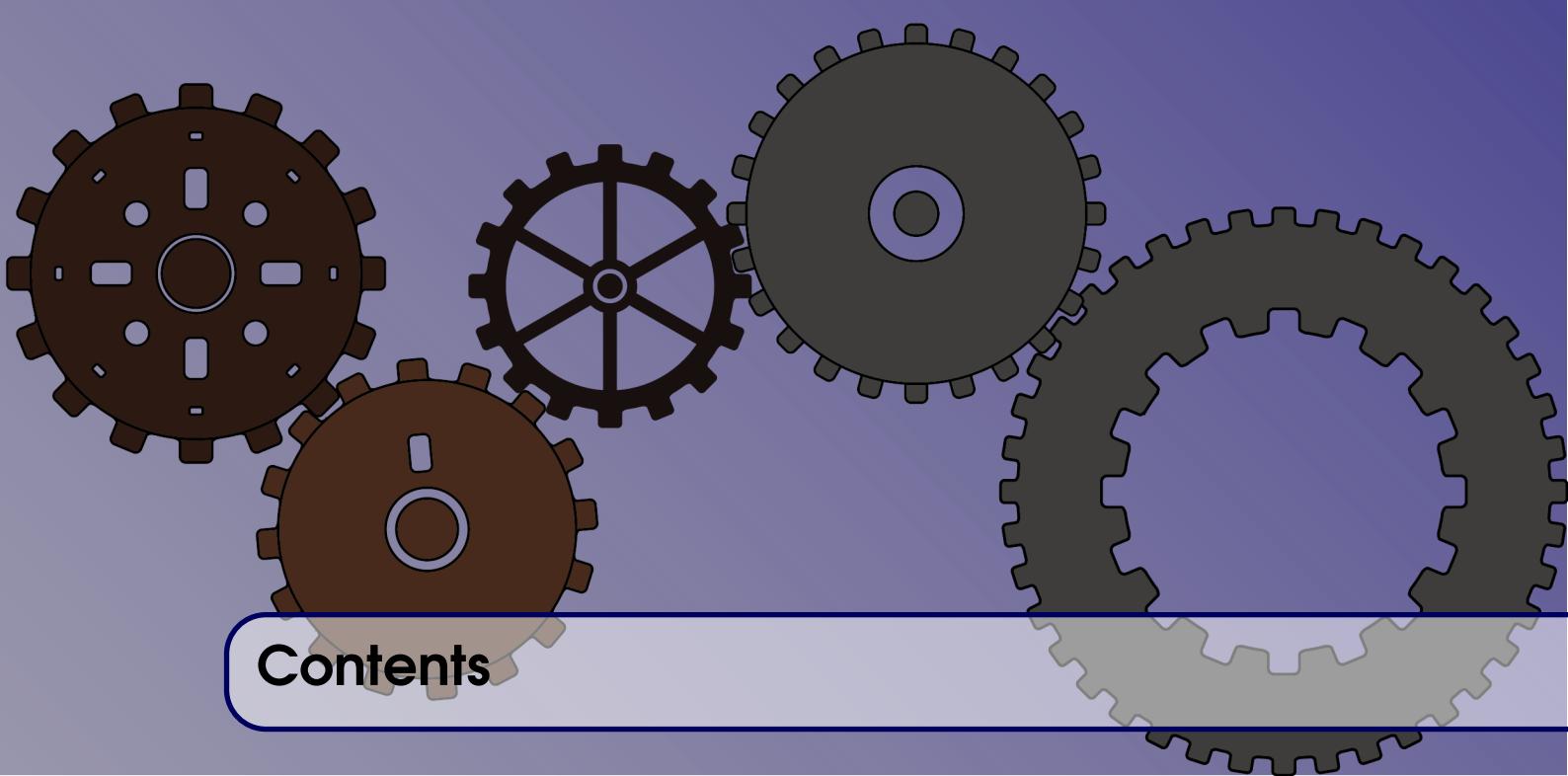
PARALLAX

(Working Title)

Game Design Document

Kyle Salitrik

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Contents

I

Game Information

1	Game Overview	6
1.1	Introduction	6
1.2	Game Summary	6
1.3	Game Genre	6
1.4	Intended Platforms	6
1.5	Characters and Enemies	7
1.6	Artistic Style	7
2	Gameplay	8
2.1	Game Mechanics	8
2.2	Game Flow	9
2.2.1	Game Operation	9
2.2.2	Story Progression	10

II

Assets

3	Art Assets	12
3.1	Concept Art	12
3.1.1	Level Layout	12
3.1.2	Character Concepts	13
3.1.3	Environment Concept 1	13

3.1.4	Environment Concept 2	14
3.2	Asset List	16

III

Development & Marketing

4	Development	29
4.1	Development Goals	29
4.2	Future Development	29
5	Marketing	30
5.1	Distribution	30
5.2	Goals	30
5.3	Promotion	30
5.4	Website	30
5.5	Demo	30

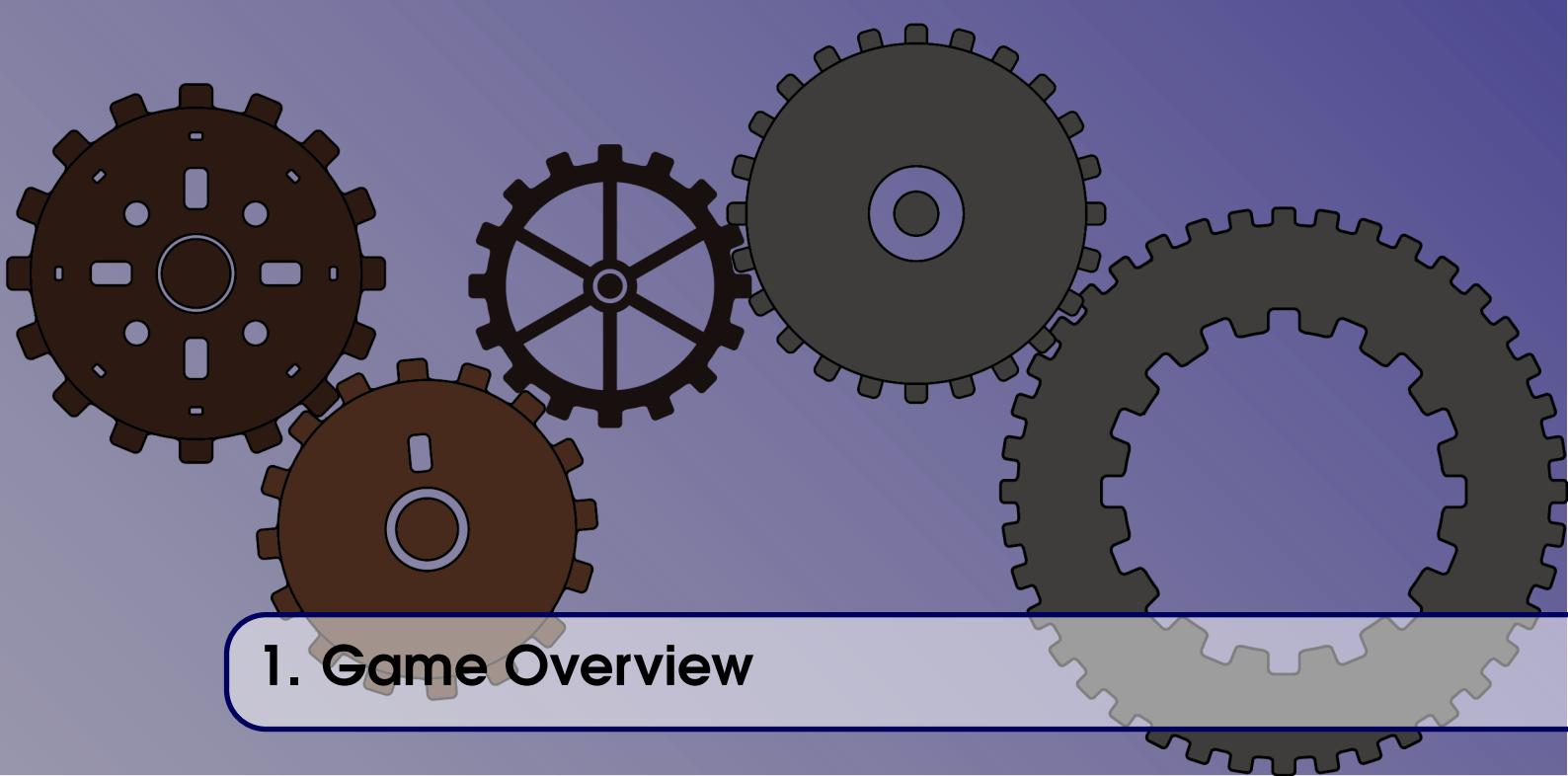
IV

Closing Materials

Index	32
------------------------	-----------

Game Information

1	Game Overview	6
1.1	Introduction	
1.2	Game Summary	
1.3	Game Genre	
1.4	Intended Platforms	
1.5	Characters and Enemies	
1.6	Artistic Style	
2	Gameplay	8
2.1	Game Mechanics	
2.2	Game Flow	



1. Game Overview

1.1 Introduction

Parallax (Working Title) is a 2.5D/3D side-scroller that hopes to combine tight mechanics of platforming side-scrollers such as Megaman, the death and leveling mechanics of games like Dark Souls, and the punishing difficulty of both in order to create a fun, mostly skill-based science fiction adventure.

1.2 Game Summary

Set in the distant future, you take control of Parex - a well-known freelance transporter who spends most of his time in an alcoholic fervor when he's not on the job. On the way back from a transport run, you notice a distress beacon is coming from a nearby space station. After a bit of research you find out that the space station is a research center studying alien biology and technologies, known as ATLAS (Alien Technology and Lifeform Analysis Station). Only one word comes to Parex's mind: JACKPOT!

In the interest of making a quick buck you head to investigate the source of the signal. At first glance everything in the station appears to be fine, although a bit vacant. Soon, you find that most of the researchers and guards have been possessed by some sort of alien virus and have to fight your way out, which will be a bit hard. In the stupor of the aftereffects from the previous night at the bar, you only brought a pistol along with you.

To protect yourself from the onslaught of now-hostile inhabitants, you "borrow" an exoskeleton suit that provides you with much needed sustenance, allows you to monitor your vitals and use an array of alien weaponry. The next few days will be spent trying to get back to your ship. Just hope that they don't get to it first!

1.3 Game Genre

The game will combine elements seen in platforming games such as Megaman with progression and death mechanics of Dark Souls. In essence, it will be a 2.5D, side scrolling, rogue-lite, shooter with leveling mechanics.

1.4 Intended Platforms

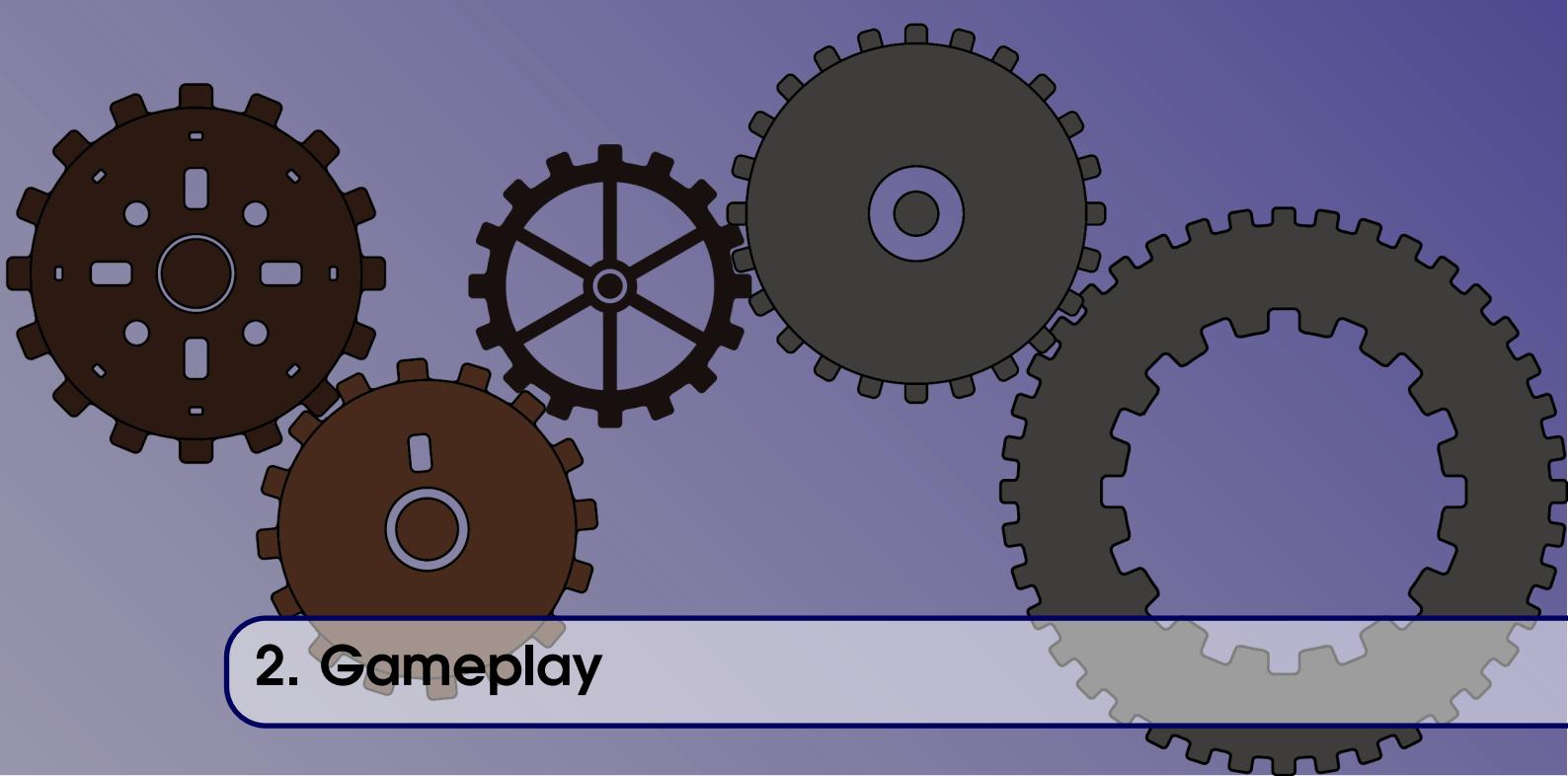
The intended platform will be PC using a controller or keyboard input. No mouse will be needed because of the lack of aiming mechanics.

1.5 Characters and Enemies

Character	Description
Parex	<p>Parex has been running shipments for the highest bidder for years. He doesn't ask what he's moving, he just makes sure it gets to where it needs to be. Of course, he hasn't been able to live his life without troubles and he's learned to always carry a pistol on him if he gets into any sticky situations.</p> <p>However, losing both of his parents at a young age has taken its toll on him. Although he is well known, it's not because of his skill. It's because of his screw ups as a semi-functional alcoholic.</p> <p>Everything is about to change for Parex, though. Landing on ATLAS opened a new chapter of his life, but not necessarily a good one!</p>
Infested Guard	<p>Infested Guards were enlisted militia placed on the ATLAS station to deal with any attacks on the station. They are extremely hostile and will attack Parex on sight. Fortunately, their alien hosts are lazy and won't follow him very far from their patrol zones.</p>
Infested Researcher	<p>Researchers are unarmed enemies that tend to keep to themselves. They will attack using hand-to-hand combat if provoked but tend to be weak.</p>

1.6 Artistic Style

The aimed artistic style will be semi-realism. Ideally, cel-shading will be implemented if a cel-shading engine is able to be obtained at low or minimal cost. All art assets will be either purchased from the Unreal Engine Asset Store or downloaded from free community assets with proper credit given.



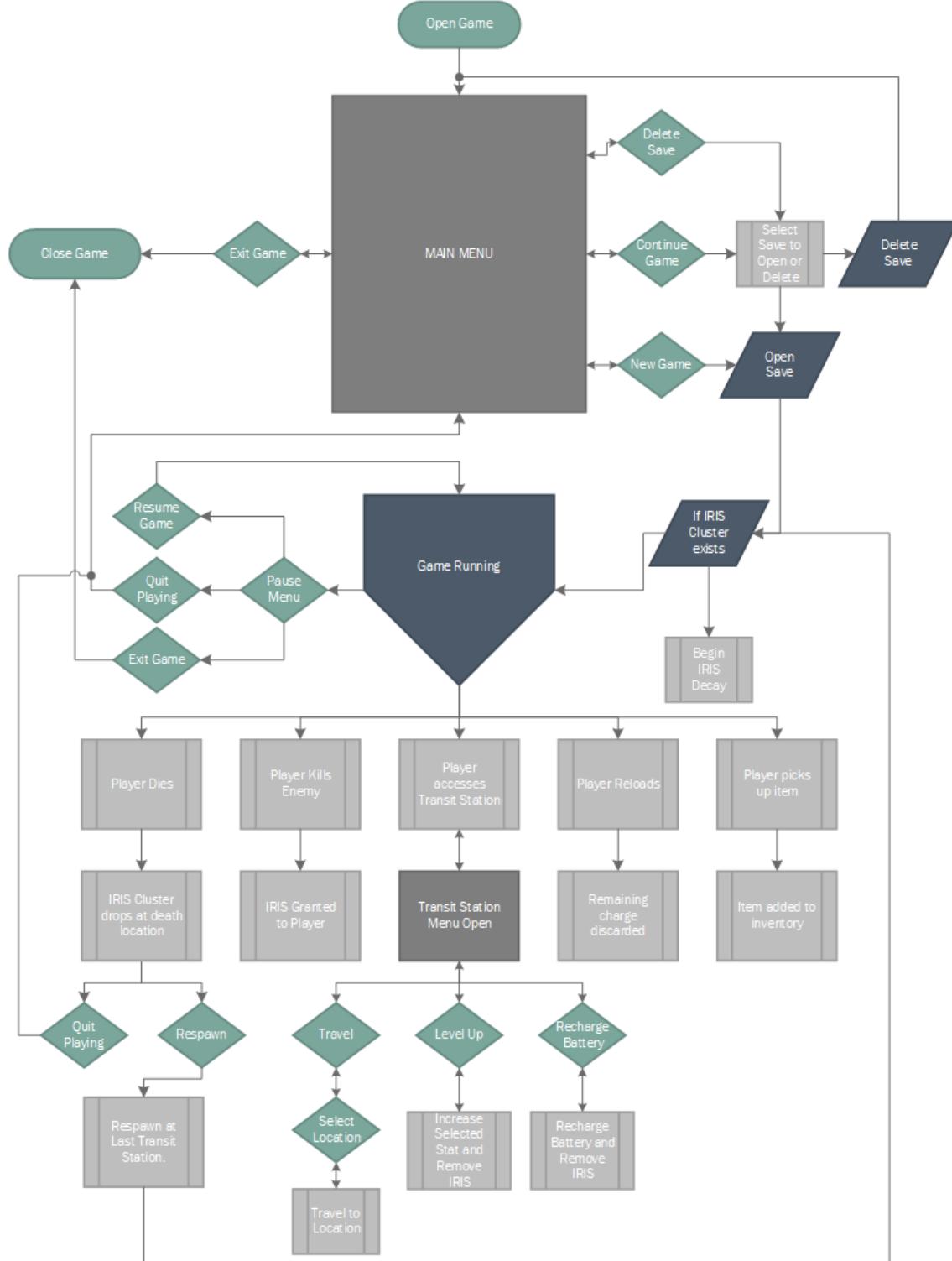
2. Gameplay

2.1 Game Mechanics

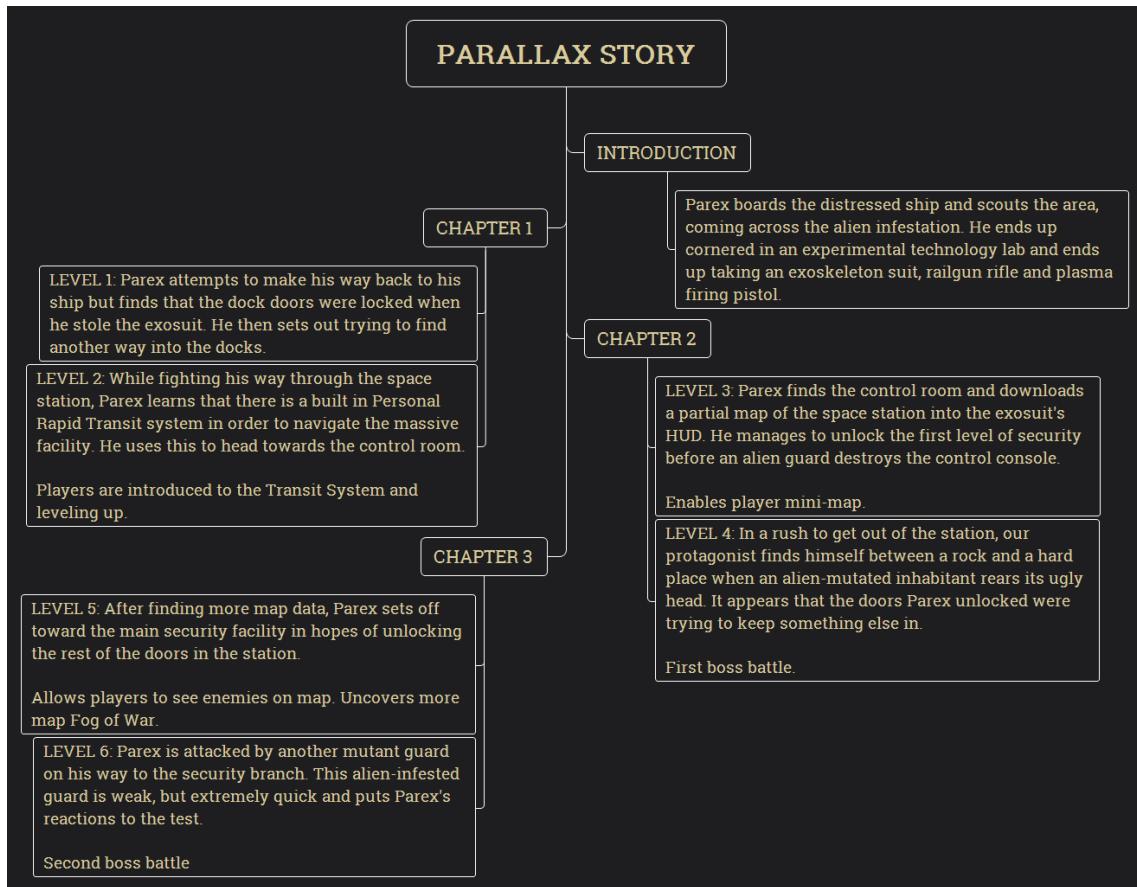
- Character Progression
 - Levels will be obtained by purchasing them with in game currency, called InterstellaR Income Scripts (IRIS)
 - * IRIS can be gained by finding it placed in the world or defeating enemies
 - Levels can only be purchased at Transit Stations
 - * Transit stations can also allow players to travel to different transit stations they've visited within the space station.
 - Each level, players will be able to allocate a point to the following stats:
 - * Stim-injectors: Increases player Health by 10
 - * Cardiovascular Regulation: Increases Stamina (used when firing, running, jumping) by 5
 - * Ammo Reserves: Increases maximum stored energy capsules by 1
 - * Velocity Overdrive: Increases maximum weapon range by 10 units
 - * Heatsink Refinement: Increases weapon damage
 - If players die, all of their IRIS will be dropped at the point of death and will slowly diminish over time to a minimum of 50% of the value.
- Ammunition
 - All weapons are energy based and will be powered using batteries
 - batteries will be unique for each weapon (Pistol & Rifle)
 - If a gun is reloaded before all of the batteries charge is used, the unused portion will be lost.

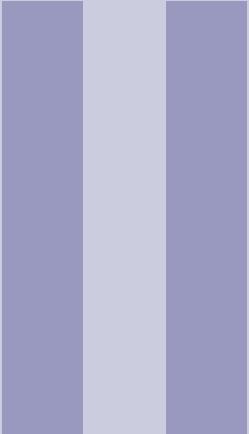
2.2 Game Flow

2.2.1 Game Operation



2.2.2 Story Progression





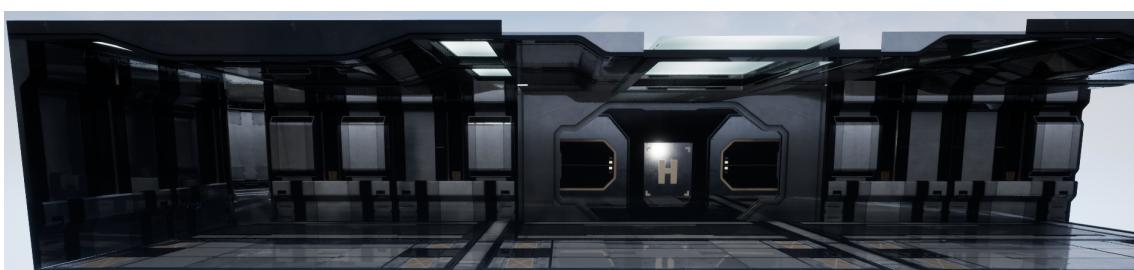
Assets

3	Art Assets	12
3.1	Concept Art	
3.2	Asset List	

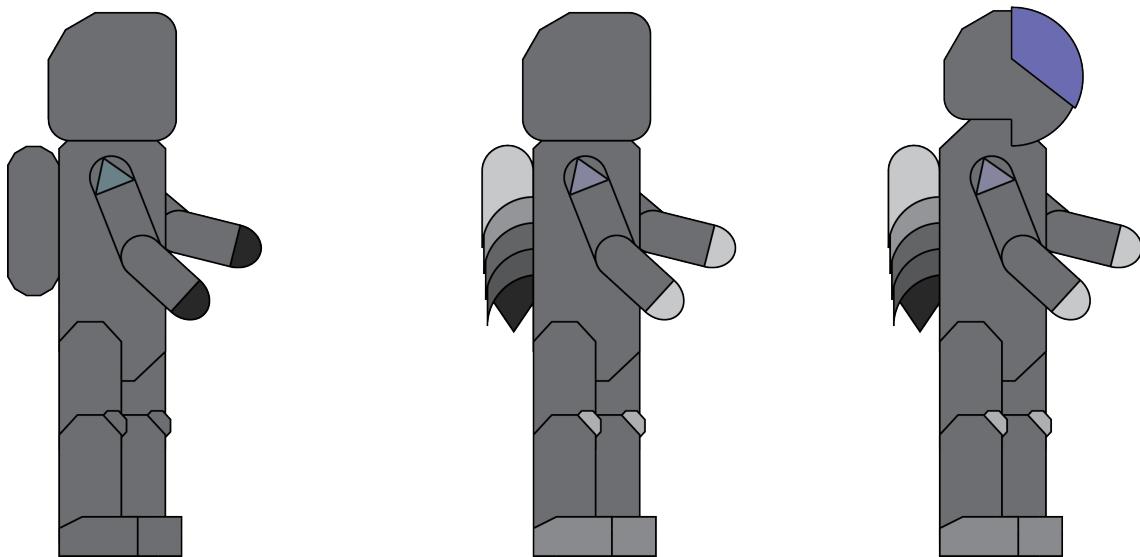
3. Art Assets

3.1 Concept Art

3.1.1 Level Layout



3.1.2 Character Concepts



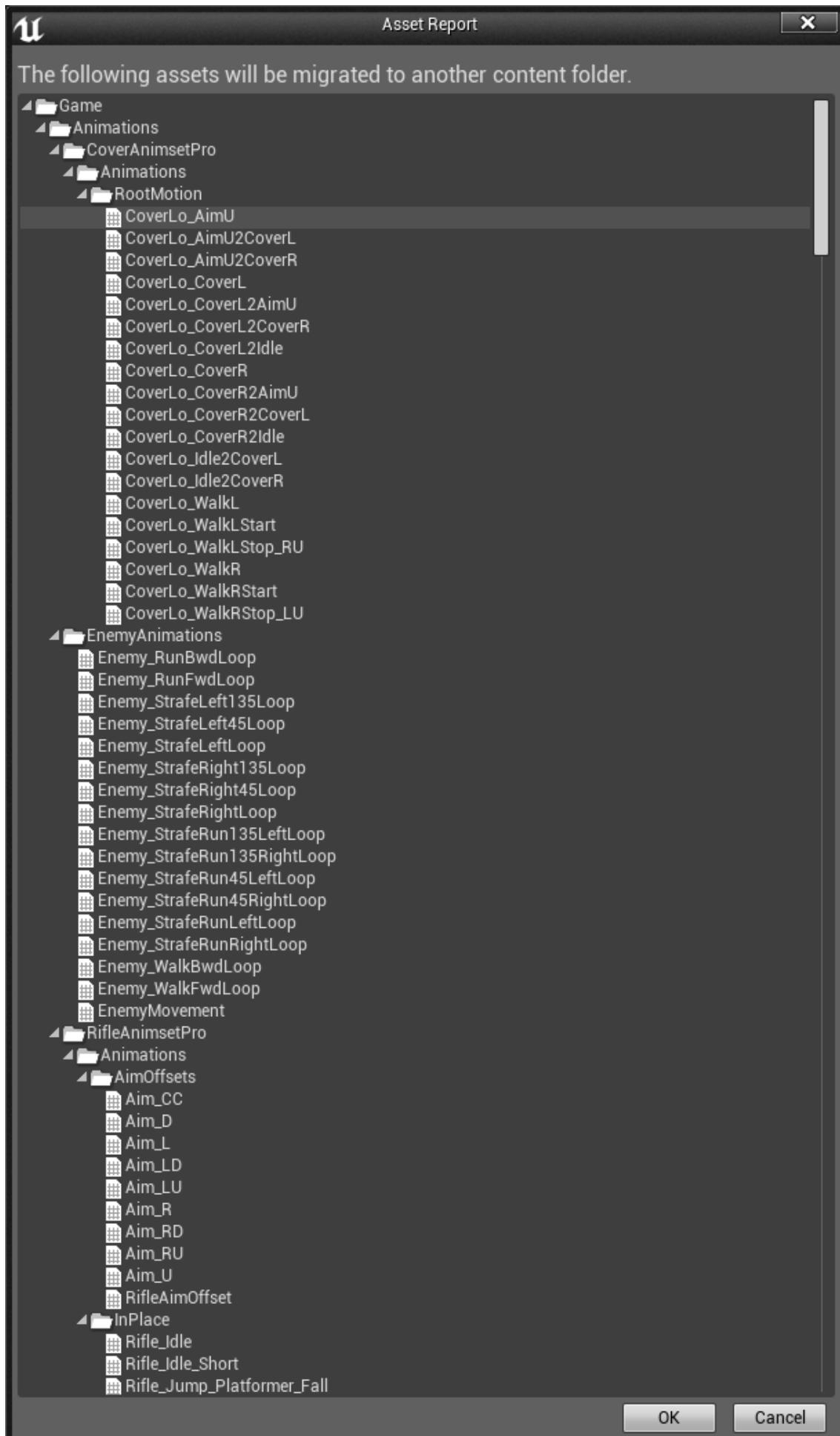
3.1.3 Environment Concept 1

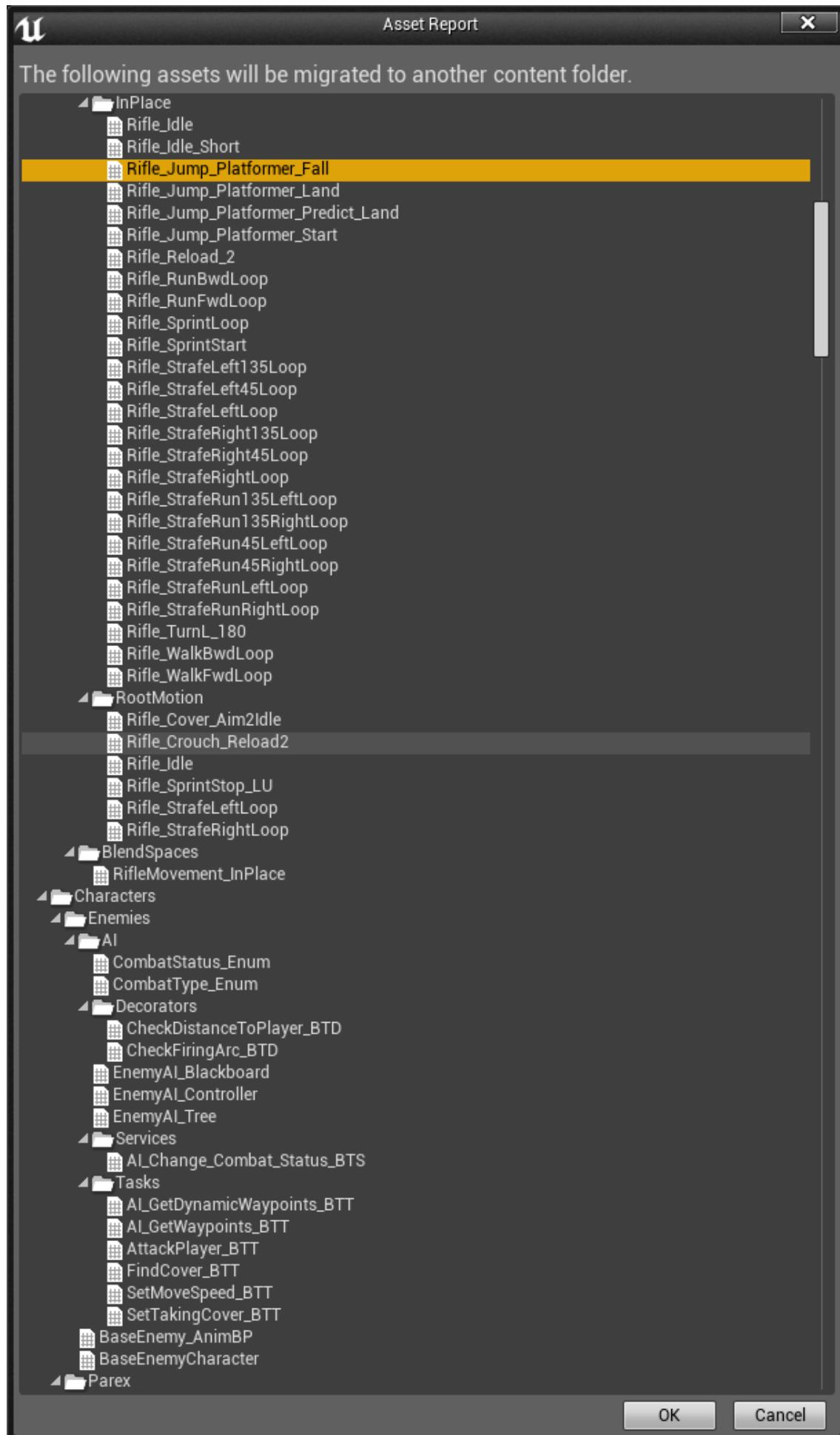


3.1.4 Environment Concept 2

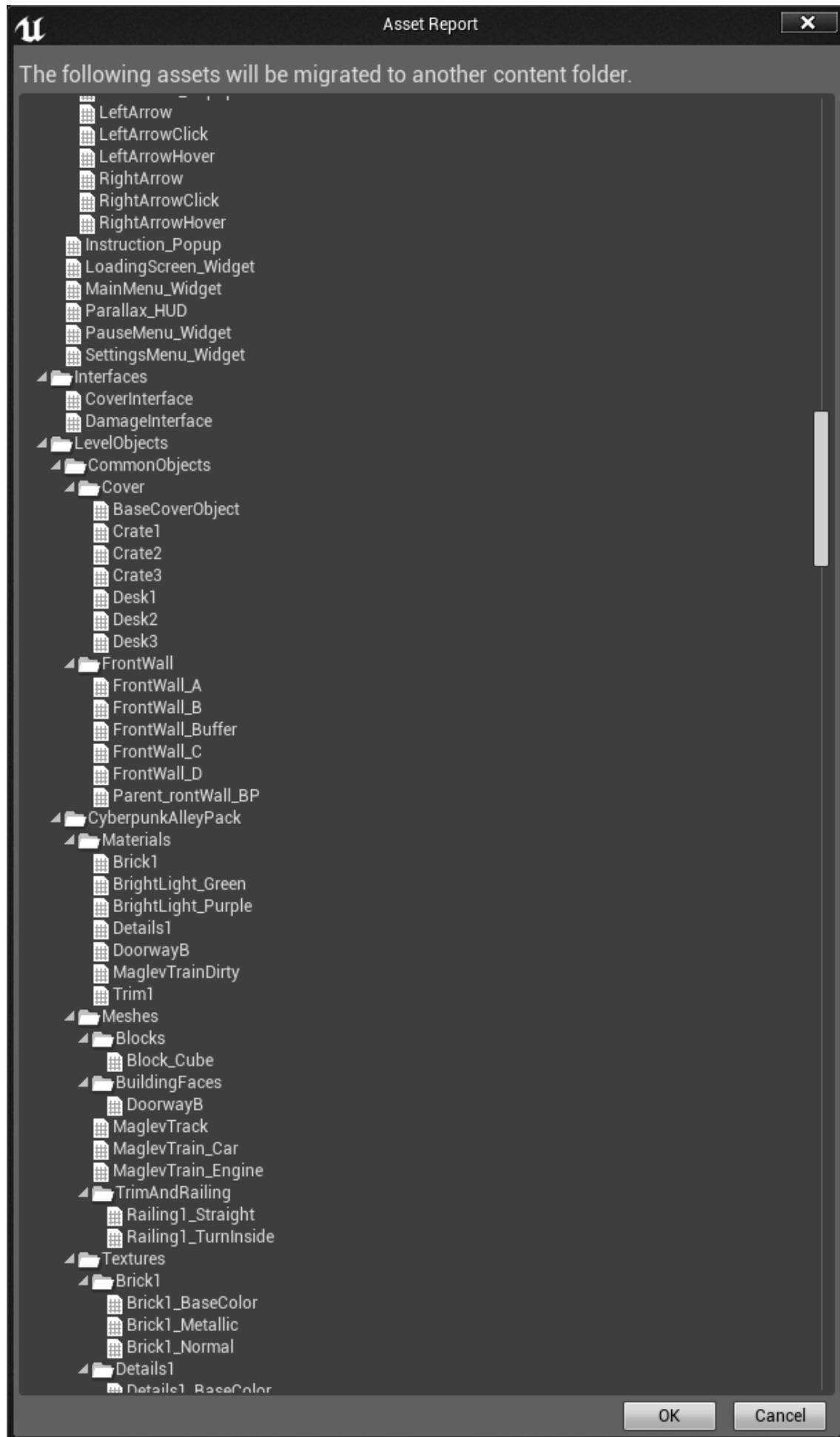


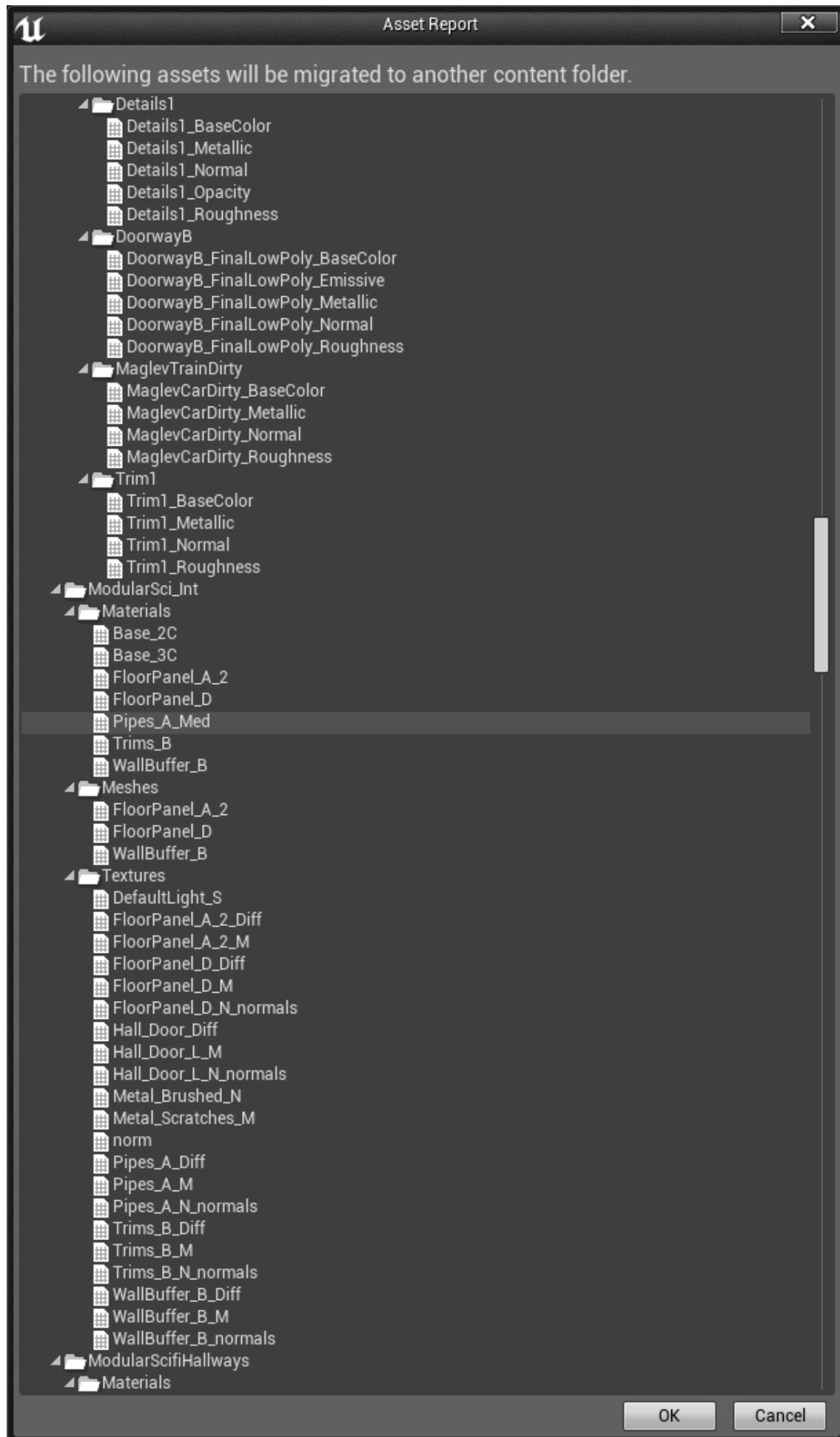
3.2 Asset List

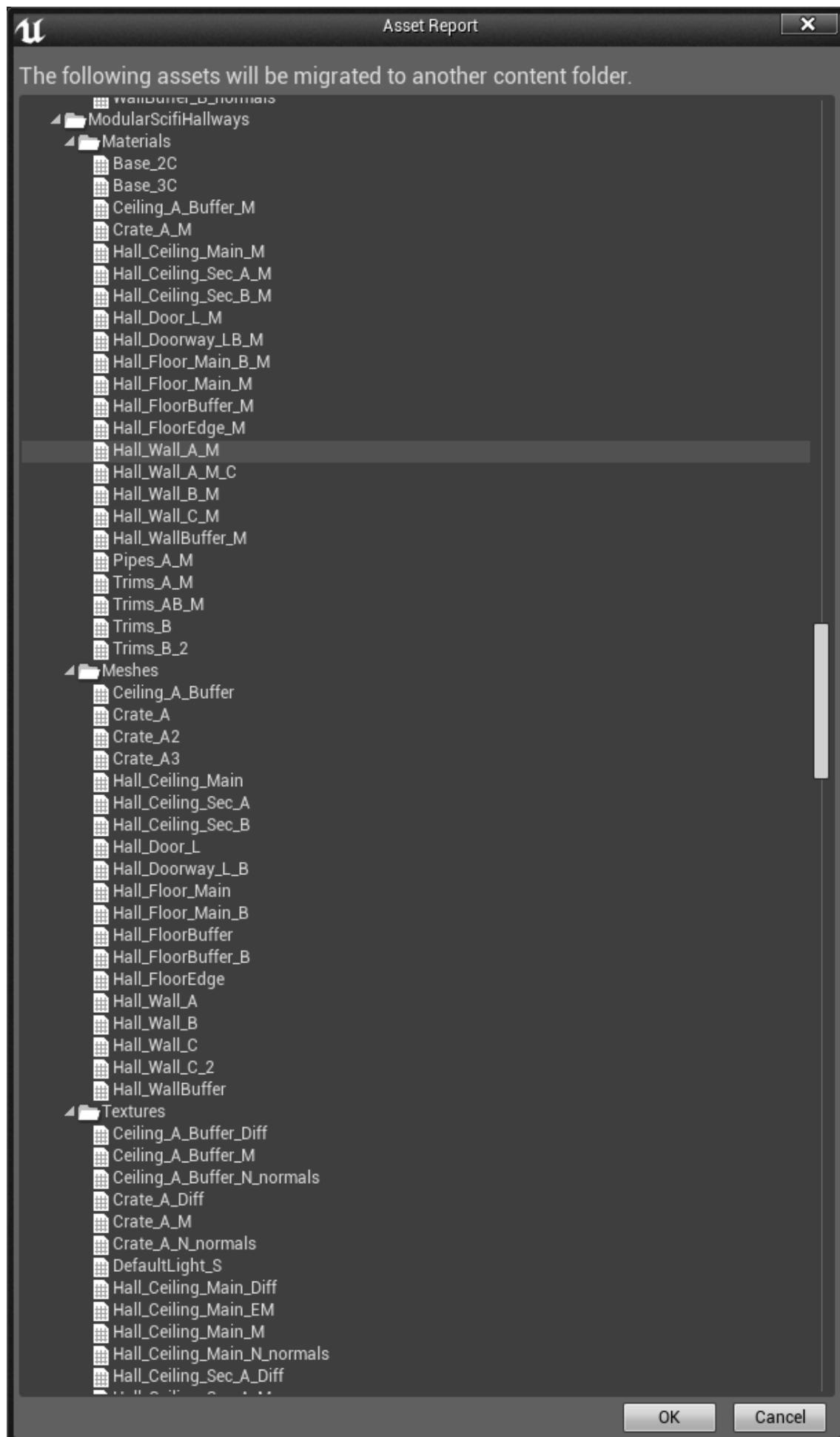


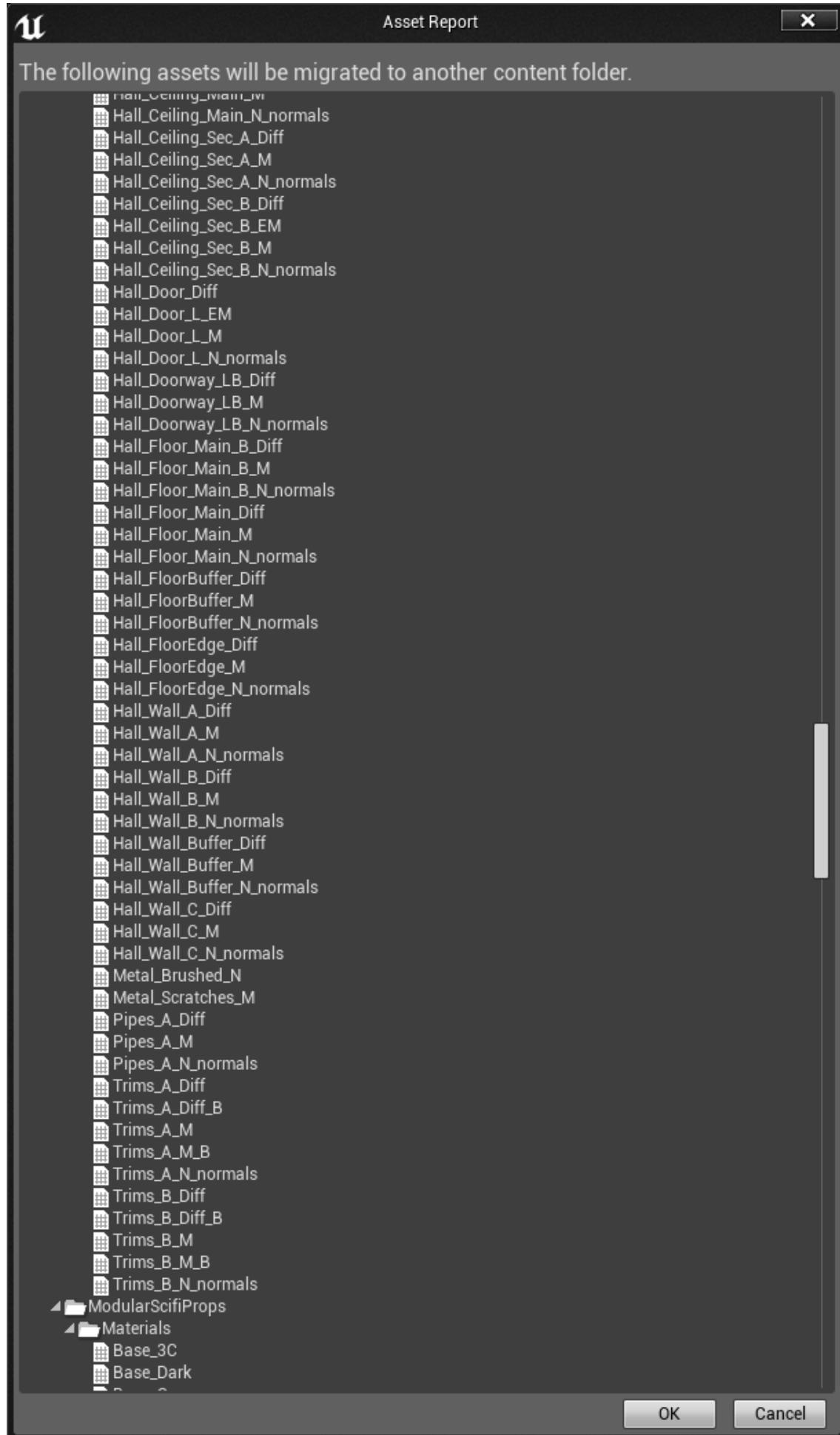




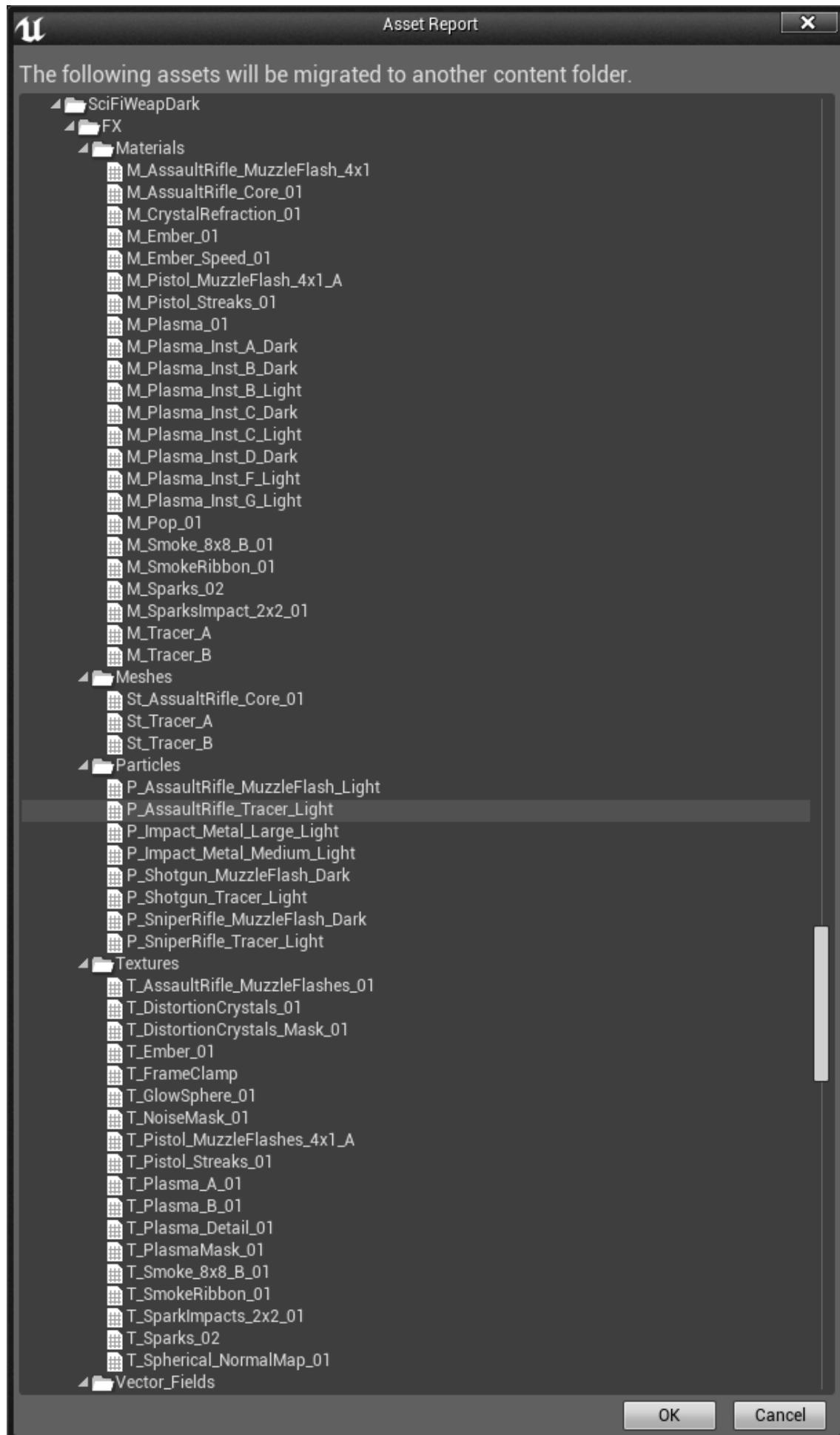


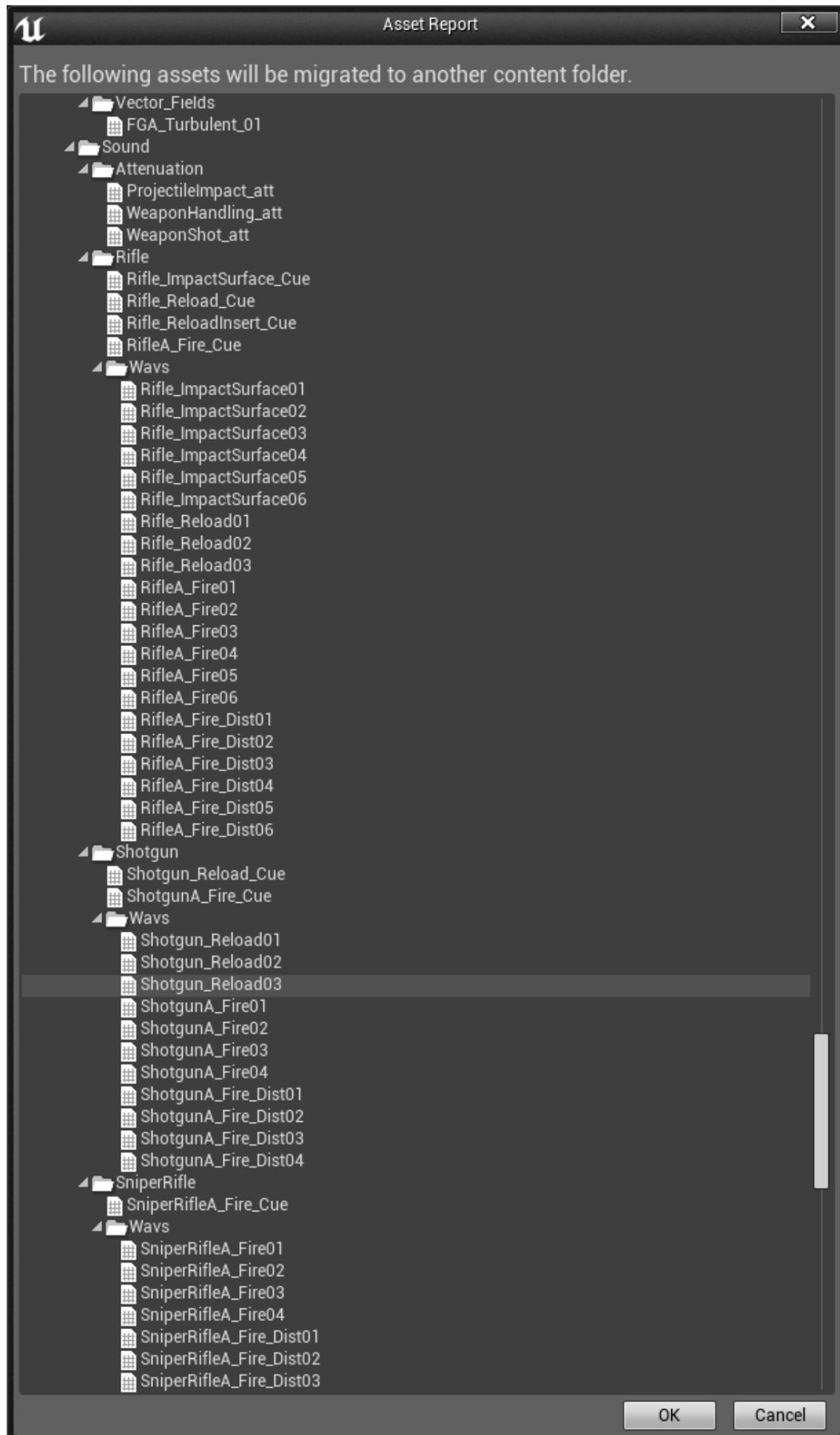


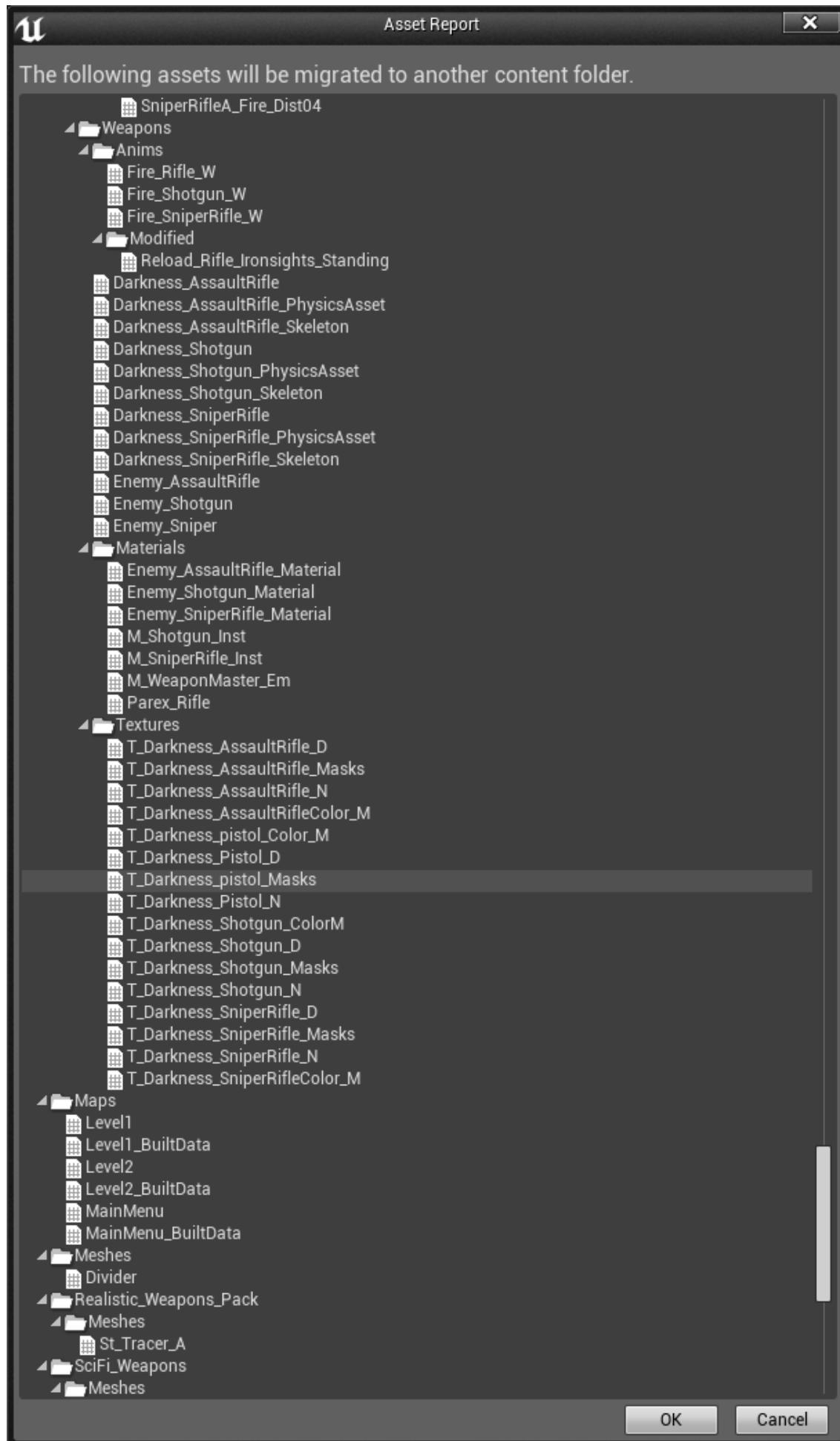


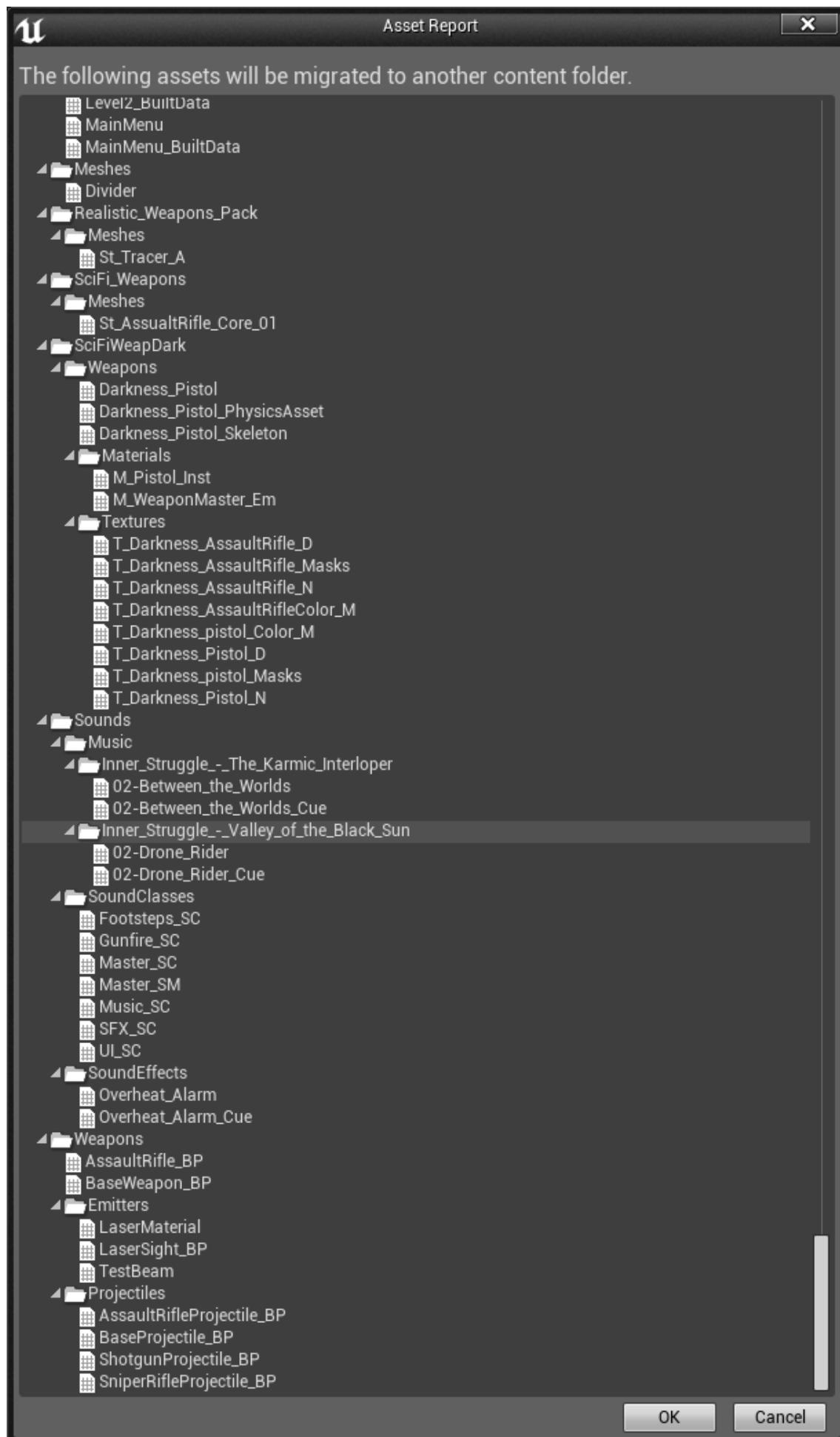


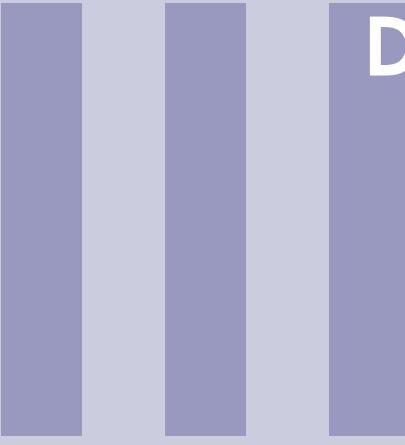






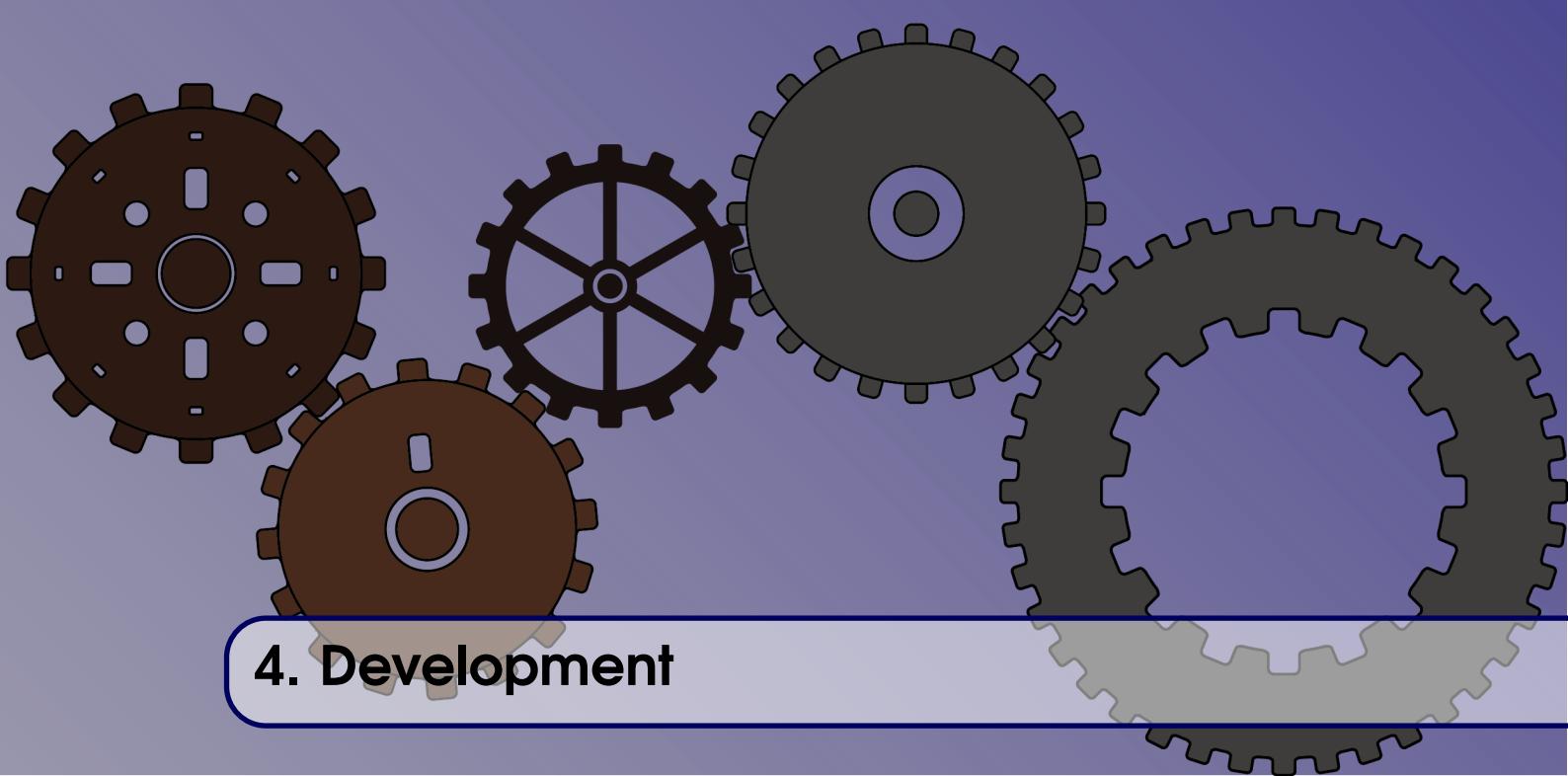






Development & Marketing

4	Development	29
4.1	Development Goals	
4.2	Future Development	
5	Marketing	30
5.1	Distribution	
5.2	Goals	
5.3	Promotion	
5.4	Website	
5.5	Demo	



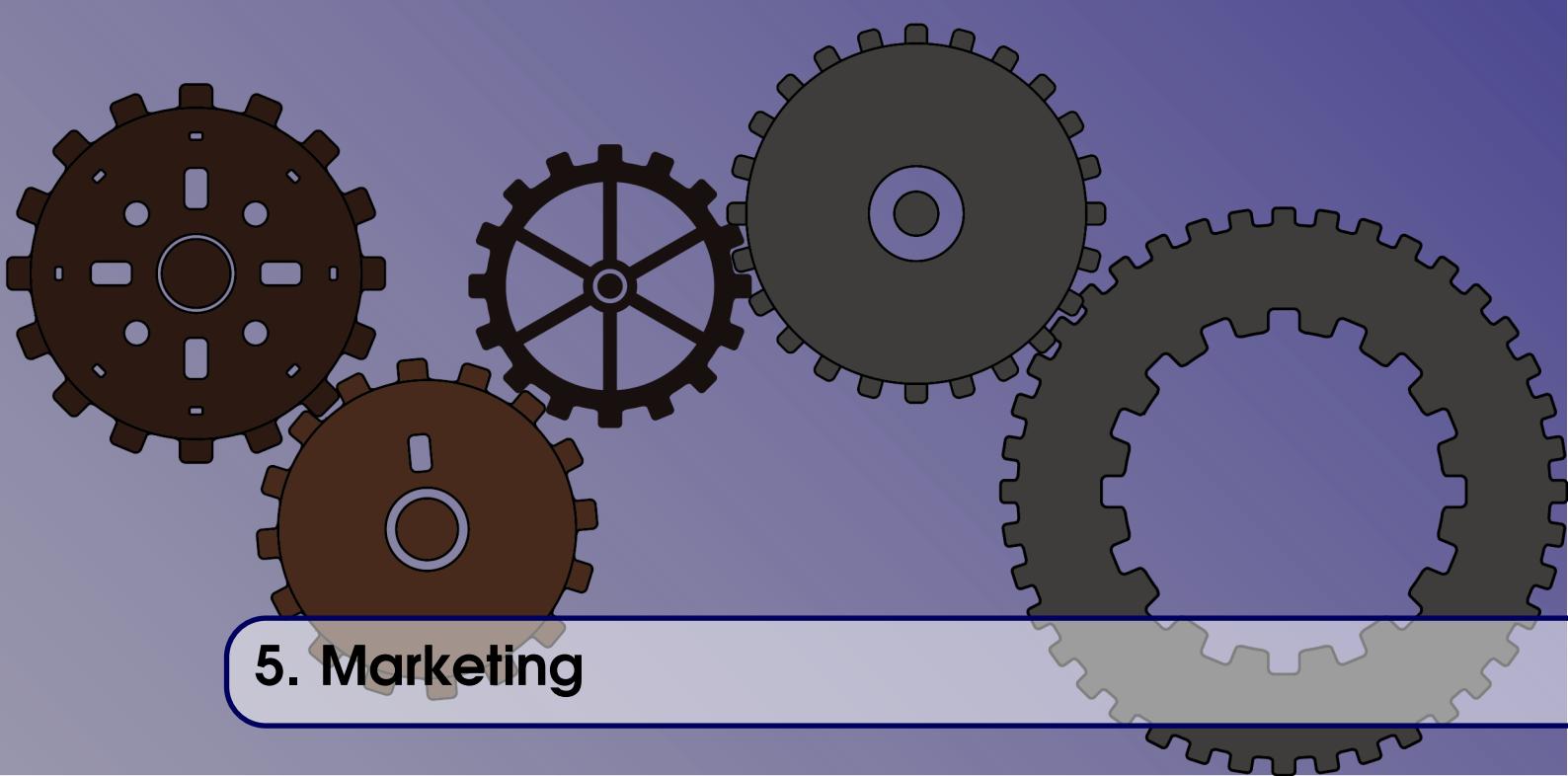
4. Development

4.1 Development Goals

The development goal is to get a working game prototype with two playable levels, the player experience and progression system implemented and two enemies that patrol and attack the player. Most attention will be spent on player animations and mechanics.

4.2 Future Development

- Add leveling / experience system
- Add inventory system
- Limit enemies and players to 3 'lanes' within the levels.



5. Marketing

5.1 Distribution

Game distribution will be handled using the *itch.io* store platform, set up as a free download.

5.2 Goals

As the game will be released as a free download, no sales goals are in place. However there is a download goal of 10,000 downloads within 12 months of publishing. The site *itch.io* has seen approximately 11,000,000 users a month for the past three months according to www.similarweb.com. If traffic stays around this number, it translates to a conversion rate of approximately 0.008%. Statistics will be monitored using *itch.io*'s analytics interface.

5.3 Promotion

Promotion will be done using the Unreal Forums, *itch.io* itself, as well as social media outlets.

5.4 Website

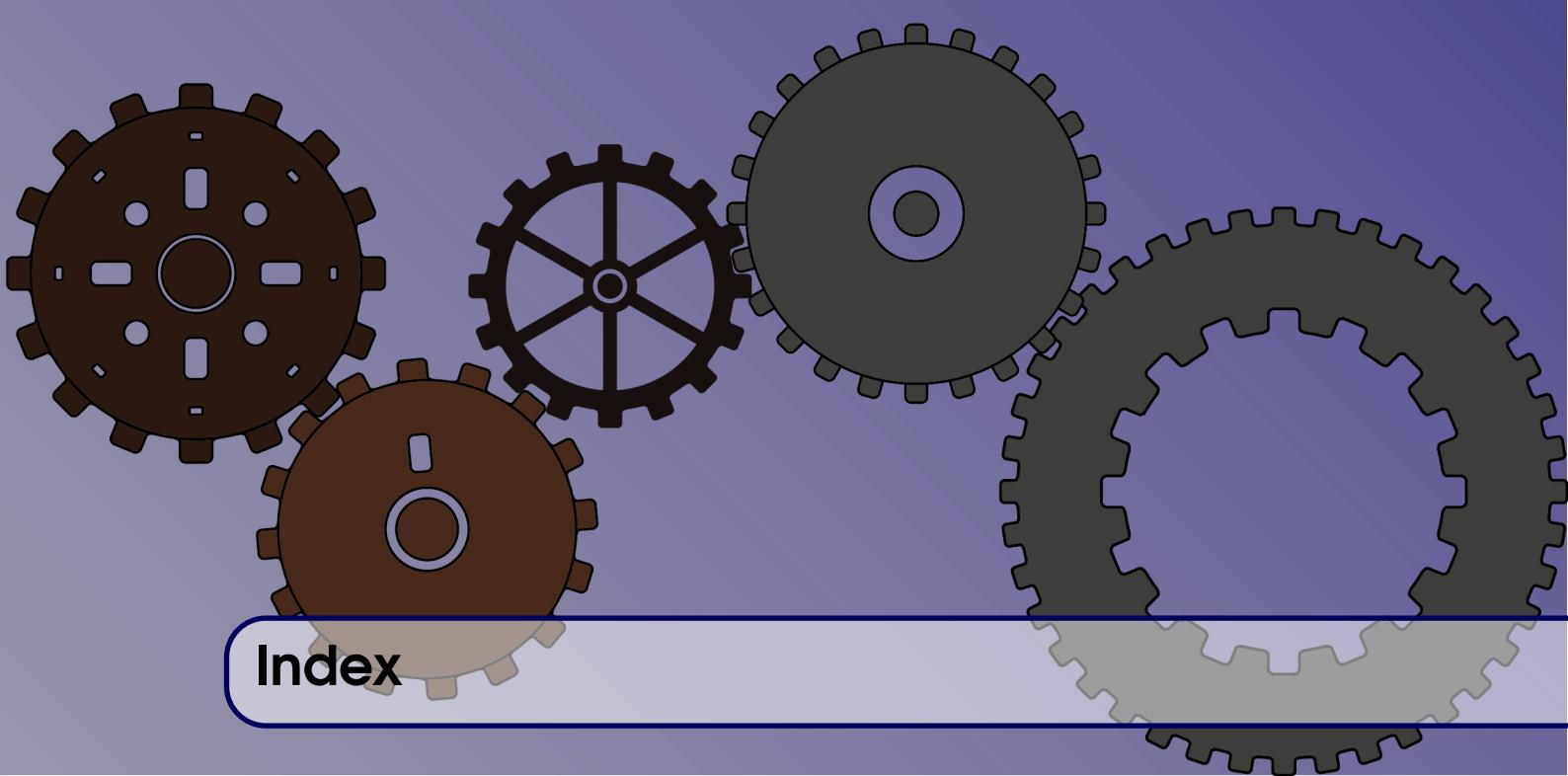
The website for the game will be hosted using an *itch.io* store page and formatted using HTML. Foundation libraries will potentially be used depending on information from *itch.io* support.

5.5 Demo

As the entire game is free there will be no playable demo. However a video showcasing the game will be posted on the storefront.

IV

Closing Materials



Index

A

Asset List	16
Assets.....	12
Assets: Art.....	12

C

Concept Art: Environment 1	13
Concept Art: Environment 2	14
Concept Art: Player Character.....	13
Concept Art: UI.....	12

D

Design: Artistic Style	7
Development	29
Development: Future	29
Development: Goals.....	29

G

Game Info	6
Game Info: Genre	6
Game Info: Overview.....	6
Game Info:Intended Platforms.....	6
Game Info:Introduction	6
Gameplay	8
Gameplay: Flow	9
Gameplay: Mechanics.....	8

M

Marketing	30
Marketing: Demo	30