Ye Little Shammer Demo Game Design Document (GDD)

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Game Development Team Members

PRODUCER
Kyle O'Dell

PRODUCTION MANAGER
Kyle O'Dell

PRODUCTION COORDINATOR
Kyle O'Dell

GAME DESIGNERS
Kyle O'Dell

SYSTEMS/IT COORDINATOR
Kyle O'Dell

PROGRAMMERS
Kyle O'Dell

TECHNICAL ARTISTS
Kyle O'Dell

AUDIO ENGINEERS
Kyle O'Dell

UX TESTERS
Kyle O'Dell

1 Game Overview

Title: Ye Little Shammer
Platform: PC Standalone
Genre: 2D Platformer
Rating: (10+) ESRB
Target: Casual gamer (aging from 12 - 30)
Release date: April, 2020
Publisher: MSO Productions

Ye Little Shammer is a 2D platformer where a Shammer (a fictional species) is returning home from time spent at sea. However, the Red-Rahs have overwhelmed his homeland! Driven from his land, and lost in another, Ye Little Shammer must venture his way home using only a gun his fellow Captain Cah provides him. Play as Ye Little Shammer in this fantastic adventure to get back home!

2 High Concept

Ye Little Shammer places the player in a expansive universe, where the player can jump amongst various platforms, and be attacked by the Red-Rah enemies (type melee and exploding). The player can acquire a gun to assist in the adventure and blast their way home! Captain Cah will appear throughout the game, providing the player with immersive dialogue, furthering the cryptic storyline.

3 Unique Selling Points

- Unique story
- Original art style
- Multiplatform across Windows/Linux/Mac OS

4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE
Build for modern PC.

5 Competitors / Similar Titles

Wuppo by Knuist & Perzik (Published SOEDESCO Publishing)

6 Synopsis

Returning home from a long time spent at sea, the Red-Rah's have overrun your homeland. On your way home, you are overwhelmed my Red-Rah's and wind up within the depths below. With the assistance of Captain Cah, it is up to Ye Little Shammer to make it back home!

7 Game Objectives

Proceed through the various maps, surviving the attacks of Red-Rah's, and try to find your way back home.

8 Game Rules

The game has multiple explorable maps, where enemies spawn and attack. The player can find a weapon and fire back using directional arrows.

9 Game Structure

Main Menu → TutorialRoom → Ship Deck → Homeland → Underland → Puzzle Land → Credits

If HP = 0 → Gameover screen

10 Game Play

10.1 Game Controls

W – Jump
W(x2) – Double Jump
A – Move left
D – Move right
S(Hold) – Fall through platforms
Arrow Keys(hold) – Shoot gun
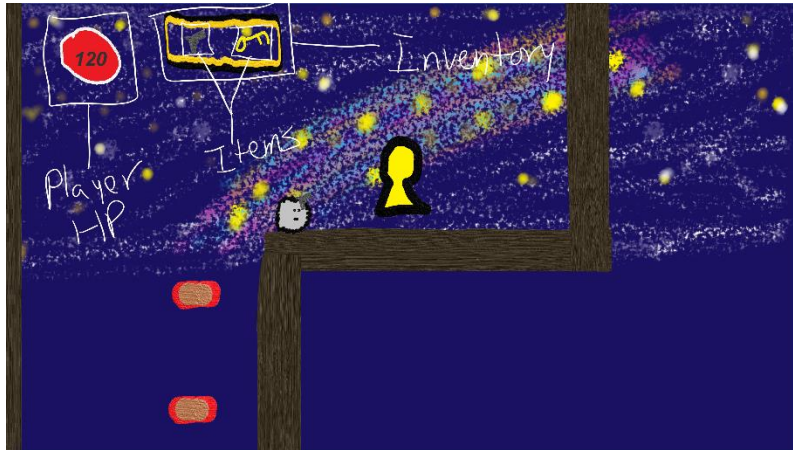

10.2 Game Camera

Camera focuses on a particular area, and when the player leaves the frame, the camera shifts to the next frame.

10.2.1 HUD

Player HP -- Informs player of remaining health
Inventory – Displays players items
Items – Items player can use
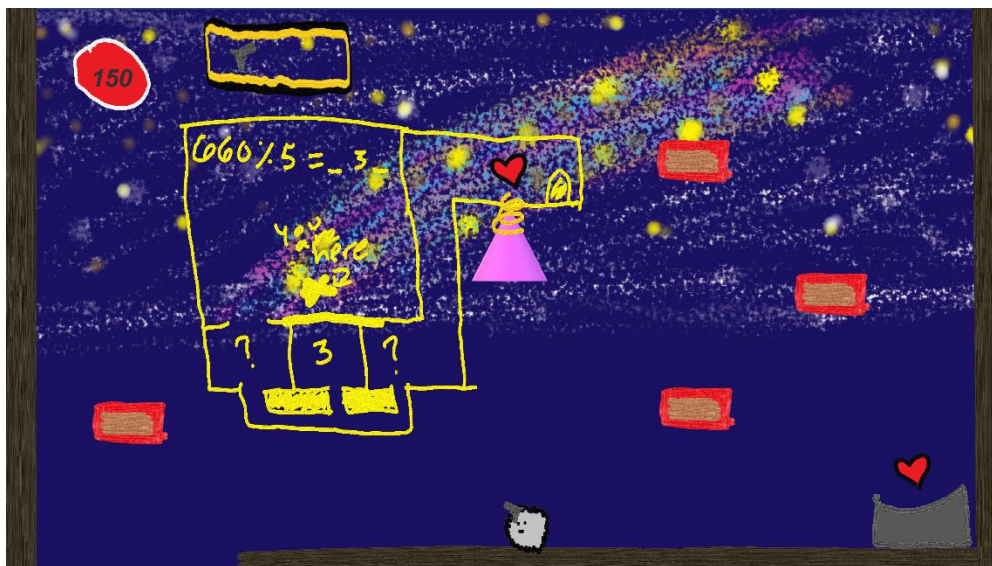

10.2.2 Maps

First Level

Second Level

Third Level

11 Players

11.1 Characters

Ye Little Shammer – Our main protagonist is on his way home, but will have to fight his way through mobs of Red-Rah's and seek through mysterious environments.

11.2 Metrics

Player Metrics:
Speed: 10
Max Health: 150
Attack Damage: 13
Time to attack: .5 seconds

11.3 States

Idle / Movement: Outer layer rotates

Death: Turns read with X eyes.

11.4 Weapons

Gun – Fires projectiles at a fully automatic rate, damaging enemies at 13 hp at a time.
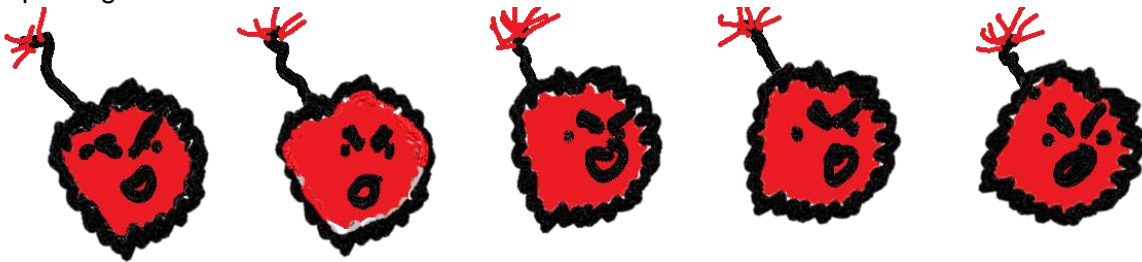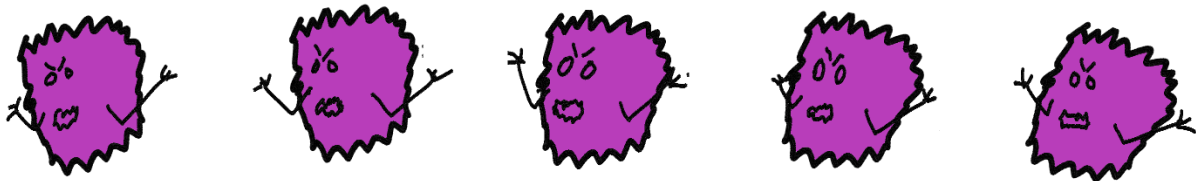
12 Player Line-up

Captain Cah

Red-Rah

Exploding Red-Rah

Purple-Pah (Red-Rah leader)

13 NPC

13.1 Enemies

Red-Rah (Melee)
- HP = 250
- Speed = 7
- Jump = 250
- Damage = 5
- Cool down = .5 seconds

Red-Rah (Exploding)
- HP = 80
- Speed = 6
- Jump = 250
- Damage = 30
- Cool down = none, hits only once.

Purple-Pah (Boss)
- HP = 2000
- Speed = 5
- Jump = 384
- Damage = 7
- Cool down = .3 seconds

13.1.1 Enemy States

Enemies behave in the same manner amongst the following states:

Alive: Enemy appears rotating, and will move towards player when in range.

Death: Enemy dies when hp reaches zero or less.

13.1.2 Enemy Spawn Points

All enemy types can spawn from the same spawner, the developer selects the desired enemy to be spawned from a particular spawner, and determines how many can spawn, and how soon.

13.2 Allies / Companions

13.2.1 Ally States

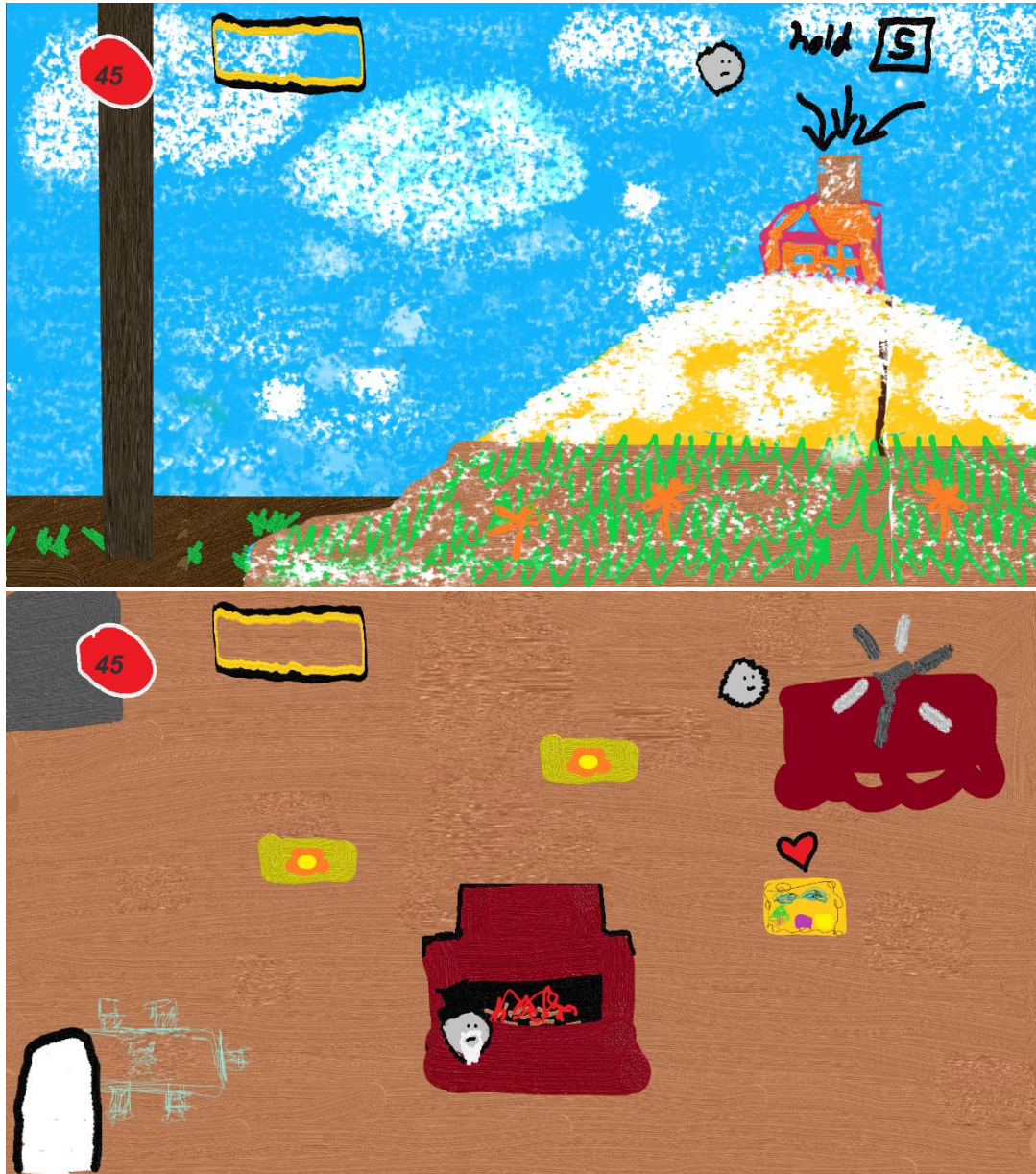Animated – Captain Cah appears as a rotating body.

13.2.2 Ally Spawn Points

Captain Cah appears in checkpoints, and in various spots of each map.

14 Art

14.1 Setting

The game takes place in a fictional imaginary environment, houses are checkpoints.

14.2 Level Design

Each level consists of platforms and enemies. Both will serve as challenges for the player, as the player progresses, the player may find houses which act as checkpoints when the player enters them. Some levels may have puzzles that unlock key items.

14.3 Audio

Credits – Music – Plays during gameover and credits
Introtrack-1 – Music – Plays in background of main menu
FULL2 – Music – Plays in background of second and third level
TestAudio – Music – Plays in background of first level
FULL2-1 – FX – Plays when player is on ship, or in checkpoints
EnemyDying – FX – Plays when an enemy dies
errorSound – FX – Plays when puzzle is done incorrectly
Explosion – FX – Plays when exploding red-rah explodes
greenLightSound – FX – Plays when green lights turn on
HealingSound – FX – Plays when Heart object is acquired
Hit-sound – FX – Plays when player gets hit
Jumping – FX – Plays when player jumps
Pew – FX – Plays when player shoots gun
Player-dying – FX – Plays when player dies

15 Procedurally Generated Content

N/A

15.1 Environment

N/A

15.2 Levels

N/A

15.3 Artificial Intelligence NPC

N/A

15.4 Visual Arts

N/A

15.5 Audio

N/A

15.6 Minimum Viable Product (MPV)

- Built for the PC platform

16 Wish List

- More NPCs
- More levels
- Larger story
- Character development
- More items
- More weapons
- More abilities
- Skills

Bibliography

Kyle O'Dell

Department of Computer Science, San Diego State University

CS 583: 3D Game Programming

Professor Price

April 9, 2020

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Original Assets

Soundtrack:

Main Menu Theme – Written and produced by Kyle O'Dell

Gameover / credits theme – Written and produced by Kyle O'Dell

First level theme – Written and produced by Kyle O'Dell

Second level theme – Written and produced by Kyle O'Dell

Final level theme – Written and produced by Kyle O'Dell

Sounds:

Player death sounds – recorded by Kyle O'Dell

Player hit sounds – recorded by Kyle O'Dell

Enemy death sounds – recorded by Kyle O'Dell

Captain Cah's voice – Kyle O'Dell

Jumping Sound – recorded by Kyle O'Dell

Green Light Activation sound – recorded by Kyle O'Dell

Running water sound – recorded by Kyle O'Dell

Gun shooting sound – recorded by Kyle O'Dell

Gaining health sound – recorded by Kyle O'Dell

Artwork:

Little Shammer character – Kyle O'Dell

Captain Cah character – Kyle O'Dell

Melee enemy – Kyle O'Dell

Exploding Enemy – Kyle O'Dell

Boss enemy – Kyle O'Dell

Hearts – Kyle O'Dell

Main Menu background – Kyle O'Dell

Tutorial level background – Kyle O'Dell

Ship Scene background – Kyle O'Dell

First level background – Kyle O'Dell

Second level background – Kyle O'Dell

Final level background – Kyle O'Dell

Red platforms – Kyle O'Dell

Flower platforms – Kyle O'Dell

Yellow platforms – Kyle O'Dell

Ship Platforms – Kyle O'Dell

Ground – Kyle O'Dell

House – Kyle O'Dell

Fireplace – Kyle O'Dell

Gun – Kyle O'Dell

Key – Kyle O'Dell

Keyhole – Kyle O'Dell

HUD inventory – Kyle O'Dell

Projectiles – Kyle O'Dell

Play Testers

Kyle McLain Kane

Maria Jose Molina Sanchez O'Dell

Michael Scott

Nathan Lehenbauer

Nhat Ho

Tim Backus

Jamshid Aziz

Norman Chau

Christopher Bradford

Michael Ruiz

Ivan Delgado