

Game Design Document

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Small Overview

Core Concept

A small comedy / action level where the Player is trying to infiltrate a museum to reach the 'slap-stick'. The player is unable to deal damage and instead must use the physics caused by their weapons and abilities to launch enemies to their death. Movement is a large factor of the game as well as adaptability of the different structures of arenas.

Core Pillars

Comedy:

Subtle comedic jokes and overall absurd mechanics that play up a nonsensical world.

Physics:

Most mechanics are up to the fate of physics, all methods of movement, killing, activating switches etc. all involve physics to some degree

Action:

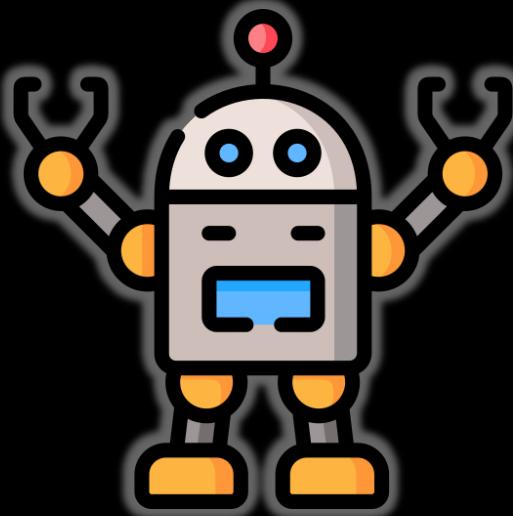
Fast paced battles and action that keeps the player engaged with constant movements and obstacles

Easy / Fun-for-all:

Keeping the game light-hearted and easy as well as empowering to reduce infuriating moments and make it more accessible to all audiences.



Character Design— John Lancer



Stats

HP: 300

Speed: 1200 cm / s

Jump Height: 600 cm / s

Innate Abilities

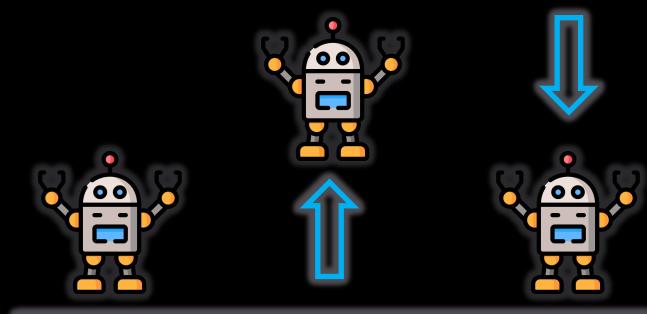
Dash

Grand Slam

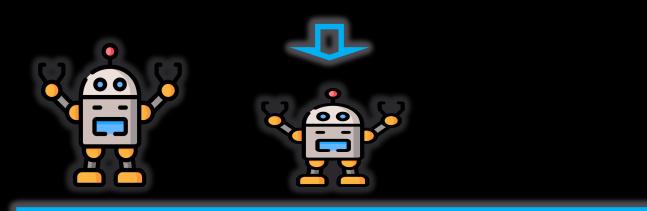
Interacting

Famous Thief known for stealing only the most humorous goods! Notable escapades include stealing the first Whoopie Cushion and stealing the famous pet "Updog".

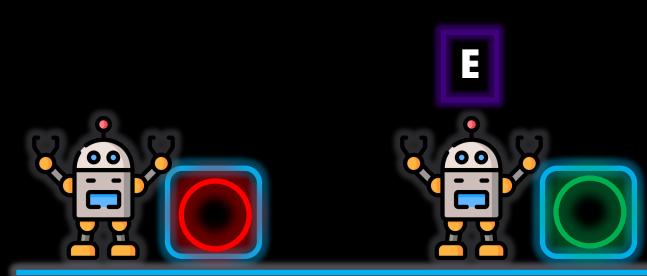
Core Controls (Weapon Mechanics Excluded)



Jump
Does not change jump height if held



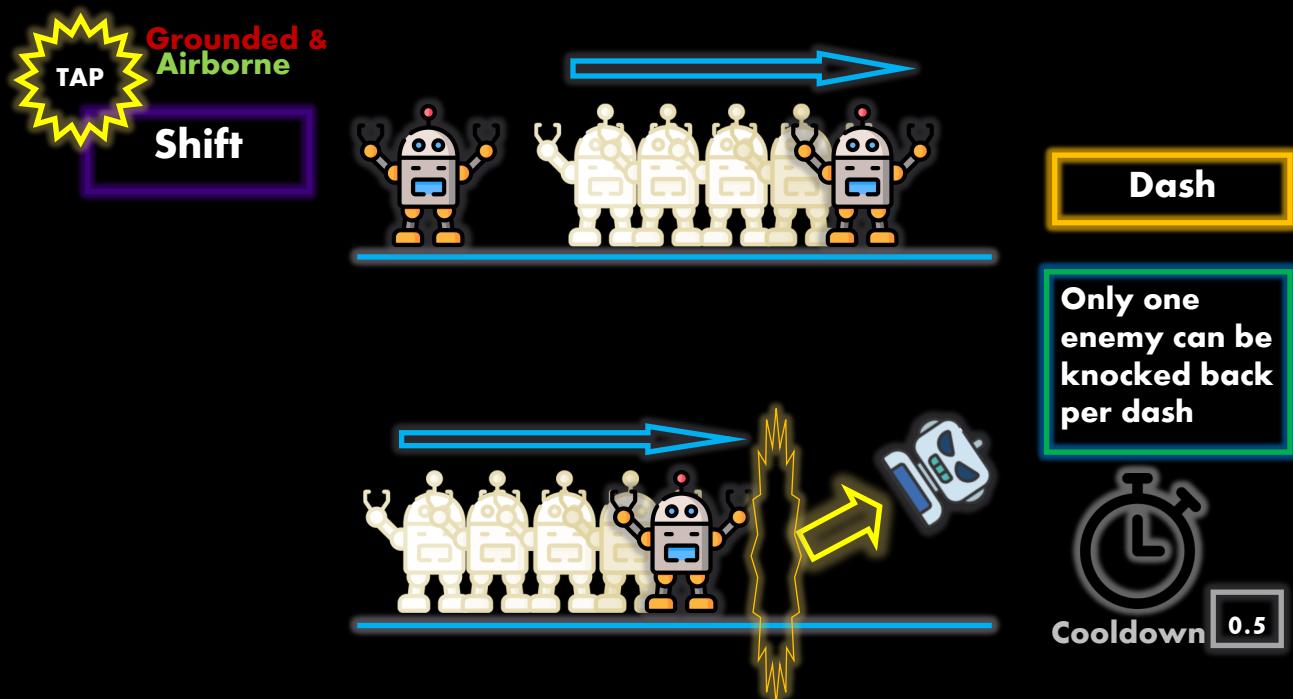
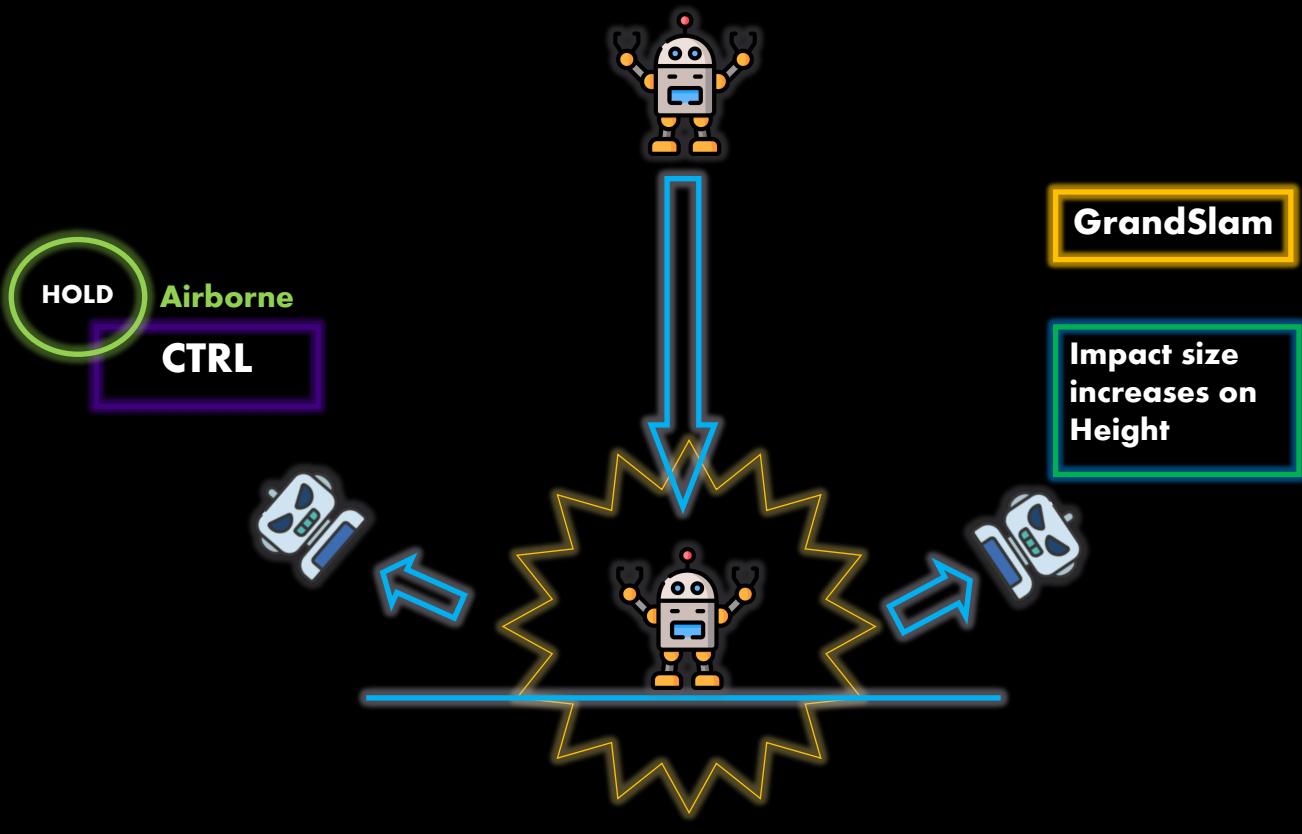
Crouch
Slowed movement until release



Interact

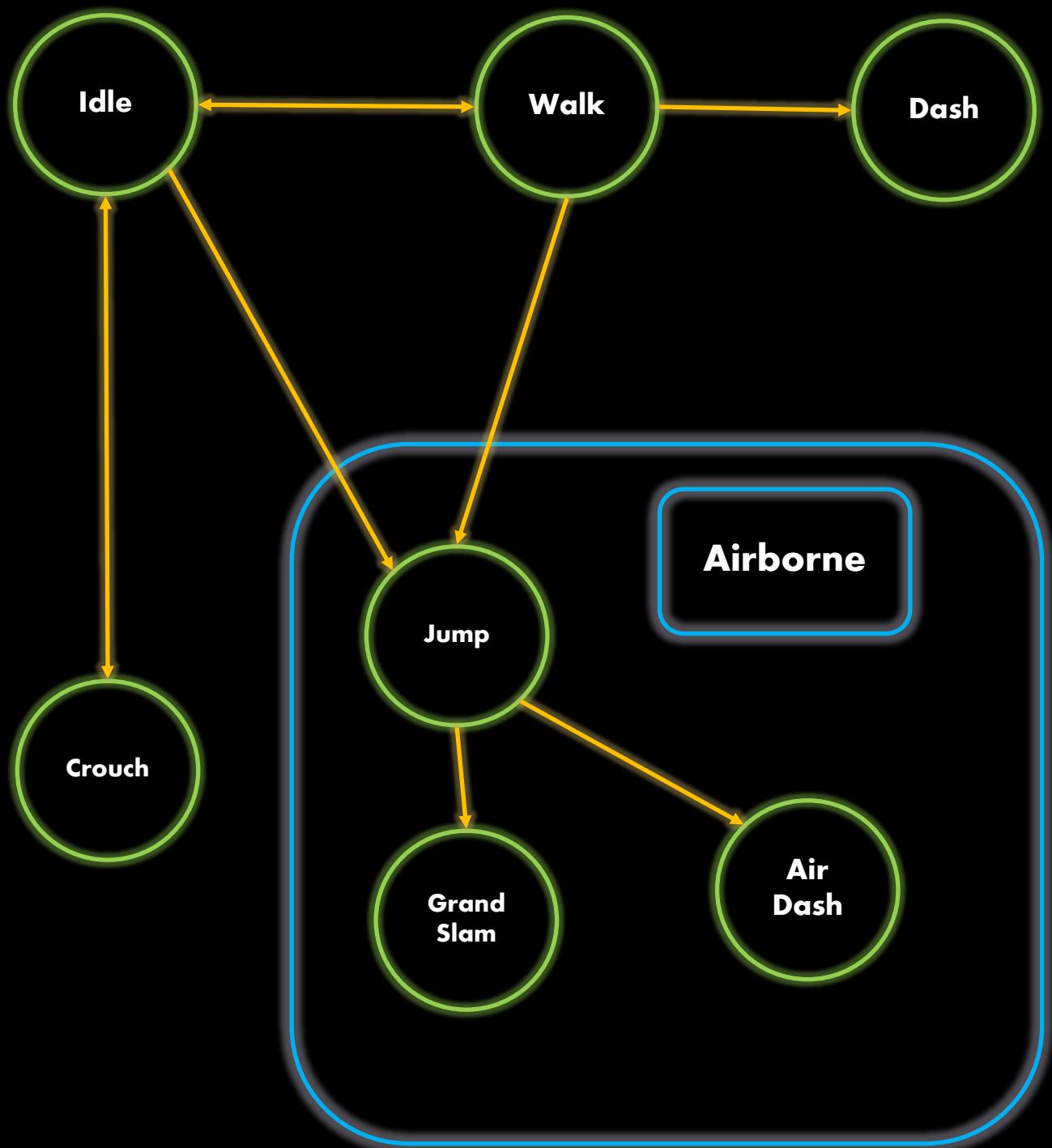
Character Design— John Lancer

Advanced Controls



Character Design— John Lancer

Movement Control States



Weapon Mechanics: Suck n' Shoot



Stats

Ammo: Infinite

Ammo Type: Mesh's / Enemies

Range (Suck): 800 cm

Force (Suck): 300

Range (Shoot): Yes cm

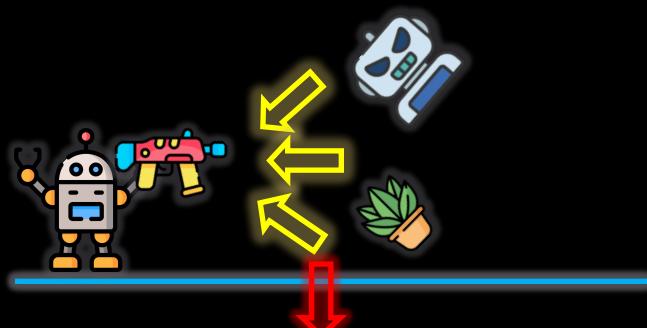
Force (Shoot): 3500

A weapon only wielded by the bravest of ghost hunters. Now placed in the museum merely because of the name alone. Has the power to launch projectiles at mildly worrying speeds.

Suck n' Shoot Controls

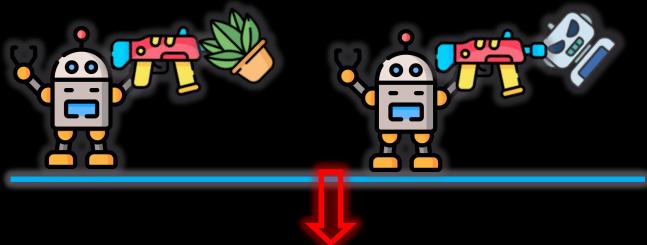


Left Click



Suck

Drags all enemies and mesh's towards gun

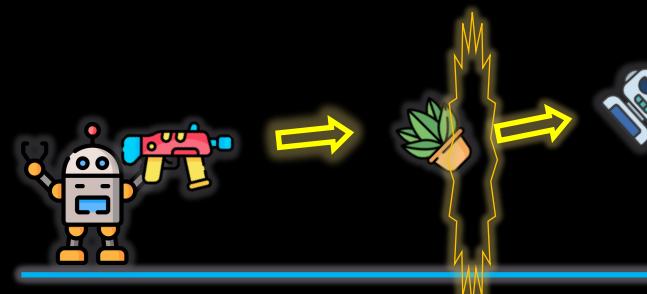


Attach

Only one item is allowed to be attached at once



Left Click



Shoot

Launching Item at enemies will launch them backward

Weapon Mechanics: Pie of Pain



Stats

Ammo: Infinite

Cooldown: 1 Second

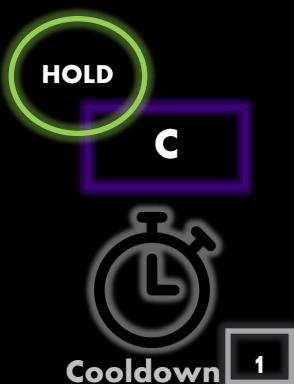
Range (Throw): 1200 cm

Range (Implode/Explode): 400cm radius

Force (Implode): 1000 Force (Explode): 1000

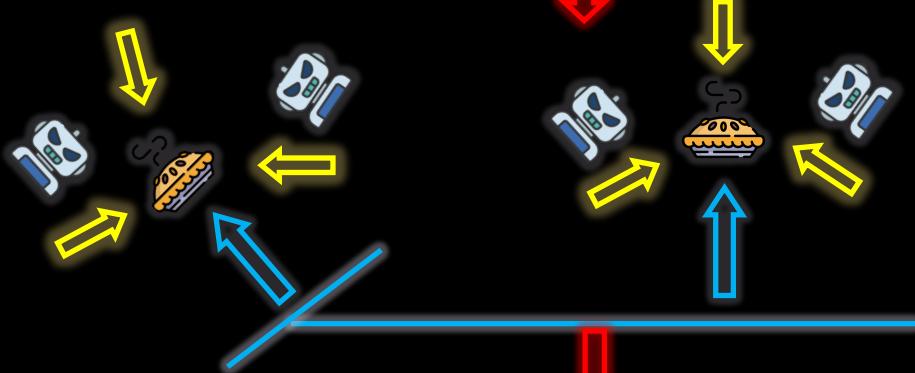
Gram-Grams best pie! Deemed too perfect to chuck at anyone's face so it is stored in the museum to be preserved forever.

Pie of Pain Controls



Deploy

The pie will also activate on hitting a wall



Implode

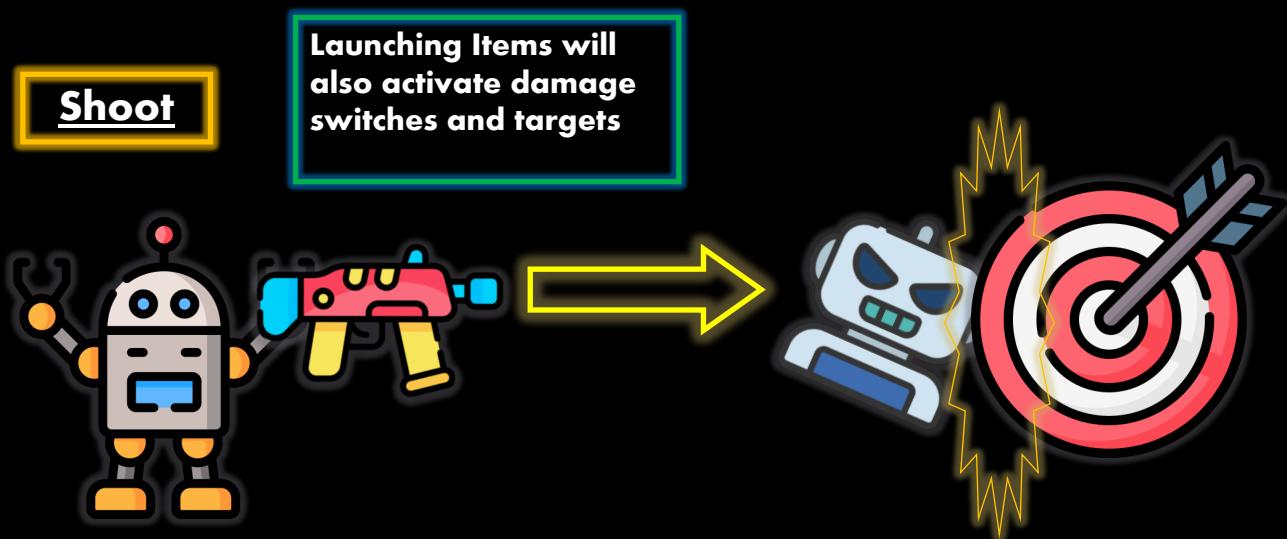
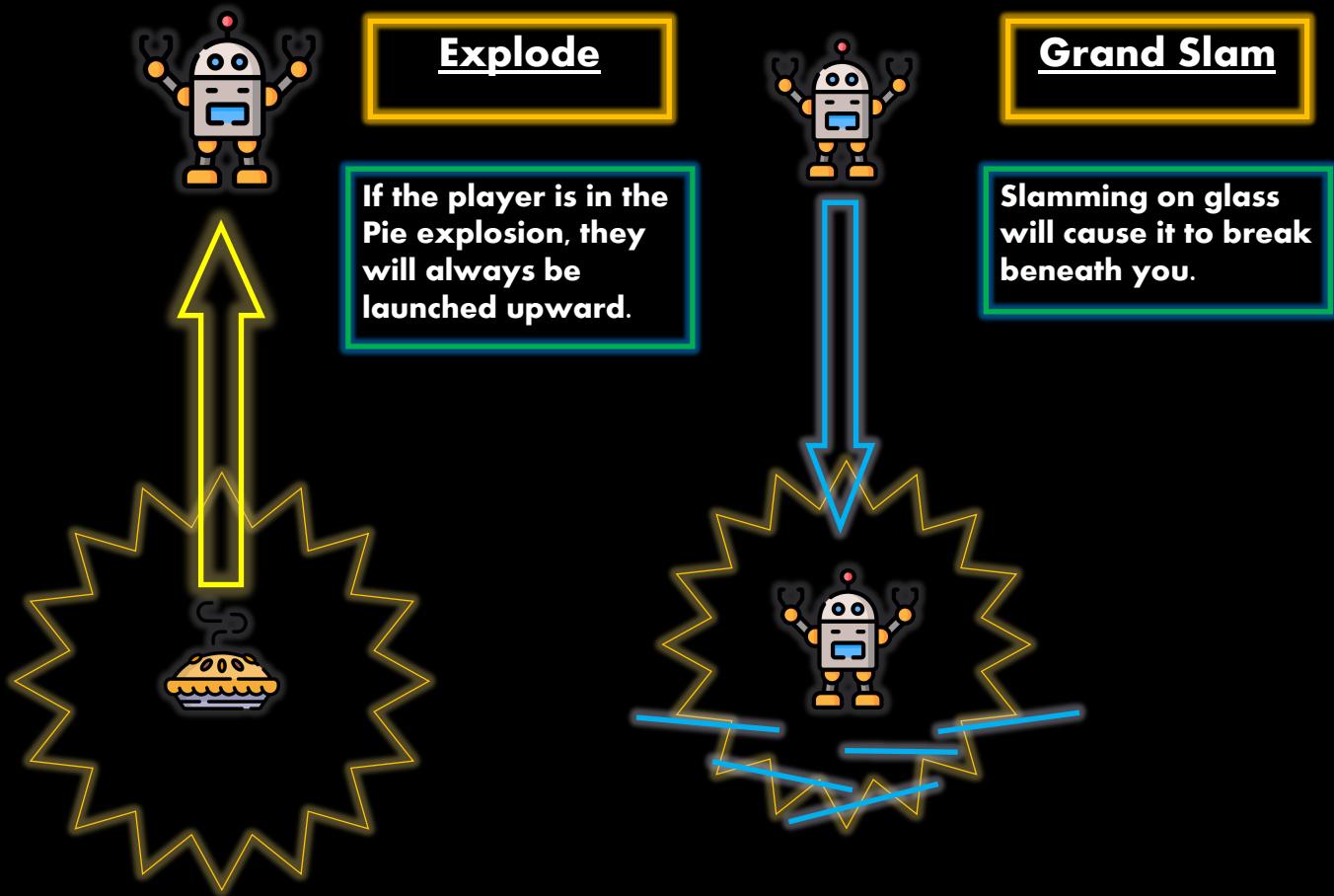
The pie rises outward from the face it hit.



Explode

The explosion bases force of distance from epicentre.

Some multiplicative Features



Enemies



Stats

N8Trooper

Speed: 200cm/s

Atk Range: 5000

Atk Damage Mod: x0.2

Atk Time: 3

Overall Threat: Low

The generic security guards of the museum. They are very weak but also very sweet and make great friends (too bad you are killing them). Made by SafeCorp.

Stats

MMEK

Speed: 600cm/s

Atk Range: 3000

Atk Damage Mod: x1

Atk Time: 2

Overall Threat: High

The heads of security that have been protecting the museum for years. Mean, brutal and sometimes just jerks. Made by UnSafeCorp.



Stats

Melee MMEK

Speed: 400cm/s

Atk Range: 250

Atk Damage Mod: x1

Atk Time: 3

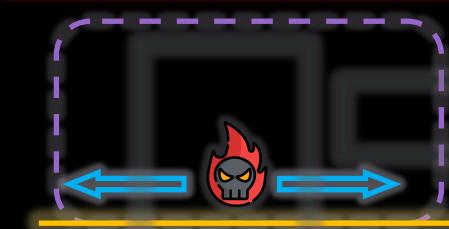
Overall Threat: Medium

Heavily limited by their small size and lack of guns, these guys just want to hit things (preferably you). Made by SafeishCorp.

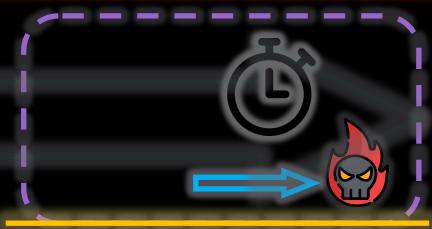


Enemies

Behaviour and Patterns



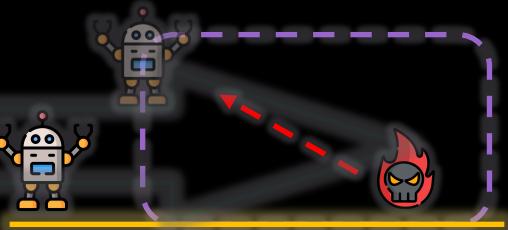
Randomly Patrol to a point.



Wait at point then move again.



If player spotted in perception, face them.



Fire at enemy

Track the enemy if within perception

Fire at last perceived location



Reload



Signify Enemy is lost



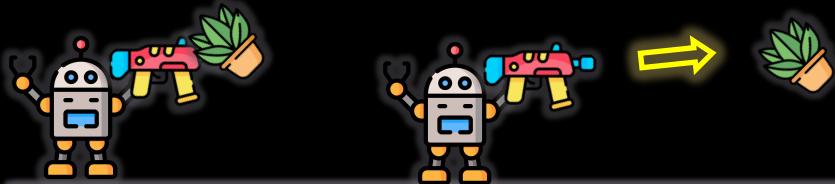
Revert to Patrol

World Mechanics



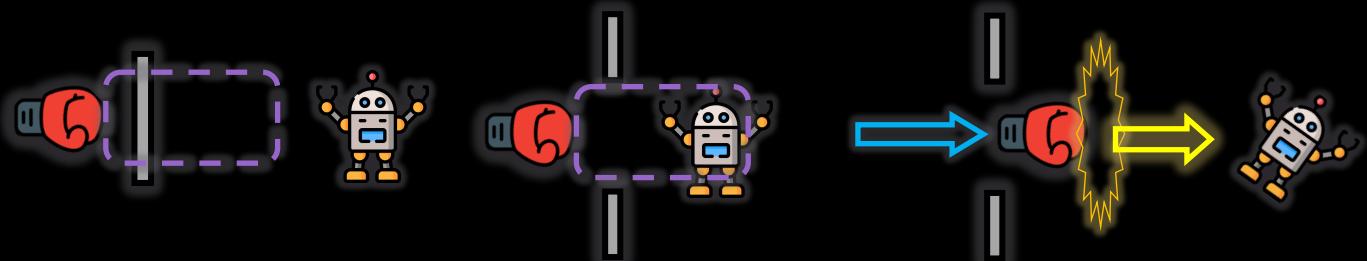
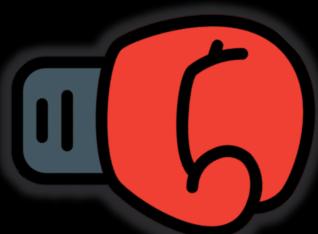
Suckable Meshes

Certain generic meshes will shine, can be sucked and shot by the suck and shoot. The mesh can be changed.



Prank Door

A door that launches player backwards to stop them going through



Gacha Machine

Spawns Suckable Meshes in the off chance the player runs out. The meshes are random bobbleheads.

E



World Mechanics



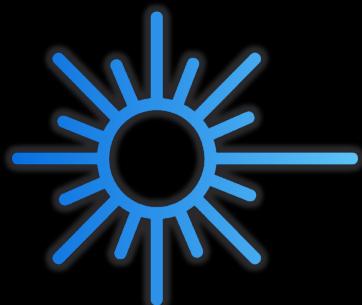
Target

A target that once hit with an enemy or mesh, will active. Mainly used to open laser doors. Switches can only be toggled on, not off.



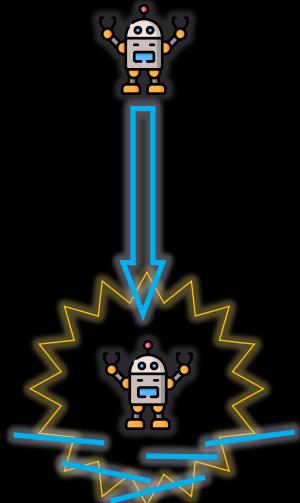
Lazer Door

A door that is tied to the objective. Only opens once all enemies / switches have been defected. Acts as an impassable wall until then. Has a counter showing remaining objective left.



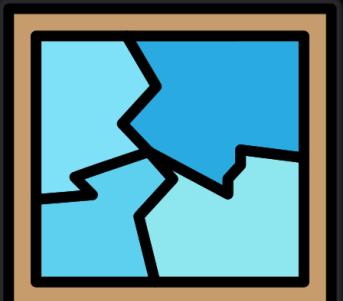
Laser

Applies small damage to player over time and instantly kills enemies if overlapped by laser.

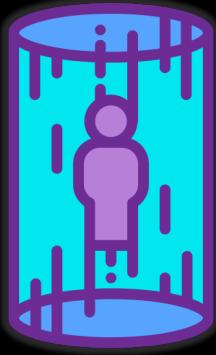


Breakable Glass

Glass that breaks when the player grand slams on the glass.



World Mechanics



Teleported

When the player overlaps, make the teleporter spin faster and teleport the player to a given location.

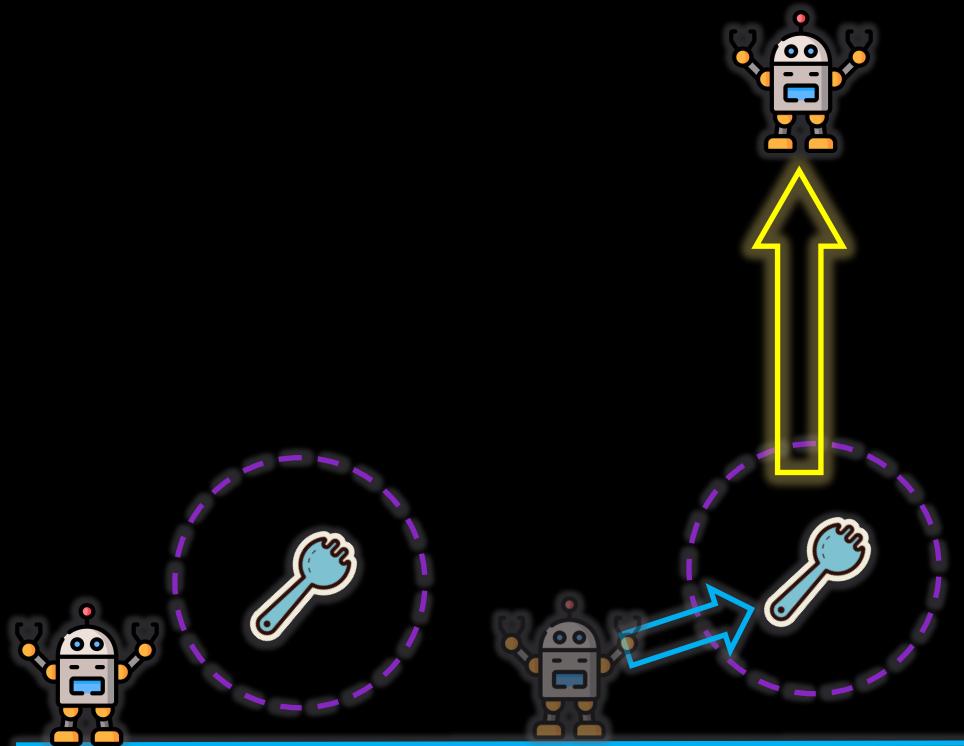
Objective Screen

Displays the amount of enemies and switches left in an area. Similar to the laser door.



Updraft

A spork that will launch the player upward when they overlap. Has a cooldown of 3 seconds before respawning in the same place. Similar to the pie interaction.



World Pickups



Suck N' Shoot Gun

When Picked up gives the player the Suck n' Shoot

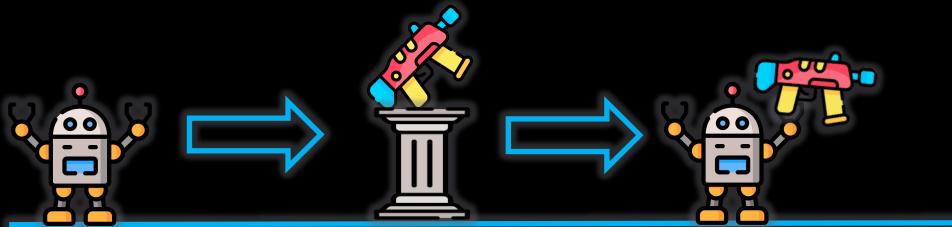
Pie Pickup

When Picked up gives the player the Suck n' Shoot



Health Pickup

When Picked up, heals the player to full health (cooldown 30 seconds)



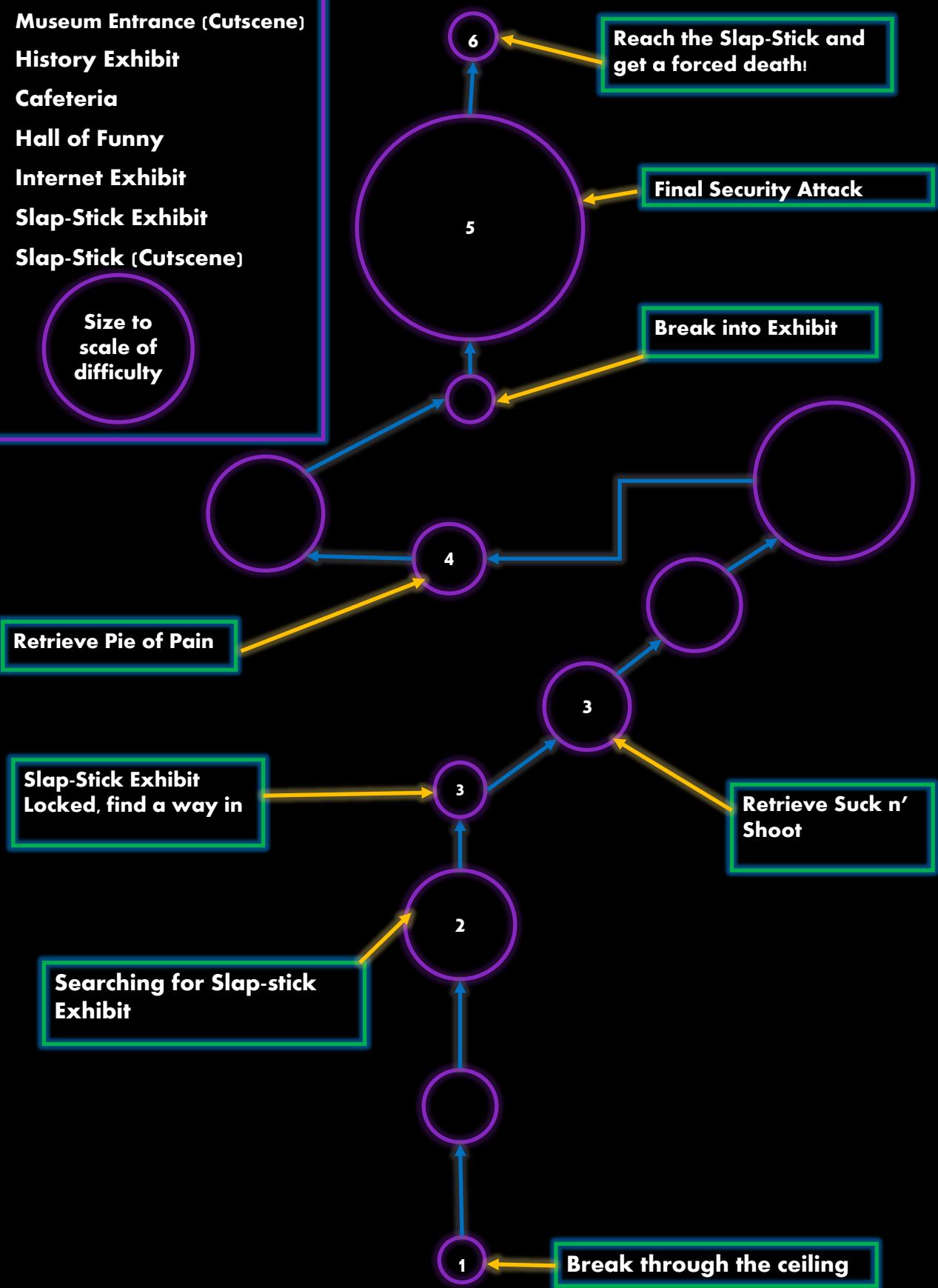
Level Design

Spatial Flow Map

Key

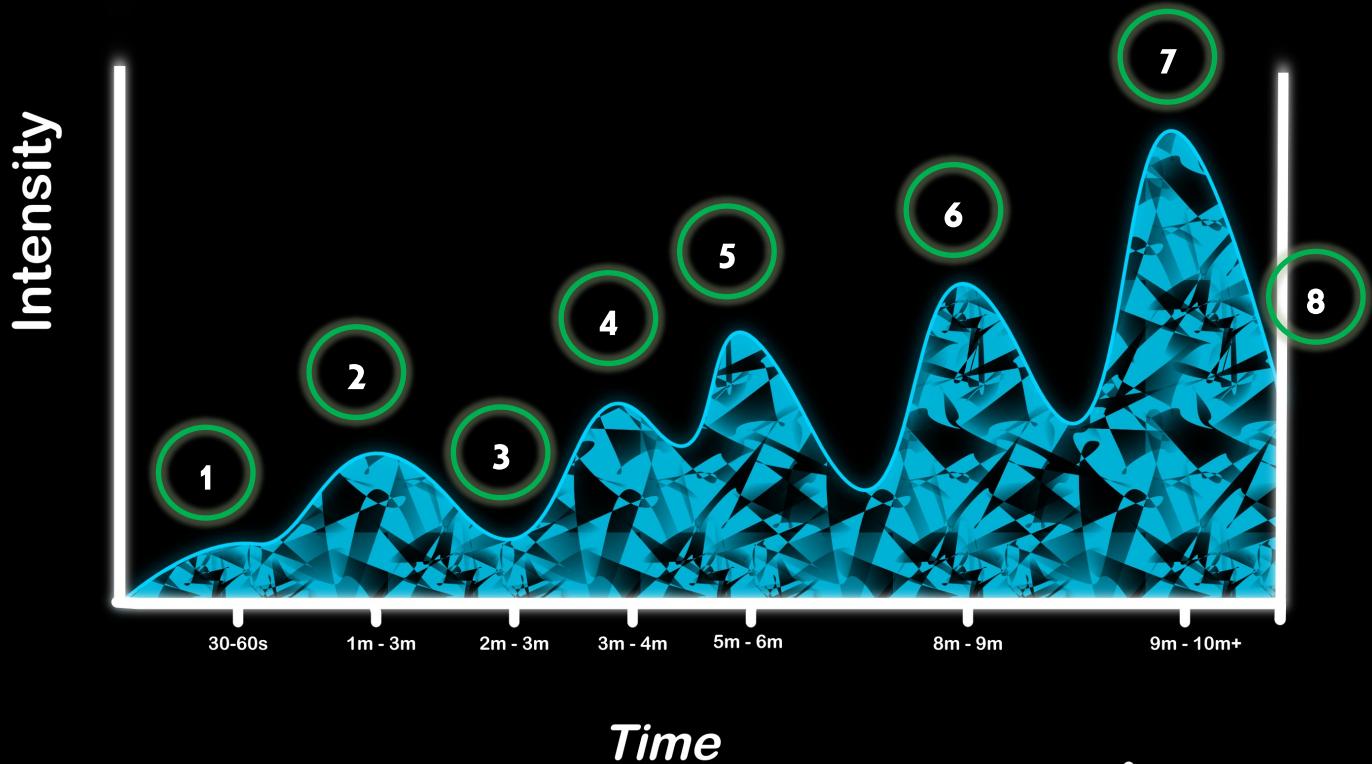
1. Museum Entrance (Cutscene)
2. History Exhibit
3. Cafeteria
4. Hall of Funny
5. Internet Exhibit
6. Slap-Stick Exhibit
7. Slap-Stick (Cutscene)

Size to scale of difficulty



Level Design

Spatial Flow Map



Key

1. **Intro Cutscene of Museum** followed by player entering the museum through the roof. Followed by short interactive tutorials about core controls.
2. **History Exhibit** - first large room of the game that provides the first loads of enemies to the player. Current goal is to find the Slap-Sticks exhibit.
3. **Cafeteria** - Player discovers entrance to exhibit is securely locked, they must find a way to break through.
4. **Hall of Funny** - The player gains the Suck n' Shoot, this area is to teach player the new ability.
5. Player navigates to the teleporter which involves a more advanced challenge with the Suck n' Shoot (back to cafeteria).
6. **Internet Exhibit** - The player gains the Pie of Pain, this area is to teach and test the player on the new ability. and navigates to the teleporter (back to cafeteria).
7. **Slap-Stick Exhibit** - Highly secure area that tests the players abilities and skills with the weapons to the test!
8. **Slap-Stick (Cutscene)** - Lancer goes to grab the slap stick however hits a rake left on the ground and falls over. Fading to black and ending the game.

Level Design

Basic Layout

Elevation:

Low Elevation (200)

High Elevation (9200)

1 Square = 200 cm

Slap-Stick

Slap-Stick Exhibit

Internet Exhibit

Hall of Funny

Cafeteria

History Exhibit

Entrance

Critical Path Teleporter Order:

1. **White Line**
2. **Blue Line**
3. **Yellow Line**

Level Design

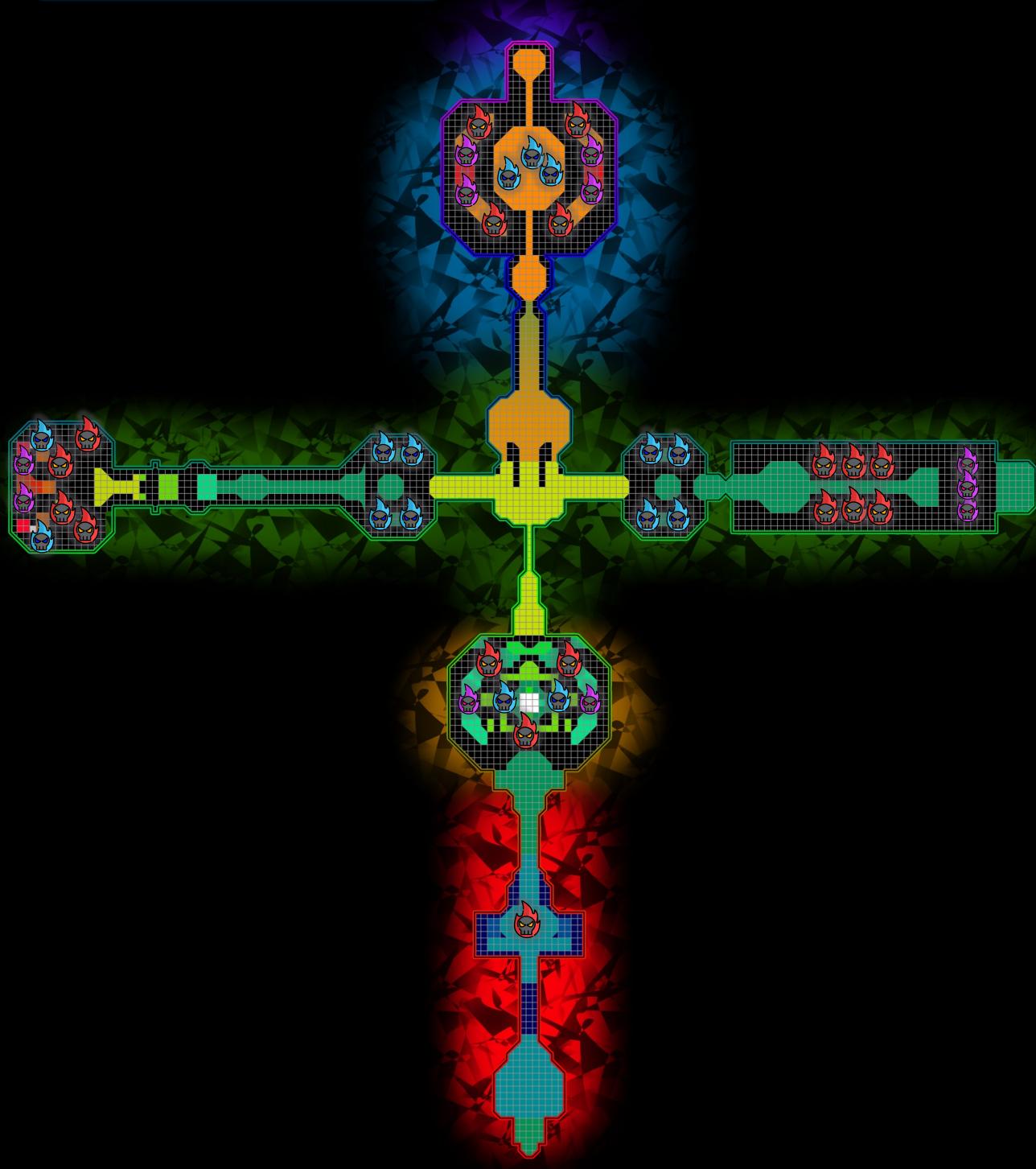
Enemy Dispersal

Key:

N8Trooper -

MMEK -

MeleeMMEK -



Level Design

Updrafts, Switches and Health Packs

Key:	
Targets	-
Updrafts	-
HealthPacks	-



Level Design

Core Actors

Key:

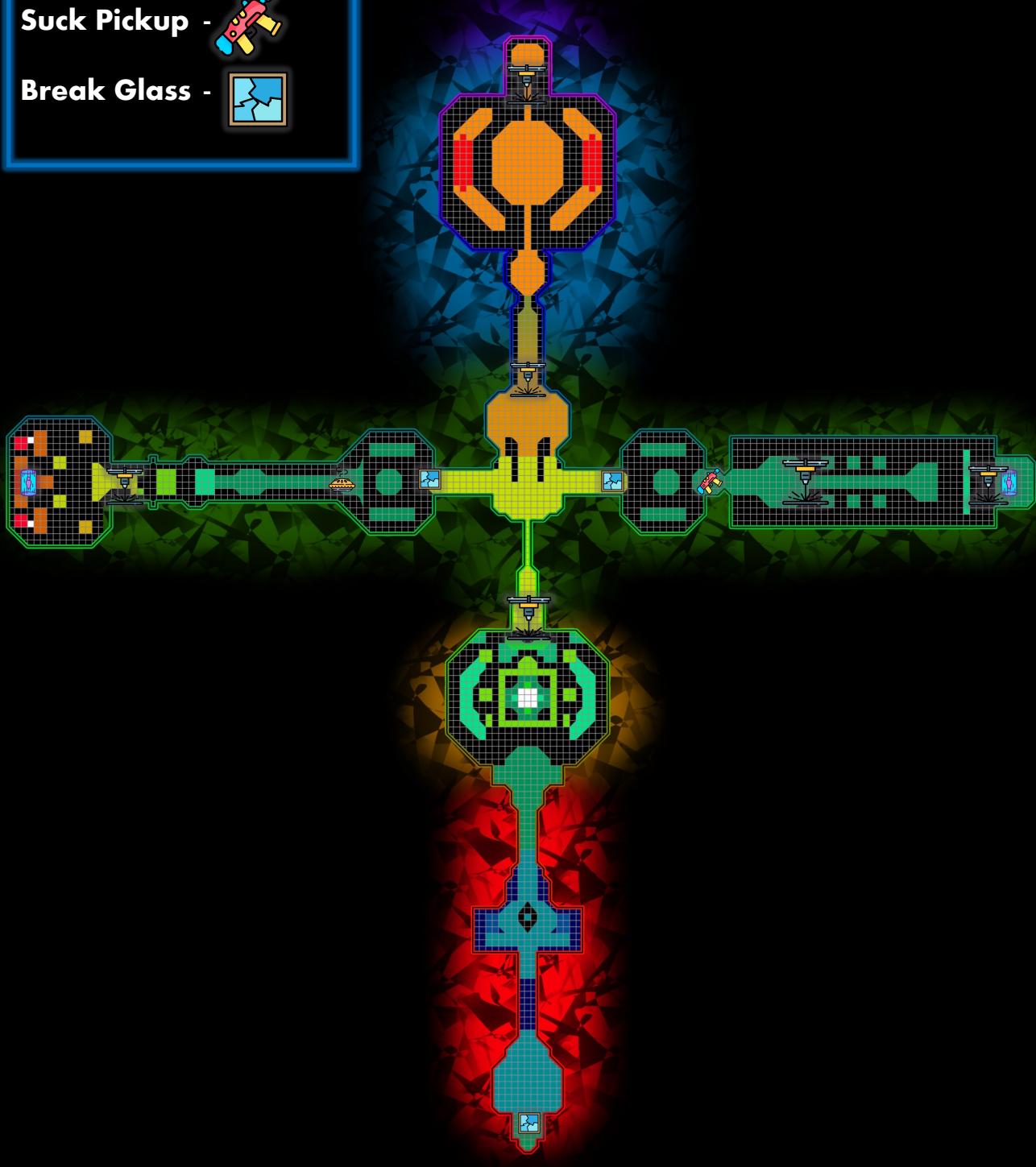
LaserDoors - 

Teleporters - 

Pie Pickup - 

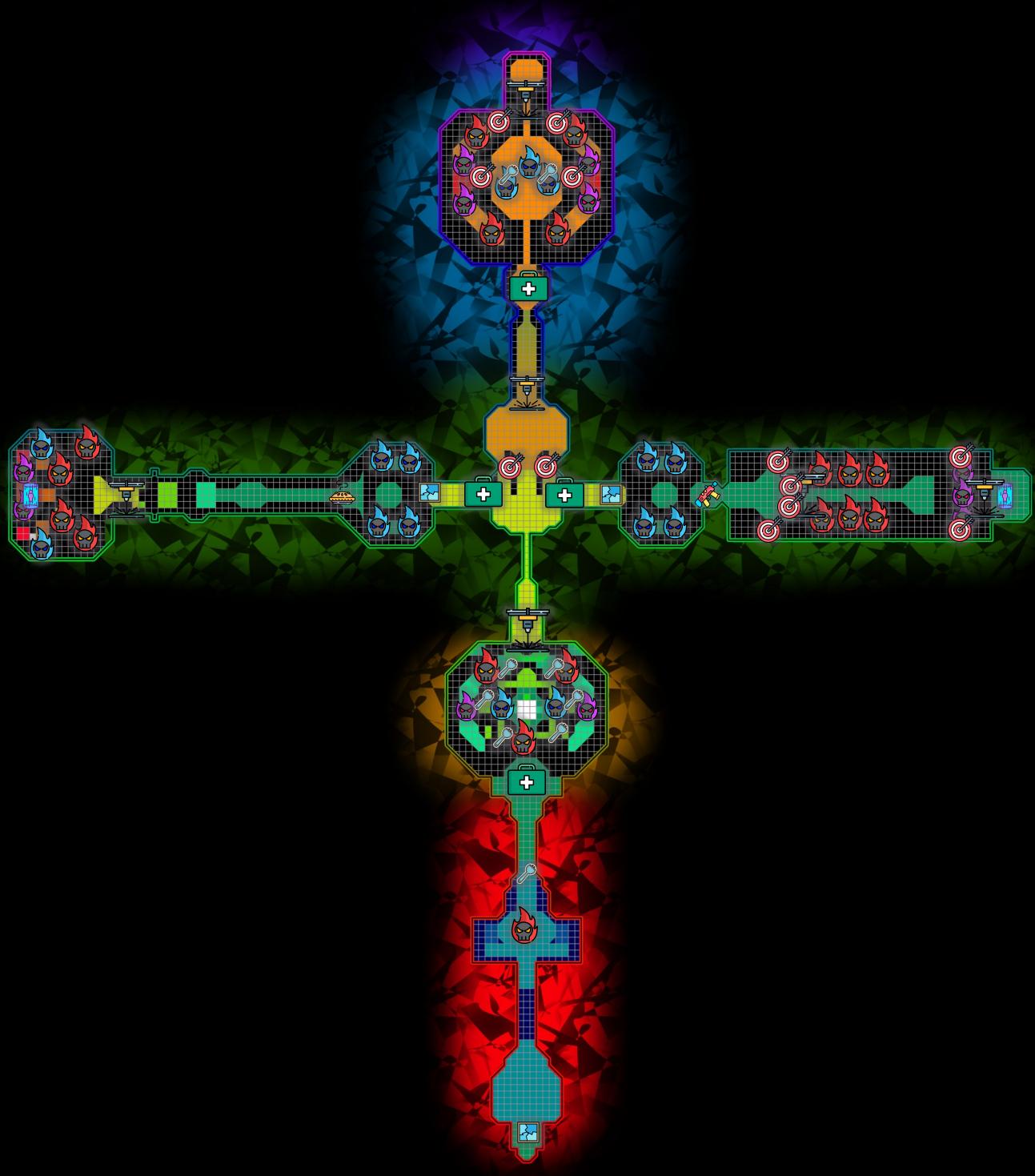
Suck Pickup - 

Break Glass - 



Level Design

FINAL MAP OF DOOM



End of Document

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