

# Moon Dragon

Version 1

*Written by:* Ross Turner

*Point of contact:* Ross Turner (417) 123-4567

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## Revision History

Initial creation - April 16, 2024

# Game Goals

## High Concept

Moon Dragon is a 2D side-scrolling platformer with strategy elements. The user plays as a young boy named Dimitri who is being trained by his father, Marcus Specter, to take over his role as the city's protector.

## Target Age

Young Adult

## ESRB Rating

T (Teen)

## Game Summary

Gameplay primarily revolves around creating platforms to get over obstacles. Players run to the right until they come across a large gap or hard to reach platform. When the player presses the "s" button, the game goes "slow mode" and allows them to access different kinds of platforms. They can then click and drag the platform to the area they want, then let go of the button to set the platform down. When the jump button is let go, the game runs normally again.

## Selling Points:

Get through obstacles by creating platforms  
Quick decision making  
Diversity

## Platforms

PC, Windows, Mac, Linux  
Single player

## Gameplay

Consists of the player running left, right; clicking and dragging platforms; and jumping on platforms; and running from enemies.

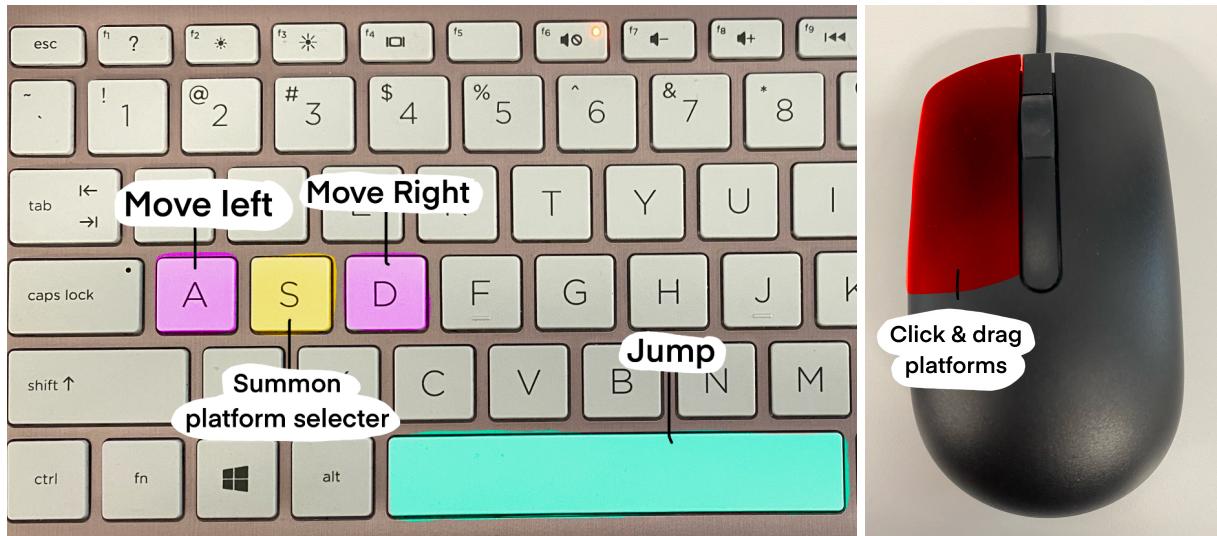
## Story Overview

The game starts with a short, expositional, cutscene. Then the player spawns on a city rooftop at night. When they run around, they'll find a gap that they can't jump over. So, they create platforms in order to get across. Once the player makes it to the other side, the camera trucks to the left to reveal an enemy. The enemy then chases the player as the player continues to build platforms to get away. The level/game ends when the player jumps in a portal.

## Licensor Points and Concerns

Don't get sued, get fined, or go to jail :)  
Do it to everyone we don't like though.

## Game Controls



## Technological Requirements

### Tools

Unity  
Krita  
Visual Studio Code

### Implementation

Main gameplay coded with scripts using C#  
Animation created in animation tab of Unity

### Level Creation & Scripting Tools

Visual Studio Code using C# scripts  
Levels created in Krita

## Start Screen



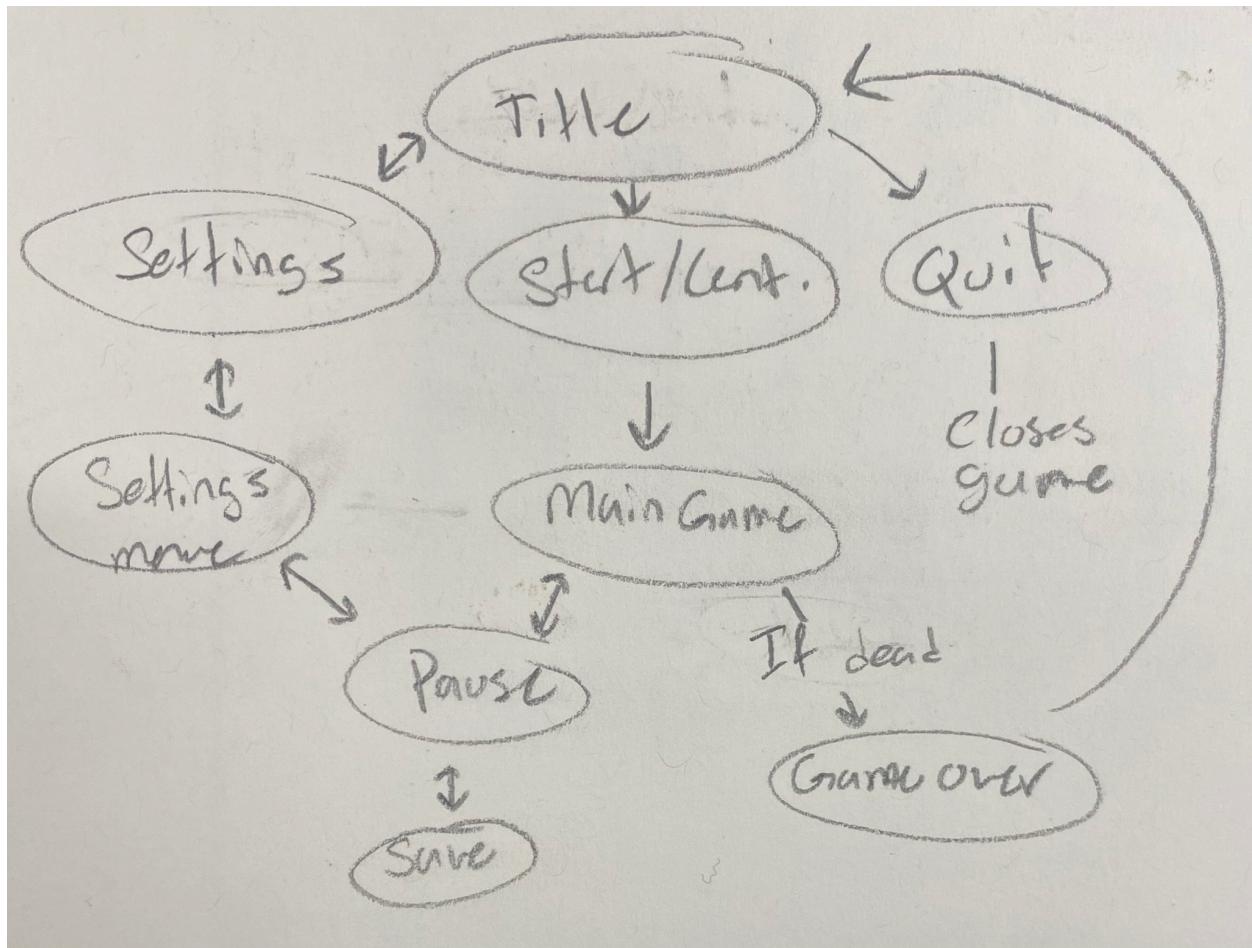
### Available Selection Options

Start  
Continue  
Settings  
Quit

### Save/Load Files

When a new player opens the game for the first time, the “Continue” option is grayed out with the “Start” option being the only way to start the game. The player can press “Q” in order to save their progress. When returning players open the game again, the “Continue” option is available and they can start where they left off.

## Game Flowchart



## Game Camera

### Camera Type

Third-person perspective

Fixed to the player

## HUD System



# Player Character

## Reference



### Name

Moon Dragon (Dimitri Specter)

### Relationships

Marcus Specter (Adopted father & mentor)  
Samuel Doe (Adopted father)

## Player Metrics

### Movement

The Player simply runs left, right, and jumps. Speed is moderately fast.

### Health

When the enemy touches the player, a moon will disappear from the health icon.  
For more detail, see page 9.

### Player Death

When all four moons are gone, the player dies and a “Game Over” screen appears. The player can choose to try again or return to the Title Screen.

## Player Inventory Tools

The player has an inventory of different platforms (referred to as “Spells”) they can use to get over obstacles. Pressing “s” will make the tab pop up and be able to be selected by clicking.



## Health



## Lives

Lives are represented as four moons at different phases of the moon (Image above). As the player gets damage, a moon disappears from the icon.

*Full Moon* - Full 4 lives

*Half Moon* - 3 lives

*Waxing Moon* - 2 lives

*Full Moon* - 1 life.

## Death

When Full Moon disappears, the player is dead and lost the level. A “Game Over Screen” appears and gives the player the option to either try the level again or return to the title screen.

## Collectables

The main collectables are lost spell book pages (Left image). The number of pages collected can be viewed on a page icon from the top right corner of the screen (Right image). Getting all pages unlocks bonus levels with Dimitri's other father, a sorcerer named Samuel Doe.



## General Enemy Rules



### Behavior Type

Chaser. Enemy will run after the player using the player's platforms to get over obstacles it can't get across. When the enemy touches the player, the player loses a life. If the player has been hit, the enemy will stand still to give the player a head start.

### Spawn & Defeat

The enemy spawns at the beginning of the level. It is defeated when the player successfully outruns it and escapes.

## Game Progression Outline

<b>Level:</b> Mission 1-1	<b>Level:</b> Mission 1-2
<b>Name:</b> First Day on the Job	<b>Name:</b> Foe Shaped Jackal
<b>TOD:</b> Night	<b>TOD:</b> Night
<b>Story:</b> Dimitri is brought along for a patrol for the first time and gets taught the ropes.	<b>Story:</b> When left alone, Dimitri notices a zombie-like jackal behind him. The jackal then chases him.
<b>Progression:</b> Tutorial. Player gets accommodated with controls and taught the main mechanics.	<b>Progression:</b> Player applies what they learned from the first level into the normal gameplay.
<b>Est. Play Time:</b> 15 min	<b>Est. play time:</b> 15 min
<b>Color Map:</b> Purple, Yellow, Red	<b>Color Map:</b> Purple, Yellow, Red
<b>Mechanics:</b> Moving & placing platforms, collectables.	<b>Mechanics:</b> Moving & placing platforms, collectables.
<b>Hazards:</b> Gaps in buildings, tall buildings	<b>Hazards:</b> Gaps in buildings, tall buildings, jackal