Voozix

Game Design Document

Voozix is a two-dimensional game where the player is visualized by a small ball. The goal is to get as many points as possible by collecting targets called "Quibs". To make that interesting, there are different types of enemies and power-ups you can use to gain the highest score.

Voozix

Game Design Document

# What?

Voozix is a two-dimensional game where the player is visualized by a small ball. The goal is to get as many points as possible by collecting targets called "Quibs". To make that interesting, there are different types of enemies and power-ups you can use to gain the highest score.

# Why?

This project is being done developed for educational purposes. The aim is to have a finished and polished software project, which is well thought-out and can be pushed out on several devices.

Release plans:  
- Windows Store (RT & 8)  
- Mac OS X  
- Linux  
- iOS (iPad)  
- Android

## Technology

Language C#, XML  
Libraries MonoGame  
Tools Visual Studio 2012,  
 MonoDevelop

Contents

[Voozix 1](#_Toc339645245)

[What? 1](#_Toc339645246)

[Why? 1](#_Toc339645247)

[Technology 1](#_Toc339645248)

[Menus 4](#_Toc339645249)

[Intro 4](#_Toc339645250)

[Main Menu 4](#_Toc339645251)

[Choose Mode 4](#_Toc339645252)

[Options 5](#_Toc339645253)

[Game 5](#_Toc339645254)

[Gameplay 6](#_Toc339645255)

[Goal 6](#_Toc339645256)

[Controls 6](#_Toc339645257)

[Modes / Levels 6](#_Toc339645258)

[Enemies 7](#_Toc339645259)

[Player 8](#_Toc339645260)

[Visual Presentation 8](#_Toc339645261)

[Power-Ups 8](#_Toc339645262)

[Graphics 9](#_Toc339645263)

[Introduction 9](#_Toc339645264)

[Colors and Priority 9](#_Toc339645265)

[Sound 10](#_Toc339645266)

[Introduction 10](#_Toc339645267)

[Music 10](#_Toc339645268)

[Sound effects 10](#_Toc339645269)

[Development 11](#_Toc339645270)

[Milestones 11](#_Toc339645271)

Menus

# Intro

This screen just fades in a logo (see right top of the first page) and fades out again after some seconds (probably 4). It uses the same background as the menu. After the logo has completely faded out the game state switches to the MainMenu Screen.

# Main Menu

The MainMenu Screen is used to let the player do what he wants to do. There will be 4 entries, which the player can choose between.



# Choose Mode

In this mode the player can choose between all the gameplay modes that are mentioned later in “Modes / Levels”. There will be a list of them and also a list of properties that change whenever another mode is selected.

# Options

The player can set any property that affects the graphics, sound or gameplay. He will be able to change…

Resolution Although there will be a fixed one for now  
 Full screen Won‘t be implemented as long as the resolution can‘t change Sound Turning the sound off or on  
 Volume Loudness of all sounds  
 Controls Changing movement keys etc.

# Game

All the actual gameplay happens here. Depending on what mode was chosen the Game Screen will draw and update that mode, which is also another screen. They are not mentioned here because all they do is updating and drawing (such as initializing and more) the mode mentioned below.

Gameplay

# Goal

The main aspect of Voozix is to collect points by completing different goals. Primarily you have to hunt targets, called, as stated before, ,Quibs‘.

# Controls

The player is fully controlled by the keyboard (arrow keys and/or WASD). Touchscreen support is needed.

# Modes / Levels

There will be different gameplay modes. Each mode has levels, which just make the game harder the better you get. There is a list of all modes below.

* **Standard** [x]  
  For every target you collect a new enemy (ball) will spawn. A pattern is used for moving them.
* **Survival**  
  In this mode you can choose how many balls (or any other enemy) fly around. Your assignment is to survive as long as possible. It is possible to select how the enemies will move. However, there will only be 1 option available for now, which is “random”.
* **Tunnel Race**  
  The player has to collect targets as usual. To make it harder there will be vector-graphics on the top and bottom of the screen which get higher and lower. This mode should make the player feel he is racing through a tunnel. There are several objects that make the race faster and slower; these are described under “objects”. There may be any other enemies, too.

# Enemies

Collecting targets without any obstacles is boring, which is why there have to be enemies (or just obstacles). There will also be different types like static obstacles, which do not move and some that do. Below is a list of all enemies yet to be thought of.

* **Ball** [x]  
  This is a simple object which moves in different ways. A collision with the player will end in „game over“.
* **Wall** [x]  
  Much simpler object. Just stays in the room and does not move. Player has to avoid them.
* **Clashing Wall**  
  This object does not move. It consists of 2 walls, that slash together. The target/point is positioned exactly between those two walls. This way the player has to watch the object react and then move into it to collect the target.
* **Hunter**  
  The hunter is the first object that really reacts to the player and so it has a simple AI. It will just hunt the player by flying into his direction with a speed that is just a little bit higher than the player‘s speed. This way the player has to kill it and can‘t just fly which would make the hunter nonsense. But how does the player kill the hunter? All other objects can hurt and kill the hunter, which means, that the player has to lead the hunter into any other object.

Player

# Visual Presentation

The player is a circle/ball, which is slightly bigger than all others and also uses one of the highlighting colors below.

# Power-Ups

There are several power ups the player can collect which will give him advantages. These power-ups are only for a limited time. Time will be indicated by a progress bar at the bottom of the game.

* **Speed Boost** [x]  
  Makes the player faster for 10 seconds.
* **Health** [x]  
  Adds 1 health to the player.
* **Invincible** [x]  
  Makes the player invincible for 5 seconds. The balls will bounce from the player.

Graphics

# Introduction

This chapter will describe how the game looks, like which colors to use. Might be that there is a filter that is being used by any object or particle effects that visualize a certain thing.

# Colors and Priority

Voozix will use the color scheme below. There will be other colors of course, but this is the main range of colors to be used so there will be a certain look that is associated not only with Voozix and let‘s the player feel what he is playing. The darker areas will be used for large areas so that the color is not overwhelming the player and it feels soft to the eyes. The mid areas are used by objects that don‘t need to be highlighted in any way. The bright ones will be used for the player (so that he can always see where he is and what is the most important part of the game (he)) and other objects that need to be highlighted.

If there are many objects to highlight or they are like always on the screen other techniques are used to highlight them. One for example is the rotation and or scaling of that certain object.



Sound

# Introduction

This chapter will cover all sounds that exist and how they sound like or even name a certain sound which is already finished and can be used in game.

# Music

These sounds will all be played in a loop within the game or a certain game state.

* **Intro & Menu**  
  This song or track should make the player get psyched and feel excited about the game so he wants to start right away. Since the player usually does not spend a long time watching at the menu it does not have to be in the background like not disturbing the player.
* **Game**  
  A track that is used in the actual mode. It stays in the background and should not disturb the player, but like getting him in trance so that he can enjoy the game.

# Sound effects

The list below mentions all effects of the game and when they are played.

* **Goal collected**  
  Will be played after a goal was collected by the player. It should be very short and just make the player know that he really collected it. Just like a „bling“ or something

Development

# Milestones

|  |  |
| --- | --- |
| Alpha 0.1 | |
| Features   * Fully functional HUD * 2 Basic Enemies * Speed Power-Up * Standard game mode | **Description** |
| Alpha 0.2 | |
| Features   * Menus * More Enemies * Survival game mode | **Description** |
| Alpha 0.3 | |
| Features | **Description** |