Just Dandy

Assets:

[Trello list](https://trello.com/b/RpeAMYbv/dande-game)

[Spread Sheet Asset List](https://docs.google.com/spreadsheets/d/10AAL2io86rYFtfkDYL9RES6707jnOmwZ/edit?usp=sharing&ouid=101014871155093689404&rtpof=true&sd=true)

Chevelle, Will, Russell, Jessica

# **Game Overview**

## High Concept (Elevator Pitch)

In this wacky plant Roguelike game you play as a humble dandelion who's trying to survive in 3 different levels, forest, muddy terrain, and the long rocky stream, while fighting unique enemies in each level. Along the way you will grow, gaining new abilities that expand upon combat and traversing the rough land of the great outdoors!

## Game Summary

Navigating through our side scroller Roguelike game, you jump, glide, maneuver, and fight snails, slugs, beetles, and bugs, while exploring 3 unique sections of the great outdoors as a humble dandelion seedling. Travel through a bright forest, through muddy terrain, then climb through rocky hills, where you will have to race to the end. Progress and grow to become more powerful and gain new abilities. When defeated by the beastly bugs, you go back to the beginning, where you must start your adventure over again.

Engagement types

Just Dandy is for people who like 2D side scrollers, Roguelike games, indie games, story games, silly games, cute art, bugs, and all of the above.

# **Gameplay**

# First Minutes

The first minutes of the game will consist of a menu where in the background there is a dandelion seed on top of a cliff. Once the player clicks start they will gain control over the seed, keybinds will be floating text that disappears once you go forward. As you move further to the right a few weak enemies will appear to help the player learn the controls.

## Game Flow

The player will progress through each level collecting pollen and attacking enemies along the way to reach the end of each level, there will also be a patch of sunlight somewhere on the level which will use the collected pollen to grow and upgrade the player. Once the player reaches the end of the level the next will start until you get to the end of the game.

## Victory/Lose Conditions

You win once you pick up all the pollen and jump off the cliff, coming full circle from where you first came from. You lose when your health points reach zero and get sent back to the beginning.

## Core Game Mechanics & Features

Movement, movement will consist of being to go to the left and right, the player will be able to move at a constant speed the speed will change it going over rough terrain or up steep slopes.

Growing, the growing system will be similar to an Exp system, on each level there will be collectable pollen there will also be a patch of sunlight that when entered with enough pollen the player will grow depending on the amount of pollen collected, with each level the player grows they will gain new abilities.

Attacking, throughout the game the player will gain 3 different combat abilities, a melee attack, a seed shot attack, and a seed burst attack, each attack is unique and will help get you further in the game.

Jumping, jumping will consist of a quick movement in the upwards direction then falling down, later in the game you will receive an upgrade that lets you double jump which will work like a normal jump but will launch you into the air a second time, mid jump.

Enemies, throughout the game there will be 4 different enemies, aphids, beetles, slugs, and snails.

Crosshair, the player will have a crosshair which indicates where the mouse is, this will help show the player where they are attacking.

Glide, at the beginning of the game the player will gain the ability to glide, this ability will last the whole game, this ability allows the player to fall slowly and move through the air.

## “Nice to Have” Mechanics & Features

Along with the many aspects of Just Dandy, what might not make the final cut might include a final boss. That includes cut scenes with the Final boss and a second boss stage once our garden hand boss’s health is marked to half. What might also not cut the final release is randomized enemy spawns and randomly generated levels,

# **Sound**

## Sound FX & Music

When opening up, you’re greeted with menu music, then playing each level you will play alongside a cheerful soundtrack. When acting on attack, there will be a sound each time you smack and shoot. You’ll be able to hear when taking damage with a damage sound, and to be aware when you hear a bug attack sound effect, knowing an insect is near.

## “Nice to Have” SFX & Music

Music for our cutscenes, different tracks for each individual level, button select noise, pollen pickup sound, double jump sound, and sound effects for your win or lose endings would be nice but not mandatory for the flow of our game.

# **Art**

## Art Style

Just Dandy has a pastel pixel art style with cute bugs and just as cute environments. We chose this style because it fits the theme of the game well. Travel from vibrant colors of the forest to more neutral tones of our pallet in mud, to monotone rocks and vibrant water. The character design is cute and silly, though it feels true to nature with coloring and detail.

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## “Nice to Have” Art & Special Effects

Water animation, level up animation OR cutscene, death/rebirth animation, cutscenes: entry for boss, entry for beginning of game, win, double jump animation

# **Target Audience**

E for Everyone. Demographic for anyone who likes 2D, side scroller, story games.

# Members:

William Abar

Jessica Wilson

Chevell Everett

Russell Totten

# Roles:

Programming/3D

Sound/Art

Art/Sound

Programming