Imagine That!

# Overview

## Theme / Setting / Genre

* Action Platformer (Run & Gun / Boss Rush)

## Targeted platforms

* Windows PC

## Project Scope

- <Game Time Scale>

- Submission Date:

- <Team Size>

2 Programmers – Oliver Tennant & Callum Addy

2 Designers – Joe Barker & Harry Williams

1 Dev Art – Alex Wong

3 Game Art – Kit Wong, Becca Store & Wren Kuah

- <Licenses / Hardware / Other Costs>

* + One-time unity Pro Payment $1,500 x 4 = $6000
  + or Monthly at $75 x 9 months $675 x 4 = $2700
  + Only for 2 PC’s per License
  + There are no royalties for creating games in Unity Pro.
  + Maya is $30 a month x 9 months x 8 PC's = $2160
  + Licensing total for 9 months = 4860

## Influences (Brief)

### - <Influence #1> Cuphead

- Video Game – PC Platform

* Cuphead is a very well-polished run and gun/boss rush game. We have based a lot of our ideas round the gameplay elements of Cuphead. Such as the phased boss fights, were each phase becomes harder as the player fights on.

### - <Influence #2> Over the Wall

- Television

* This has been the base for our art style, with its cartoon aesthetics. This will influence our overall art style throughout the project.

### - <Influence #3> Terraria

- Video Game – Boss Rush

* Terraria is a boss rush style game. It uses pivot animation to animate its bosses. This will benefit the team as we lack an animator. Using pivot animation will be a lot easer than sprite animation, cutting down the amount of art work need over all.

### - <Influence #4> Panakapu

* Video Game – Action platformer
  + - Pankapu is the closet game when looking at our target market with total unit sales of 20,000. This gives us an idea of what to aim for with polish when aiming for similar sales.

## The elevator Pitch

* Our game is a 2.5d twin stick run and gun boss rush, set in a theme park aimed for release on PC.

## Project Description (Brief):

<Two Paragraphs at least>

<No more than three paragraphs>

## Project Description (Detailed)

<Four Paragraphs or more If needs be>

<No more than six paragraphs>

# What sets this project apart?

## Core Gameplay Mechanics (Detailed)

### - <Core Gameplay Loop

So, the main aim for the game is to try and progress through each of the levels by damaging the bosses or gunning down minions. They then must take into consideration about the plethora of different attacks each of the enemies will throw back at them. The end game result of this is to progress to next stage on the map and so on.

### - <Core Gameplay Mechanic #2>

* + Player Movement: The player movement is meant to reminisce the classic style and feel of run and gun shooters. But made to be much more refined and smoother with the help of raycasting.

**- <Core Gameplay Mechanic #3>**

* + Default attacks: The main default attack of the player is a rapid-fire water pistol which is used as a long ranged, low damage attack which is also used for colour coordinated in attacks. This allows progression and more damage.

**- <Core Gameplay Mechanic #4>**

* + Melee attacks: Melee attacks are more short range, high damage but are very risky if the player chooses to use this as a main weapon. But much like the default weapon, it has its own set of colour coordination at play which again allows for progression.

**-<Core Gameplay Mechanic #5>**

* + Special Attacks: The special attack comes from the buildup of damage points over a set amount of time which can be unleashed in an attack that passes through the enemy/s. Allowing for extremely high damage. The negative to this however, comes from the fact that if the player is hit at all, this will be resent entirely.

**-<Core Gameplay Mechanic #6>**

* + Bosses Attacks: The boss will give the player an indication for when they are about to attack as well as the type of attack. Giving the options on how they should avoid or giving them an opportunity for an attack.

# Story and Gameplay

## Story (Brief)

Play as Jimmy a naughty boy with an over active imagination. Your engineer dad takes you to work at a closed theme park where you run off and begin to cause havoc as your imagination takes over.

Run and gun your way through a theme park battling minions before destroying the evil boss rides.

## Story (Detailed)

Over a weekend a Mechanic is tasked with fixing and maintaining a local theme park, unfortunately he must bring his disruptive son Jimmy as no one will look after him. While the mechanic spends his day Toiling, Jimmy soon finds himself extremely bored.

He runs away from his dad, now with an entire theme-park all to himself Jimmy’s imagination explodes! The rides and attractions around him begin to transform into giant creatures and little Jimmy finds himself on a journey to purge paradise-park. But he must be careful, for if jimmy causes too much commotion his dad will find him. Our game is story driven but gameplay focused.

## Gameplay (Brief)

<The Summary version of below>

## Gameplay (Detailed)

<Go into as much detail as needs be>

<Spare no detail>

<Combine this with the game mechanics section above>

# Assets Needed 2D

- Characters List

Sprite sheet for protagonist Jimmy  
Idle.   
  
Sprite sheet for protagonist Jimmy  
Running.

Sprite sheet for protagonist Jimmy  
Shooting Up/Down/Left/Right/Diagonally up and down.   
  
Sprite sheet for protagonist Jimmy  
Melee.  
  
Sprite sheet for protagonist Jimmy  
Special attack.  
  
Sprite sheet animation for protagonist Jimmy  
Falling.  
  
Sprite sheet animation for protagonist   
Jumping.   
  
Sprite sheet animation for protagonist  
Grabbed by dads’ hand.

**Bosses**

Princess Boss Asset  
Broken down into limbs ready for pivot animation.  
Different limbs for each phase to show damage done   
  
Hand of dad Asset   
  
Princess Cloud Asset  
Happy face and Beat-up face

**Weapons**

Primary weapon Asset  
Melee weapon Asset.  
Special weapon Asset.

## - 3D

- Environmental Art Lists

**Castle asset**

Cauldron on castle asset   
  
Castle draw bridge asset   
  
Castle road asset   
  
Toadstool platforms asset  
  
Lava pit asset

**Background assets**

Jesters tent, Bastions also please refer to image for style

**- Particle System**

Character

Default attack – Blue Plasma Projectiles   
  
Melee attack – Bonk effect   
  
Special attack – Energy beam

Princess Boss Attack  
  
Primary Attack – Crystal throw  
  
Cauldron dump – Lava flow

Bomb drop – Area effect explosion  
  
Tears – Duel Arc beams

Catacoaster

Coaster moving around – Sparks from wheels

Transformation effect – Coaster to butterfly

Attack projectiles

Pollen blast

Cathupid

Heart arrow trails

Floating heart (Produced and hitting player)

Smashing tentacles on the boats

Eating the boats

**- U.I Design. (will need art Assets)**

## Start screen Main menu screen Area selection Screen Loading screen Death screen Commotion meter Special Charge up meter/faces Weapons with recharge times Destruction Score system Progression meter on death screen

## - Sound

Character Movement Sound List

- Foot steps

- Jump

Character Hit / Weapon

- When Jimmy takes damage

- Melee attack (Power Spanner SFX)

- Water pistol attack (Small plasma SFX)

- Nail gun attack (Energy Beam SFX)

Princess

- Attacks

* Bombs (SFX)
* Projectiles (Pointed crystal- Long telegraphed SFX)
* Lava Pot Dump (SFX)
* Tear arc (Voice Command and SFX)

- Damage taken

- Death

Catacoaster

- Movement

* Coaster – Train SFX
* Butterfly – Flapping wings SFX
* Crash landing SFX

- Attacks

* Butterfly Projectiles (Long telegraphed SFX)
* Pollen blast (blast SFX)

- Damage Taken

- Death

Cathupid

- Movement

* Flying sound (First stage)
* Water splashing (Final Stage octopus)

- Attack

* Firing arrows (Sparkle SFX)
* Love Heart (Released SFX)
* Love Heart (Hit SFX)
* Tentacle (Splashing and Attacking)
* Kraken eating the boat (Wood crushing & Monster crunching SFX)
* Damage Taken
* Death

## - Code

* Character controller
* Shooting script
* Princess attack script
* Score System (Local)
  + Score for non-critical hits with each weapon
  + Score for critical hits with each weapon

## - Animation

Character (Sprites)

* Idle
* Running
* Jumping
* Shooting (Right, Left Mirrored, Up and Down)
* Melee (Right, Left Mirrored, Up and Down)
* Pulling the break on Catacoaster

Princess

* Idle
* Primary attack (Throwing projectiles)
* Secondary attack phase 1 (Pouring Lava)
* Secondary attack phase 2 (Dropping Bombs)
* Secondary attack phase 3 (Cry animation)
* Flying cloud
* Castle draw bridge
* Death

Catacoaster

* Moving around track
* Primary attack Phase 2 (Firing projectiles)
* Primary attack phase 3 (Blast pollen)
* Wings Flapping
* Death

Cathupid

* Flying
* Primary attack Phase 1 & 2 (Drawing and Firing arrows)
* Secondary attack Phase 2 (Heart floating)
* Primary attack Phase 3 (Tentacle swipes)
* Primary attack Phase 3 (Kraken pull/eating boats)
* Death

# Schedule

### - Sprint One>

- **29th October – 6th November**

**Sprint Goals:**

- Functional boss (Princess) phase 1/2/3  
- Particle effects for Players weapons  
- Particle effects for Princess Boss attacks   
- 3d Block out of the Princess level  
- Complete character controller (I.E Heavy attack, Melee attack, Dash)

### Task Breakdown:

### Art 2D:

Jimmy Idle – Wren

Jimmy Running – Wren

Sprite sheet for Jimmy shooting (Up, down, left, right) – Wren

Hand of dad – Becca

Primary weapon asset – Becca

Special weapon asset – Becca

Art 3D:

Castle asset – Kit

Castle draw bridge – Kit

Castle road asset – Gravy

Toad stool platforms asset – Gravy

Lava pit asset – Gravy

Particles System:

Default attack plasma projectile – Harry

Melee attack bonk effect – Harry

Special attack energy beam – Harry

Programming:

Character controller script – Ollie

Shooting script – Ollie

Scoring system (local) - Callum

Sounds:

Default weapon sound – Joe

Melee weapon sound – Joe

Special weapon sound – Joe

### Ambient music – Joe

GDD – Joe

### - <Sprint Two>

- **6th November – 20th November**

### - <Sprint Three>

- **20th November – 4th December**

### - <Sprint Four>

- Time Scale