

Mind Over Clutter

DESIGN DOCUMENT

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Introduction	3
Game Summary Pitch	3
Inspiration	3
Player Experience	3
Platform	4
Development Software	4
Genre	4
Target Audience	4
Concept	5
Gameplay Overview	5
Theme Interpretation	5
Primary Mechanics	5
Secondary Mechanics	6
Mechanics List	6
Story	10
Narrative	10
Characters	10
Dialogue	10
Storyboards	10
Art	10
Theme Interpretation	10
Design	10
Audio	11
Music	11
Sound Effects	11
Game Experience	11

	2
UI	11
Menus	11
Controls	11
Keyboard	11
Gamepad	12
Development Timeline	12

Introduction

Game Summary Pitch

Mind Over Clutter is a top down game where the player hits a ball to break blocks and hit enemies. These enemies are able to attack the player with a blast attack. The goal of this game is to beat multiple rounds of enemies without losing all of the available balls.

Inspiration

This game is inspired by *Breakout* and *Pong*.

Player Experience

My game will focus on implementing these types of fun the player should have.

Form of Fun	Explanation
Thrill of Danger	The player should feel challenged as they must balance between dodging attacks and hitting the ball at the right angle. The game will get more difficult the longer the current ball is on the screen and the more they progress through the different rounds.
Power	The player will have the chance to destroy blocks faster and hit the enemy more if they get multiple balls

Form of Fun	Explanation
Discovery	As the game progresses, the player will see different level layouts and different types of enemies.
Advancement and Completion	The player will progress through several levels, and at the end, they will fight a boss enemy, which will be tougher than the other enemies.

Platform

PC (Only focused on Windows computers)

Development Software

Game Engine: Godot

Version Control: Github

Project Planning: Trello and Milanote

Sound Effect Creation: Sfxr/Bfxr

Genre

Action, Arcade

Target Audience

Players who are fans of arcade style games.

Concept

Gameplay Overview

In this game, the player will attempt to hit a ball with their paddle. This ball is able to destroy blocks. Though, some blocks will take multiple hits to destroy. Every time a block is destroyed, the player's score will increase based on how many hits it took to destroy the block. The player must create an opening between the blocks and the enemy they must defeat. This enemy will attack the player with a blast attack which must be dodged. The player must hit this enemy several times to complete the current round. There will be 3 rounds of enemies. After the third round, there will be a boss round that will contain a stronger enemy that the player must beat.

Theme Interpretation

The theme of this game is looking inwards and wiping away the negativity in one's mind. The game will have the player defeat multiple enemies guarded by blocks that must be destroyed. This represents the different layers that allow the negativity to persist in our minds. This game will have the player navigate a character who goes inside of other people's minds to help get rid of the negativity. This could either represent a therapist or a close friend. Though, maybe this can be changed to have the player navigate someone who is in their own mind and clearing away their own negativity.

Primary Mechanics

The player will be able to move up and down. They will be confined to a small space, so they only move up to a certain point on the y-axis. The player will be able to hit a ball with the paddle attached to them. This ball will slightly increase in speed the more they hit a surface. This is similar to *Pong*. The ball is also able to hit blocks. This is similar to *Breakout*. The difference between these games is that these blocks

have a certain amount of hit points, meaning the ball must hit it that many times to destroy it. The player will have a certain amount of lives. When the player fails to hit the ball in time, they lose a life. If there are multiple balls on the screen, once all of the balls leave the screen, they lose a life. Once they lose all of their lives, the game is over. Once the player has destroyed enough blocks, this could open up a path to hit the enemy with the ball.

The enemies in this game are able to attack the player using a blast attack. An enemy must wait a random amount of time to use this attack. Once that time is up, there will be an indicator to the player where this attack will spawn at. The indicator and attack can spawn at a random point between the area that the player can move to. After a certain amount of time, the indicator will disappear and the attack will spawn. If this attack hits the player, the player will be stunned for a few seconds.

Secondary Mechanics

Blocks once destroyed are able to drop a couple of things. They can drop another ball that the player can also hit. They can also drop a shield power-up. This power-up allows the player to get hit by one attack and not be stunned.

Mechanics List

- Player
 - Movement
 - Stun
 - Shield Gain
 - Shield Break
- Ball
 - Movement

- Collision
 - Bouncing off objects
- Ball Spawner
- Ball Deleter
- Block
 - Block HP
 - Block Destruction
 - Item Drops
 - Extra Balls
 - Shield Power-Up
- Enemy
 - HP
 - Loading enemy resource data
 - Attacking
 - Attack State Machine
 - Attack Indicator Spawning
 - Attack Spawning
- UI
 - Player UI
 - Shield UI
 - Stun UI
 - Lives
 - Enemy UI
 - HP
 - Menus and Screens
 - Menus
 - Main Menu
 - Credits Menu
 - Level Select Menu
 - Secret Code Implementation
 - Instructions Menu
 - Screens
 - Level Finished Screen

- Pause Screen
 - Win Screen
 - Lose Screen
- Managers
 - Game Manager
 - Level Management
 - Starting Game
 - Starting Game from Specific level in level select
 - Pausing Game
 - Checking for Win and Lose Conditions
 - Ball Management
 - Stores the current amount of balls in the current level.
 - Shield Management
 - Stores the amount of Shields the player has between levels
 - Life Management
 - Stores the amount of lives the player has between levels
 - Resetting Game State
 - Resets balls when moving to the next level
 - Resets lives, balls, and shields when the player goes back to the main menu from a level
 - Sound Manager
 - Storing all of the sounds in the game
 - Creating Sounds
 - Music Manager
 - Storing all of the types of music in the game
 - Playing Music
 - Changing Music
- Resources
 - Enemy Resources

- Create custom info on the different types of enemies in the game
 - Sprite
 - Specific Attack Scene
 - Max Health
 - Sprite Scale
- Sound Resources
 - Create custom info on the different types of sounds in the game
 - SOUND_TYPE enumerator
 - These contain tags for the different sounds that will be used in the game
 - Sound Type variable with the SOUND_TYPE enumerator as the data type
 - Sound File
 - Volume
 - Sound Limit
 - Current Sound Count
 - Managing the number of same sounds in game
- Music Resources
 - Create custom info on the different types of music in the game
 - MUSIC_TYPE enumerator
 - These contain tags for the different types of music that will be used in the game
 - Music Type variable with the MUSIC_TYPE enumerator as the data type
 - Music File
 - Volume

Story

Narrative

This game is about a person who is able to go inside of the minds of others to help get rid of the negativity in others minds.

Characters

There are no specific characters in this game. The player will be nameless. The enemies do not have any story behind them for this first version of the game.

Dialogue

There is no dialogue in this game.

Storyboards

There is no need for storyboards for right now as I wish to focus on the arcade nature of this game more.

Art

Theme Interpretation

The art used in the game will probably not reflect the themes of this game since the art used may be from sprite assets.

Design

This game will use 2D pixel art. I will most likely use sprite assets off of the internet. The levels for this game will look like a box grid similar to Pong. The player will be on the left side of the level and the enemy and blocks will be on the right side.

Audio

Music

I will most likely use royalty-free music for version 1

Sound Effects

I will use the software Sfxr/Bfxr to create the sounds

Game Experience

UI

The Game UI will utilize two sides of the top of the screen

Top-Left:

- The number of lives
- Score
- Shield Power-up availability

Top-Right:

- Enemy HP

Menus

Main Menu

Pause Screen

Options Screen

Win Screen

Lose Screen

Controls

Keyboard

WS = Vertical Movement

Escape = Pause/Options Menu
Enter = Confirm

Gamepad

Left-Stick (Y-axis only) = Vertical Movement
Start = Pause/Options Menu
X (for Xbox Controller) = Confirm

Development Timeline

MINIMUM VIABLE PRODUCT

#	Assignment	Type	Status	Finish By	Notes
1	Design Document	Other	Finished	1/2/2025	3/21: Added a Mechanics List
2	Trello Board	Organization	Finished	2/22/2025	
3	Milanote for organizing and planning code	Organization	Finished		
4	First Build	Build	Finished	2/1/2025	
5	Second Build for Indie City Games Playtest	Build	Finished	2/22/2025	
6	SUBMIT to itch.io	Other	Finished	2/23/2025	

BEYOND (if ahead of schedule / extra time)

	Other	Not started	
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