Picture perfect games  
Project orbis

September 1, 2017

# Overview

## Genre and initial thoughts

Much like HLD (Hyper light drifter) the game isn’t designed to be an all-out brawl or event, instead more of an adventure with the added enemy elements. Therefore, there will be some focus on the combat, however most resources should be on the mechanism and the surrounding. This will allow the player to delve into the game rather than becoming frustrated.

## Art Work

All of the art tasks will be put onto Asana, however to make the process run as smooth as possible the system will be as follows (after initial tests are out of the way, and not connected to the implementation stage) Request for item arrives, whether it be place, object or sprite >>> I will draw up parameters such as it must do this and cant do this >>> designers then have free roam over ever and all things following. Let your imagination go (just try and keep it within the game setting)

## Implementation

The implementation will be very much down to Toby to run, however to give him some help:

Suggestions:

* Go under the suggestions tab in Asana and we can discuss further there

Errors/ Bugs:

* These will go under the error/bug section of the Asana, please give as much detail as possible.

Other

* Any other queries for toby or by toby can be addressed through the means of the Facebook group

## Market Push

When the product is near market time, we will discuss further our target market and what I will have to do to get the product smoothly through the range of red tape.

## Storyline

The storyline is not set in stone, and much Is literally my thought at the time of writing this (say if you don’t like part of it) however for the benefit of the design team and everyone else this is what I have created:

* Spaceship crash (pretty cliché so far) however the first map is one of the largest, with the player learning the controls through a range of easy to get past obstacles.
* Player talks to a NPC who divulges the location of the whereabouts of the player and suggests he meets someone across the map.
* The person they meet, talks of a darkness that is spreading of the land and require help.
* Player obtains basic weaponry and armor and the quest begins.
* Levels getting slowly darker as we progress
* Changing levels through teleportation (not sure if we can think of another reason)

## Useful mechanics for implementation and from a design purpose

1. Movement
   1. Implementation
      1. 8 point directional movement, sticking with PC only for now
   2. Artwork
      1. Each player/ sprite must have 8 different views of itself
2. View
   1. Implementation
      1. Not top down and not front on, therefore stairs and traversing object mechanism will require a discussion on how to work it
   2. Artwork
      1. The player looks 3 dimensional however is on a 2D plain. Examples of which are games like Gungeon (ignoring its actually a 3D game)
3. World
   1. Implementation
      1. The world is pretty simple in this way, if there is a wall there is a wall, however the problem will come when there is a drop, I don’t know how you want to do this
   2. Artwork
      1. Artwork must follow similar theme as previous level, this can change over time. Keeping in mind that the colour scheme must adapt with the place in timeline. Leave space for combat zone or areas of importance.
      2. Buildings may feature later in the game, allowing space for this at this stage would be great
4. Generic Items
   1. Implementation
      1. These will sit in classes, such as breakable box or power up ect
   2. Artwork
      1. Must look the same across all the levels and must be drawn separate to the level
5. Enemies/ NPC’s
   1. Implementation
      1. If they move, they have the same directional controls as the player except without human interactions
   2. Artwork
      1. If they move, then drawing must be of the same directions as they move. Don’t waste time ifi they don’t move, to drawing them over and over again

If you have any questions or queries or don’t like something you read, please contact the group and we together will resolve asap.