

# **Unplanned Obsolescence**

Published By:

Frailware

Developed By:

Justin Pittenger

Shaya Parrish

Nathanael Ostheller

Hailey Ashton

Erin Rockwood

Revision: 0.0.1

## **Document History**

<b>Version</b>	<b>Date</b>	<b>Summary</b>	<b>Author(s)</b>
0.0.1	10/28	Initial Draft	Everybody

## Contents

Document History	1
Game Summary	3
Target Platform(s)	3
Business Model	3
Game Overview	3
Theme / Setting / Genre	3
Core Gameplay Mechanics	3
Server / Online Mechanics / Engagement	3
Story and Gameplay	4
Story	4
Core Gameplay	4
Related Systems	4
User Interface / Screens	4
1. Main Menu	4
2. Gameplay Screen	5
3. SCREEN 3	5
4. SCREEN 4	5
5. SCREEN 5	5
6. Screen 6	6
7. Screen 7	6
8. Screen 8	6
Levels	6
First Time Experience	7
Asset List	8
Game Design Document Template	2
Adapted from a template provided by game studio <a href="#">Double Coconut</a>	

# Game Summary

The world we find ourselves in is post-apocalyptic. It is XX?? years after the humans of earth, previously the rulers of this planet, have lost their domination on the globe. The corporations have taken over the planet, exploiting and driving profit until the margins can no longer be met. The humans, the consumers, are gone, and have left a hole for these post-capitalist systems to fill.

Enter FRAIL. They are the prototype for a new consumer class created by the top corporate shill. They have a hit-list of corporations to defeat as they travel to their creator or the big boss.

- Set in a post apocalyptic world where humans are no longer present
- Corporations have taken over and advertisements reign supreme
- Fight your way level to level as the story unravels
- Discover why the world is like this and how to stop it

## Target Platform(s)

- PC
- Will be available on itch.io to download and play from a computer or laptop keyboard/mouse setup

## Business Model

Flat Fee

# Game Overview

## Theme / Setting / Genre

**Genre:** Action-Adventure Platformer (Metroid-Vania)

**Theme:** Post-Apocalyptic Cyberpunk

**Setting:** Post-apocalyptic US, city vibe like a digitized New York, with ruin as well as advertisement, the world building on top of itself and leaving anything old still there, but not refurbished and in ruin

**Play Value:** story, exploration, skill-expressive mechanics, problem-solving

**Target Audience:** Experienced Players, Teen to College Age Demographic

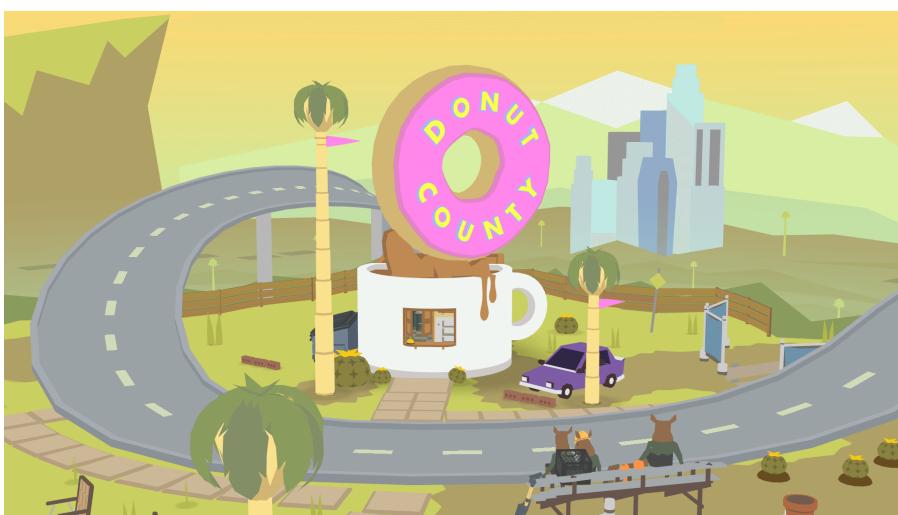
**Similar Games:** Metroid DREAD, Mega Man X, Cuphead, Hollow Knight

**Unique Element:** Parry Mechanic to change character state

Some example images of similar games / movies / books / TV shows with similar themes:



**Love, Death, and Robots "Three Robots"**



**Donut County, a game about capitalism taking over a town**



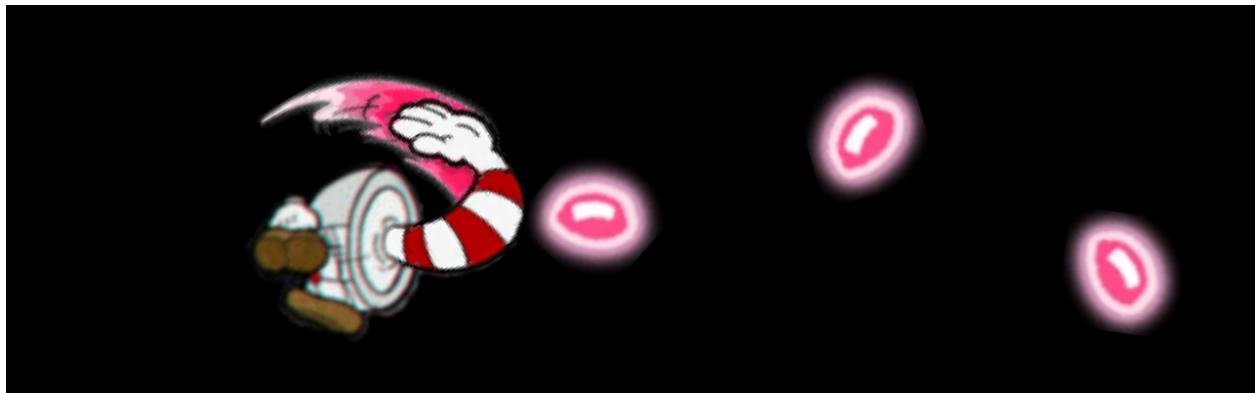
**Akira - the city built on top of itself and expanding, dirty back alleys contrasted with city lights**



## Cowboy Bebop - futuristic yet impoverished

### Core Gameplay Mechanics

- Parry System
- Unlocking Abilities for Further Exploration and New Combat Styles
- Metroid-Vania inspired level design
- Basic Platformer Mechanics
- Instance-based damage system (each hit does one point of damage)
- Damage states



**Cuphead's parry system is a big inspiration for ours, although our parrys are not filling a special bar, they give back health**

Games that it is similar to:

- Metroid (dread)
- Blasphemous
- Axiom Verge 1&2
- Hollow Knight
- Cuphead
- Mega Man X/20XX
- Hyper Light Drifter

### Server / Online Mechanics / Engagement

Will your game have things like a leaderboard, cloud saves, push notifications, etc?

- No

# Story and Gameplay

## Story

The story of this game is about a robot prototype that was made to be a new class of consumers to replace the humans that this digital world has now left behind. The robot will travel through this world and its different levels to fight corporate bosses portrayed by satirical machine representations and slowly discover more about its origins. These origins being that this robot was originally a CEO of one of these companies. A scan of their brain was used to make these consumption robots and FRAIL being scrapped and then hit by lightning has glitched them out, causing them to turn against these companies and the current state of the world. The data in their brain became corrupted by the lightning bolt - causing their code to be misinterpreted by FRAIL. Other than that starting catalyst moment, the story progresses in between the sections of the game and in dialogue from enemies or bosses, as well as item and area descriptions. FRAIL does not speak themselves, but the game has an on-going narrative with item pick-ups and other's dialogue.

FRAIL will discover throughout the game the real weight of what them and their ilk has done to this world in the pursuit of capitalism, more money, more colonization, more destruction to life.

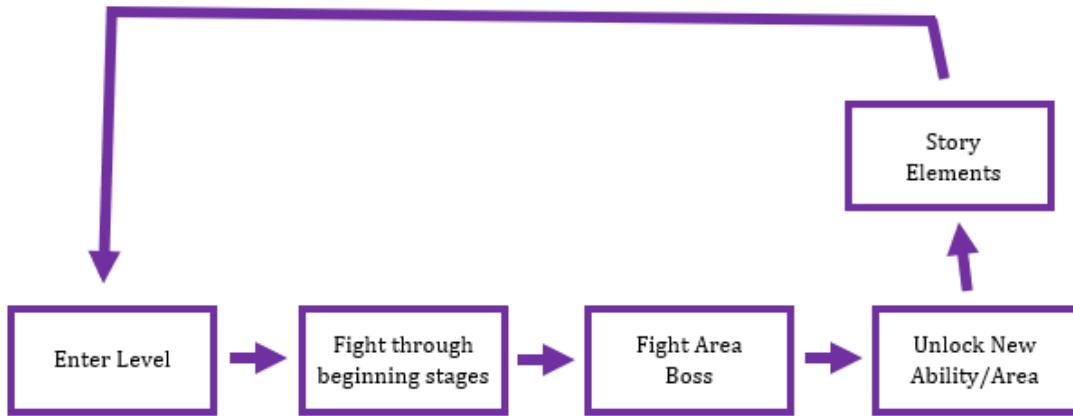
## Core Gameplay

The game progresses with a level design with some beginning stages then a final boss in each section. After you beat each boss you travel to a new part of the world and a new stage and themes.

Here are some level ideas inspired by corporations:

- Zone-A Shipping (Amazon) (Box Power Up)
  - Books, tangled phone chargers
- creek.tv (Twitch)
  - Speaks exclusively in Twitch memes
- Fuel (like oil or gas company)
- Big Data (Google or Facebook)
- Fast Food (Extra Jump Grease Launch)
- Military Company
- Grow Up Eventually (Supreme)?

- Online Learning (Zoom/Canvas)



## Related Systems

There is a new item system where you get an item or ability for each area that helps fight new enemies and game components.

Examples of Found Abilities:

Grease Jump (double jump with extra steps) (drops a “grease trap” below you)

Wall Hang/Jump (lol maybe command strips)

Stealth Box

Horizontal dash (second mid-air dash or chain dashing upgrade? Upgrade allowing you to dash through certain walls?)

Detachable head for accessing small areas? (bluetooth capabilities, bonus points if you can work in the “bluetooth connected” text to speech thing)

Unlock CAPTCHA doors

Keyboard smash heavy attack? Required to break monitor doors?(RGB keyboard from twitch level?) costs PRISTINE

Glock

Arching flame projectile (fuel company)

# User Interface / Screens

Include wireframes/sketches of your core screens/interfaces/layouts/components (cards, etc.) and a brief description of how they may interconnect. Make sure to label and annotate each one (see Gameplay example below for a digital mobile game).

## 1. Main Menu

- Game Logos
- “Play Now” Button - Goes to 2. Gameplay Screen
- “Store” - Goes To 3. Premium Currency Store
- “Settings”
- “Credits”

WIP

## 2. Gameplay Screen

WIP

## 3. Screen 3

WIP

## 4. Screen 4

WIP

## 5. Screen 5

WIP

## 6. Screen 6

WIP

## 7. Screen 7

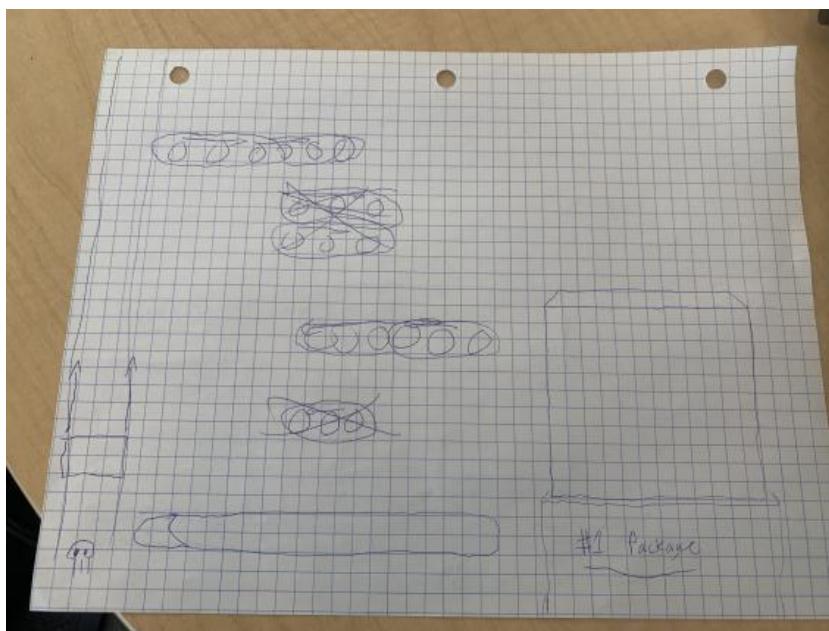
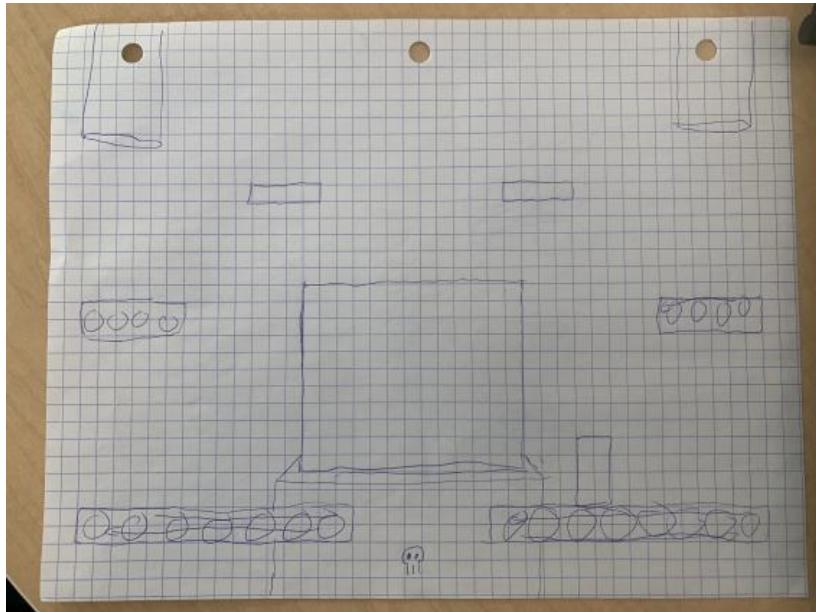
WIP

## 8. Screen 8

WIP

## Levels

There are various levels planned, with the first and tutorial level being the lead up and battle with the Shipping Boss. Here are a few pictures of some mock-ups of this battle layout:



## First Time Experience

The player opens the game and is sent from a developer logo to the menu screen - a vision of FRAIL's face, with a start and settings button. Upon clicking the start button the game starts up and goes dark. A lightning bolt hits the arm of a robot hanging out of a junk pile and startup sounds emanate from the form in the junk pile, now shaking subtly before climbing out. As FRAIL becomes playable the player can walk around and test jumping, swinging the sword, etc.. The player will walk FRAIL through the beginning stage, possibly coming across a few low level enemies (shipping-themed) as they advance from the junk pile to the city scape. The player will notice that if they get hit, the state of FRAIL changes, becoming more battered every time they take a blow. There is a bar of 4 segmented pieces in the upper corner of the screen, indicating the level of health that FRAIL currently possesses. Eventually the player will find themselves being prompted to enter a warehouse where the boss of this area awaits, a large anthropomorphic shipping box. It startles awake and starts battle and the surrounding area also comes to life. This includes conveyer belts that make up the platforms for this fight, forcing the player to pay attention to where they are being pushed as well as dodging and fighting the Shipping Boss. The Player should learn through this boss battle, and it is not expected to beat it the first time around. The player should feel they are advancing in their gameplay every attempt and eventually master the strategies to beat the boss and head to the next level. This should be the player experience for the tutorial level.

## Asset List

- Environment Art - **WIP**
  - All Associated Animations
- UI - Icons, Buttons, Pop Ups - **WIP**
- Game Objects
  - Buildings
  - Characters



- Weapons
- Tools
- Sound Effects - **WIP**
- Music - **WIP**
- All Writing
- Quest Scripts

**NOTE:** As these items will vary based on the game, there is no required number of elements or minimum, but there must be multiple items here.