Straight outta Styria
(GDD1 2019)
Group 16

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1 Overview

1.1 Inspiration & Setting

The Inspiration for Straight outta Styria comes from the capital city of Styria, Graz. Thus, its gameplay, art and sound effects all revolve around it. With the idea of exploring in mind, Straight outta Styria sets the player up on a journey through the sights and famous places of Graz. Various other topics, such as science, culture, environment and urbanism also influence the setting of Straight outta Styria. As mentioned before, the main focus of Straight outta Styria is to present Graz to the player - So besides being moderately challenging the priority of this game is to provide an interesting and pleasant experience for the player.

1.2 Game Genre

Straight outta Styria is a 2D Jump 'n' Run game in which the player, portrayed as the Styrian Panther (chimera on the styrian banner), proceeds through the stages horizontally (or vertically). As known from other 2D platformers, gravity and other physical effects are used. Throughout the levels different types of enemies, which change from world to world, will try to cause harm to the player. The health of the Styrian Panther is displayed to the user at all times during gameplay. To clear a stage, the player has to either reach a certain section (e.g. finish post) or defeat a boss at the end of each level.

1.3 Monetization Model

As Straight outta Styria is a game developed with academic purposes in mind its monetizational model is not a priority. Simply put, it is supposed to be free. If however, Straight outta Styria would be monetized, a potential way to do so would be to include it at a museum-tour or some other kind of tourist-activity with the adequate pay contained within the price of a ticket. Another way would be to use XXX as an advertisement for Graz, thus, being sponsored by the government of Styria/Austria.

1.4 Target Platforms

The main target for Straight outta Styria's development will be WebGL, to achieve a high level of platform Independence. To play a Jump 'n' Run game efficiently some kind of keyboard input will be necessary. But, because the player input for the game is kept basic with a minimum of 4 Arrow-Keys and two buttons for jumping and running a simulation of these buttons on touch-screens would be possible. That said, Straight outta Styria's could therefore be adapted to run on handheld devices, such as mobile phones, to broaden the platform base.

2 Game Elements

This chapter gives an insight into the game elements. The game elements are unique for every world.

2.1 Mechanics

Jump 'n' Run world: The player will be in auto run mode with a side-scrolling background until he arrives at the boss. There will be chasing dangers like a firewalls that causes harm to the player on collision. Enemies and barriers will spawn in front of the player. There are also items and collectables randomly spawning, which are described in the following chapter.

Escape the room world: In this world there are several puzzles which have to be solved by the player. Occasionally, enemies and collectables will spawn.

2.2 Dynamics

Jump 'n 'Run world: The player can jump to overcome certain barriers in order to not get hit by the firewall. Collected items can be used to fight the enemies or regenerate health.

escape the room world: The puzzles in each level have to be solved to get to the next level. After some time, enemies will spawn which grant hints after they were defeated. Randomly spawned items can be used to fight these enemies.

2.3 Aesthetics

Jump 'n' Run world: This world should be a rather stressful experience for the player because of fast decision making. For example, about the next move to overcome a barrier or how to dodge a projectile.

Escape the room world: This world should make the player think about the puzzle and should give the player a rewarding feeling when he manages to solve the puzzle with his/her clever usage of brain.

3 Characters and Objects

This section gives a short overview of the player, enemies and other objects in the game.

3.1 Player

The player will control the Styrian panther. He is a white panther with red horn.

3.2 Enemies

There will be different enemies depending on the world and the level. We plan on a wide variety of enemies, regarding their look and abilities to harm the player. The enemies will always be connected to the end boss of a world.

3.3 Bosses

At the end of the last level in every world the player will face a boss, who is the ruler of the minions from the previous levels. Every Boss will have different combat styles and methods to defeat it, after it is defeated the player can advance to the next world.

3.4 Items & Collectables

Different collectables and items can be found during a level. There will be different kinds of collectables:

- Ability upgrades

- Character upgrades

- Treasures

Ability upgrades: This will grant new abilities to the player immediately.

- Ability to spit fire

Character upgrades: This will increase the player statistics.

- maximum health

Treasures: This can be exchanged during or after the level for items, abilities and character upgrades.
The player will also have the ability to pick up items and use them for combat or health regeneration.

- sword, for melee attacks

- health potion, to regain health

4 Gameplay and Story

This section covers the drive behind Straight outta Styria's journey as the player progresses the level/game.

4.1 Worlds & Levels

As described in the Overview section, this is a game inspired by the capital city of Styria. Therefore the World and Level would be a 'cartoon-ish' adaptation of landmarks that Graz citizens could easily recognize as iconic. 'Areas' such as Schlossberg, Murinsel, Opernhaus, Kunsthaus, Eggenberg Palace, Graz Cathedral and Mausoleum, and the new Science Museum. Each level consists of one of these landmarks. We will select the number of landmarks we will turn into levels as development progresses but cannot guarantee all of them making them to the final version.

4.2 Music & Sound effects

Each world will have its own world music depending on the world's context. For example, were we to finish the Graz Cathedral and Mausoleum world, it would include a christian hymn. All music however will be based on Styrian/Austrian style.

Sound effects (shooting, Straight outta Styria's death animation) belonging to Straight outta Styria should be consistent across all levels. Each level's minions, were they to be different from other level's, should have different sound effects, except when wielding the same weapons.

4.3 Dialogues

There will be no dialogues between characters. Straight outta Styria should briefly give an overview of the landmark's importance at the start of each world to the user, and were there to be special parts inside the levels worthy of mention, Straight outta Styria should also point them out.

4.4 Win/Lose Conditions

The worlds are independent of each other. Each world has a boss fight at the end. Were the player beat this boss, the world would be complete. The player would be able to select another world to play and beat afterwards. There is no 'ultimate' victory as the player could repeat each world and try to beat his previous score. A la Sonic the Hedgehog, or Mario.

During playthrough, were the player's health reach 0, the player would lose and would have to restart the world.

5 Assets, Schedule and Checkpoints

5.1 What was/will be used

Our game will first and foremost be using the Unity engine, and therefore a lot of our work will be done in the Unity editor as well as a common C# IDE of the developers choice.

For Assets, while we plan on doing as much as possible on our own, we are still limited by our creative capabilities, and depending on the time restrictions we will find ourselves in, we might have to use open source assets for various generic elements. The software we will be using will mostly be Blender, Photoshop/Gimp.

As a versioning tool we will be using GIT/Github.

For time management and general project management we will be using hacknPlan, while keeping our direct communication to our tried and tested channels on discord and telegram.

5.2 Checkpoints during development

We will follow the grand scheme laid out by the course timeline, with personal adjustments in terms of deadline to give us some margin for error, while also keeping to a rough timeline for minor development checkpoints:

- General core Gameplay enabled: 1st of December 2019

  The basic principles of user interaction should be implemented by then, consisting of general character movement throughout a level, basic enemy movement and interaction, and a basic user interface.

- First playable Prototype: 8th of December 2019

  This first Prototype should consist of a playable core game, including one of each types of levels we plan on implementing, to give us a sense of what the final product may look like, with most of the mechanics included.

- Various Level finish checkpoints: December 2019 - January 2020

  At this point things will get a bit variable, as we have to decide on the amount and scope of the various levels we want to implement, which will be managed via short term goals and frequent group-intern progress updates, to prevent us ending up with too many unfinished levels by the time the submission deadline is closing in.

- Feature complete game state: End of January 2020

  We plan on our game being feature complete by the end of January 2020, leaving us ample time for Bug fixing endeavours, as well as other QA and polishing tasks we might find ourselves stuck with at the time.

- Final Game: 28th of February 2020

  This date should signify the ending of our development process for the most part, including QA and polishing.

5.3   Planned release date & Presentation

The planned release date for our game as set by the course timeline will be the 6th of March 2020. The Presentation will be held as part of the course on the given date.