Stefan Simtea – 2D Platformer GDD

The game will be a 2D platformer in which the player is put in a dungeon and must overcome different platforming puzzles and beat a variety of enemies and bosses to progress to the end. The player will be able to use their abilities which will be unlocked incrementally while progressing the dungeon. The gameplay aims to have some depth while keeping most mechanics simple and that depth will be given by how the player uses the environment to overcome difficult opponents. The game will have a checkpoint system.

Gameplay Overview

Player begins game

Player faces tutorial that is integrated into gameplay: teaching the player the mechanics of the game in a n interactive way by making them use said mechanics in a scenario they are required to

After tutorial, player faces small easy to overcome challenges

The paths diverge at some point letting the player know which way leads to the boss and which one leads to an optional part of the map with treasures to help player upgrade their equipment

Before each boss there will be a checkpoint and a shop allowing the player to make any upgrades they want and can afford before the fight

After each boss the overall difficulty of the platforming and enemies will increase but so will the treasures

Player continues to keep going through the dungeon until the final boss and after it’s defeat the win condition has been achieved

Win condition: Player beats the final boss of the dungeon

Lose condition: Player’s HP reaches 0

Core game loop: Dungeon delving to find all the bosses and using both player’s skill and equipment to overcome the bosses of the dungeon

Subgame loop: Upgrading your equipment by going into optional areas of the dungeon to uncover treasures to be used for said upgrades

One of the aims of the game is to make it so that a player with no upgrades can beat every boss but make it very difficult to do so while not being too frustrating.

Basic mechanics:

Controls:

A,D to move left to right

W, Space to jump

Left Shift + W/A/D - Dash

S to duck

Arrow keys to attack in the arrow’s direction

E – Use first ability

Q – Use second ability

F – Interact

Mouse – for shop interface

P - pause

The player will be given the abilities from the start and the upgrades come in form of increasing the stats of these abilities, player’s attack damage, the cooldown reduction of dash and their HP

Abilities:

E – fireball

Q – freeze enemies in a small radius or if the enemy can’t be frozen – do some damage

Left Shift + movement key (WAD) – Dash in a given direction

Bosses:

Bosses should have a predictable attack pattern that the player can learn but also while maintaining the fight somewhat difficult. Bosses should use a variety of attacks ( ranged or melee) or keep the player away if the boss is purely melee or close the gap as fast as possible if the boss has only melee attacks

Enemies:

3 Variations:

Simple walking zombie that can damage the player for a small amount

A zombie that shoots at the player

A zombie that explodes in the proximity of the player or when killed

Others:

The player will be able to pause the game using P

The checkpoints will be activated by the player using the interact key

The shops will be interacted with the interact key and using the mouse to purchase

Menu and checkpoint system detailed below

Main menu structure

* Continue (only visible if there is a save file present inside the game files)
* New Game (with a warning: if the player already has a checkpoint save selecting this option and confirming the decision will erase that checkpoint and start a new game. The player will be able to chose if they want to skip the tutorial)
* Options ( with volume, windowed or fullscreen)
* Controls
* Quit

Visual Design

The game should be moody and dark with red splashes of blood contrasting the dark environment. The design should be overall gory

Pause menu structure

* Continue
* Options
* Controls
* Quit

TO DO

Focus on the boss

Implement a boss and the three enemies

Lock in onn the bosses and detail what they do

Be more specific in the enemies (attacks, range, HP) same with bosses

To have on the first prototype:

At least one boss that is well done ( with ranged and melee mechanics)

Enemies that are well done

Basic mechanics