

STICKMATCH

Game Design Document

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Interactive Laboratories

Version History

Version	Comments	Author
0.0.1	Initial draft	Stuart Cassidy

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Executive Summary

Cross-platform, multiplayer, networked, 3D fighting game. Runs across Xbox, Windows, and Linux [Ver. 1.0]. Will appeal to a wide audience by being non-realistic so we can even get parents to buy it for their one-year-old!

Overview

StickMatch is a competitive 3D fighting game. There is no story, there is no objective. The only thing you can do in the game is fight against either an AI or a human opponent. A scoreboard is maintained, anyone can enter their three initials to claim victory at the top. Players can compete against each other over a local non-networked game, a local-area networked game, or a wide-area networked game on the Xbox, Windows, and Linux platforms. The game is a one or two player affair. No teams on each side, just one fighter against another.

Visually, the game isn't going for realism, nor is it aiming to be non-photo realistic. Opponents are simple stick figures that punch, kick, throw, and guard to survive and become the best fighter they can. Games can have matches with rounds ranging from one to 10. Rules are set on the machine the host player is occupying.

Players have the chance to break another player's ligaments if enough damage is inflicted, which will force players to become more strategic in their matches. Plus, it will just make for an interesting, if somewhat difficult, mechanic. This can be toggled on or off depending on the player's preferences.

While the game is 3D in graphics, it is also 3D in terms of movement. The primary way to move in and out of the screen is to do so with the same key, button, or analogue axis as you would for jumping and crouching. Jumping and crouching are achieved by using a modifier in conjunction with the move in/out input method.

Both stick fighters have the same set of abilities. They can both jump, crouch, punch, kick, guard, throw, and move left/right/in/out. Combinations of these different maneuvers can be used to perform various actions.

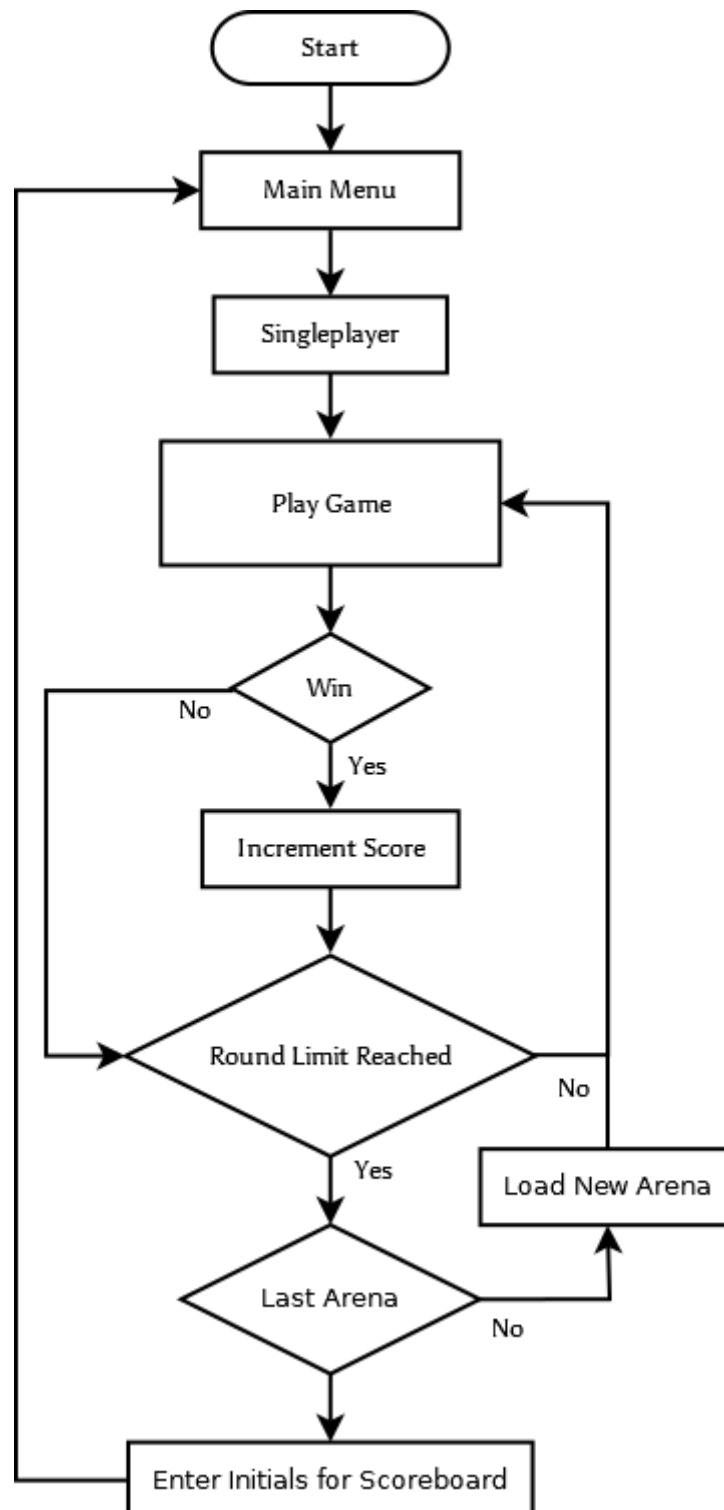
Verse

In the world of StickMatch, a generic reason for a tournament being held every day is applied. Fighters are virtual opponents which fight until they either break or their life gauge depletes. When a fighter expires, a new one is created to replace it. The matches are broadcast to the masses as cheap entertainment while they whittle away their existence in this realm. Fighters are created from all manner of objects, from wooden sticks, to reinforcing bars. They are animated by methods unknown. All of them are prone to breakage at one stage or another.

Players construct their fighters to take part in these tournaments to achieve some kind of primal victory over their mark.

Plot Graphs

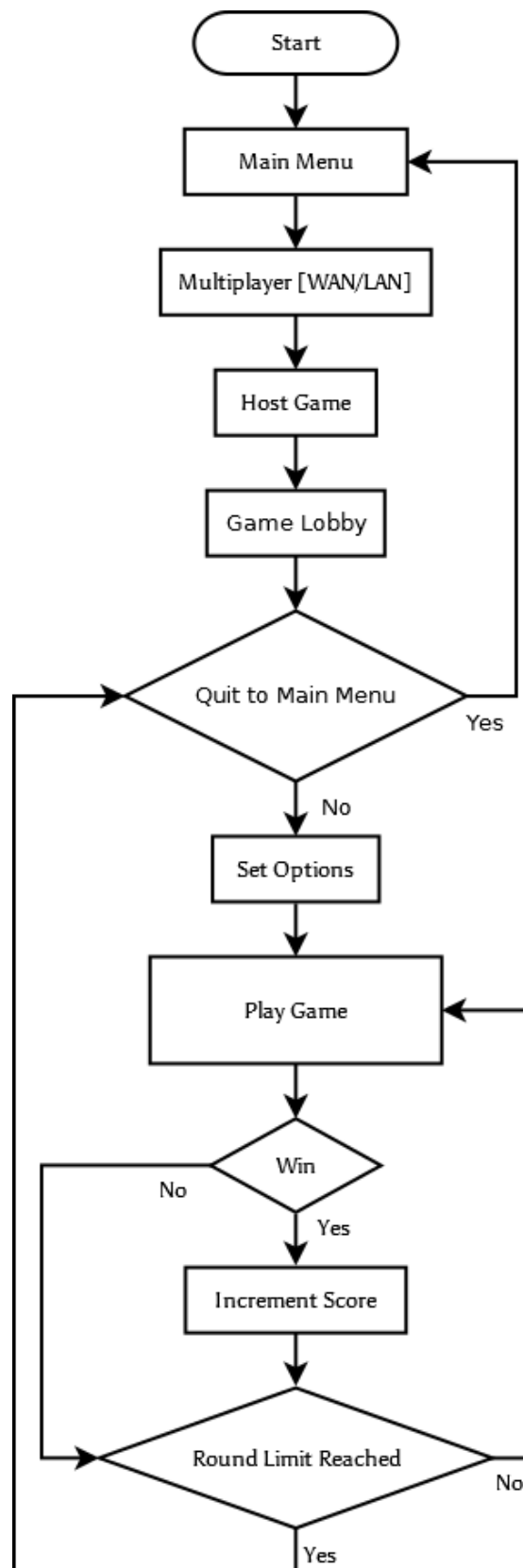
Singleplayer Gameplay



Singleplayer mode gives the player an arena to practice in. There will be a set of arenas for the player to

advance forward.

Wide-Area-Network/Local-Area-Network Gameplay



Multiplayer games over a network connection are almost the same as a local, singleplayer game, except that only one arena at a time is played, then when the match is over the players are kicked back to the lobby.

Controls

Xbox Controller

Input	Action [Menus]	Action [In-Game]
A	Select/Confirm	Guard
B	Back/Cancel	Kick
X		Punch
Y		Grab
Start	Select/Confirm	Pause/Unpause
Back	Back/Cancel	
White		
Black		
Left Trigger		Movement Modifier
Right Trigger		
Left Analogue Stick	Up/Down Move Up/Down One Item	Move Around Arena
Right Analogue Stick		
Left Analogue Stick Button		
Right Analogue Stick Button		
D-Pad Up	Move Up One Item	Move Into Screen
D-Pad Down	Move Down One Item	Move Out of Screen
D-Pad Left		Move to the Left
D-Pad Right		Move to the Right

Xbox 360 Controller

Input	Action [Menus]	Action [In-Game]
A	Select/Confirm	Guard
B	Back/Cancel	Kick
X		Punch
Y		Grab
Start	Select/Confirm	Pause/Unpause
Back	Back/Cancel	
Left Bumper		
Right Bumper		
Left Trigger		Movement Modifier
Right Trigger		
Left Analogue Stick	Up/Down Move Up/Down One Item	Move Around Arena

Right Analogue Stick

Left Analogue Stick Button

Right Analogue Stick Button

D-Pad Up Move Up One Item

D-Pad Down Move Down One Item

D-Pad Left

D-Pad Right

Move Into Screen

Move Out of Screen

Move to the Left

Move to the Right

Keyboard

Input

M

K

J

N

Enter

Backspace

Shift

W/Up

S/Down

A/Left

D/Right

Action [Menus]

Select/Confirm

Back/Cancel

Select/Confirm

Back/Cancel

Move Up One Item

Move Down One Item

Action [In-Game]

Guard

Kick

Punch

Grab

Pause/Unpause

Movement Modifier

Move Into Screen

Move Out of Screen

Move to the Left

Move to the Right

Level Design

Depending on the time of day and weather setting, all levels will be a variation on the base configuration. Set pieces will frequent arenas. Detached limbs can be replaced by these different items scattered around and used as weapons.

Beach

Description

Typical coastal affair. Sand, sea, and rocks. Players can move pretty freely in this arena. Barricades come in the form of stacked up beach deck chairs and rocks near the land. Shark nets contain the players in the sea. Though, not all of the sharks.

Set Pieces

Parasols

Per-Arena Resources

Models

- Parasol
- Beach deck chair
- Rocks
- Sharks

Shaders

- Water

Audio

- Seagulls cawing

<<Beach images need to be produced>>

Dojo

Description

Japanese-style Dojo. Not much freedom as it's a small arena.

Set Pieces

Torches, scrolls, and wooden weapons.

Per-Arena Resources

Models

<<Dojo images need to be produced>>

Cityscape

Description

Depending on the time of day and the weather, there may or may not be pedestrians wandering around this skyscraper forest. When there are pedestrians, they will be getting out of the way when they observe you and your opponent barrelling toward them in fisticuffs. Blocking player movement indefinitely is provided by road blocks for maintenance work. Buildings cannot be entered and are only there for eye-candy. The road you fight on is very wide so that there is enough room to compete in.

Set Pieces

Traffic cones and cable for maintenance can be used as weapons.

Per-Arena Resources

<<Cityscape images need to be produced>>

Colosseum

Description

Barren and not a whole lot of anything to get in the way of you and your opponent. Spectators will be at the arena during the day and fewer will frequent at night. When spectators are in attendance, they will throw various weaponry down to the combatants for kicks.

Set Pieces

No set pieces are present in the arena. Spectators will throw weapons down to combatants.

Per-Arena Resources

<<Colosseum images need to be produced>>

Mechanics

Fighting

Technology Plan

Software

Programming

GCC [Linux]

Visual Studio 2003 [Windows 2000-XP and Xbox]

Visual Studio 2010 [Windows Vista and Newer]

Art

Blender

GIMP

Inkscape

Debugging

gDEBuzzer

AMD CodeAnalyst

Documentation

LibreOffice Writer

Zim

Dia

Doxygen

Project Management

Asset Management

Mercurial

Hardware

PC

Graphics Cards

Audio Cards

Processors

Motherboards

Hard Disc Drives

Network Interface Cards

Optical Drives

Floppy Drives

Memory

Console

Budget