SPACE TRIP

GAME DESIGN DOCUMENT
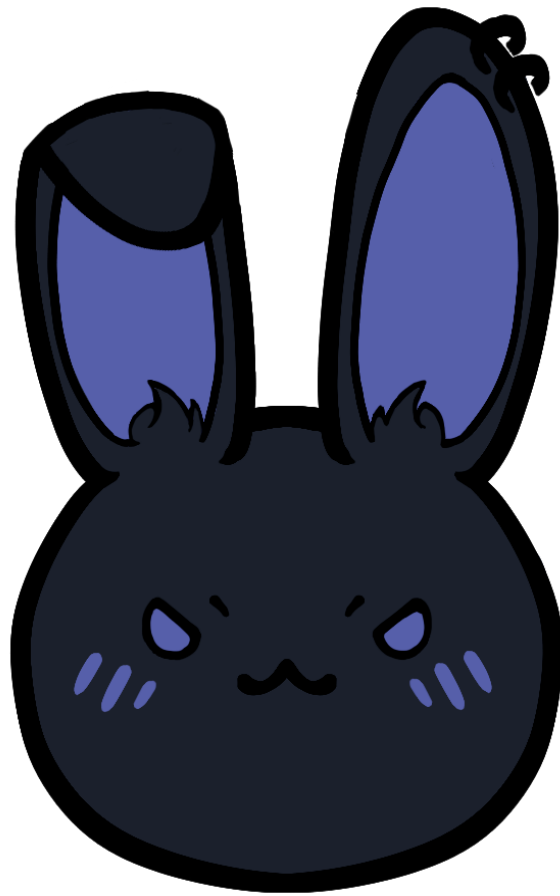
Companie: Mad-Bunnie

Mario Ribé and Adriana Ferrer

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Overview

You are an important astronaut that has been selected to complete a series of missions on the moon. During the landing, some parts of your ship got lost on the lunar surface, and now you are stuck in the moon. To complete the mission you will have to survive in the bleak and cold ambient of the moon, you have limited oxygen and food! Whilst trying not to starve or choke you will have to complete the tasks you were sent for and repair your ship, the whole mission depends on you!

Game Conflict

During the mission mentioned before, you lost all communication with the earth, and now, your survival will depend exclusively on your resource management and your ability to fix your ship. Apart from taking care of all the problems that might arise, you will also have to watch your stats or you could die from the lack of oxygen or food.

Game Mechanics

In your HUD you will have an inventory system where you can store up to three different items, managing which items you want to hold will be key in order to accomplish the different missions. Also, you will be able to see three different stat bars, one indicating the food amount, another one indicating your health and the last one the oxygen level; the last two stats will decline over time, if either of the two stats go under critical level, you will start to lose health.

To help with your survival, you have set up a campament, in which you can find food and oxygen. Also, your oxygen levels won't drop whilst staying inside the campament.

By game mechanics we refer to any action the player can control during the game.

Detailed version(with the current info):

Movement: W(Forward) A(Left) S(Back) D(Right)----It will allow you to move around the map.

Interaction: Mouse left click---- It will allow you to interact with objects like the oxygen tanks(Described below).

Objects you can interact with:
-Oxygen tank: You'll be able to start the oxygen mision(Described below).
-Telescope: You'll be able to start the telescope mission(Described below).
-Ship parts: You'll be able to grab the ship parts that you will use on the "Repair the ship" mission(Described below).
-Resources: You'll be able to store them in you inventory slots.
-Food: You'll be able to interact with it to raise your hunger bar.

Missions:
-Cooking food:Picking up the food, taking it to the stove, and waiting for it to cook(If we have time to improve,we will add a timer so the food can get burnt)
-Telescope mission: Interacting with the telescope, looking for the planet lost between the asteroids and collecting the coordinates to complete the mission.
-Replace oxygen tank: Go to the ship, pick the empty oxygen tank and refill it. You will have to wait for it to refill, then change it for the empty one.

Story & Setting

You are an amazing astronaut, the best in the world, the chosen one! NASA has picked you to accomplish the biggest lunar mission up to date, but on the landing some parts of the ship got lost so now you have to survive with no communication and limited resources, complete the missions and repair your ship so you can return to earth.
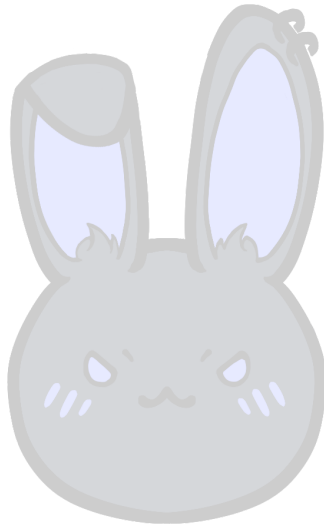
Character & controls

For now, we have only thought of one character, said character, will be based on a set of skins in League of legends, The Astronaut set! We have chosen this set because it's very cute and it fits perfectly with our game because of the game theme and the non-realistic forms of the league of legends characters. We also have references of real astronaut suits and ships from an "Apolo 11" expo.

The controls we have chosen are the typical "w-a-s-d" for movement and the mouse clicks for interactions with objects. You will also have a menu to exit the game, control the music, etc.

We were also thinking of introducing a system movement with a controller if we have the time.

Multiplayer

We aren't planning on putting a multiplayer game mode because of the type of game, it wouldn't make a lot of sense to put multiplayer in a short game like ours.

Game experience

We hope to make a relaxing game that you can play with a coffee and a blanket, with the piano music and the easy missions the player should be able to play while staying totally relaxed. We don't want a stressful atmosphere, unless you are near death. There will be no enemies and the mission will be simple enough for you to be relaxed but a bit complex so you don't get bored.

Monetization

We were planning on selling our game for the amazing price of 1.49€, this is because the game will last about ten minutes and we wanted a competitive price against other INDI studios that may publish their games the same day as ours.

Bonus content

For bonus content we wanted to increase the gaming experience by animating the story of how the astronaut arrives on the moon so the player can have a little backstory.
We also wanted to add a little mascot if we had the time, like a little alien that you found when you arrived and that would follow you everywhere.

Soundtrack

We asked a musician that already worked with one of us to make a soundtrack for the game. We have given him some creative liberty but we asked for something with violins or piano because we want the game to be relaxing.

Target Audiences

We didn't want the game to be too hard or too easy so we could reach as much audience as possible. In addition there is no blood or fights.The controls are also really simple so children should be able to play without any problems.

Marketing

We want a simple but effective marketing campaign for the game, adapting to the new times we decide to create accounts on different media like Twitter (Update new information to the future players), Instagram (Showing how we work and how the game is progressing) and TikTok (To promote with short videos that later we can upload on Instagram).

Development Schedule

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- 🟢 Planning
- 🟣 Art & Development & Modeling
- 🟠 Programing
- 🔵 Extra content
- 🔴 Resolving Problems & Hotfixes