Collateral Damage

GAME DESIGN DOCUMENT

Alexander Ziolkowski
IT 265 Summer

Started: 7/18/2021

7/25/21: Added Sales, Features, and Team/Development Tabs.
7/27/21: Filled out the rest of the Features tab, used Headings to organize better when viewing. Flushed out Pitch and Audience more.
8/11/21: Improved general changes based on comments.

Pitch:

A small, short, single level Isometric 3D game in a multi-leveled town that allows the player to push and throw objects in the environment in different directions to solve puzzles involving throwing objects, traverse the area by climbing on top of the objects, and defeat enemies.

Audience/ Demographics:

This game is aimed at players who would be interested in this game are people who like problem solving in addition to arcade style beat em ups. Explorers will be the focused player archetype that the game caters for due to the ability to use the objects in the environment to explore the areas. In addition, based on how far I get, I might make it so explorers can have fun discovering the different properties that I give to different objects.

Themes:

The game is going to be a cel-shaded 3D style that will use bright colors and hard shadows, similar to what is seen in cartoon and anime styles. The environments will be more within a modern city / suburb, so characters will be exaggerated in proportions and coloring, but not fantastical.

Genres:

The game will be in the action genre due to its roots in the beat em up type of game in addition to a slight emphasis on puzzle elements. These puzzles will take place in a 3D space with the player as they try to figure out how to get over to different areas, avoid certain traps, or activate devices that allow the player to progress.

Rough image of main game concepts (Main character can pick up objects, objects can block harmful attacks)
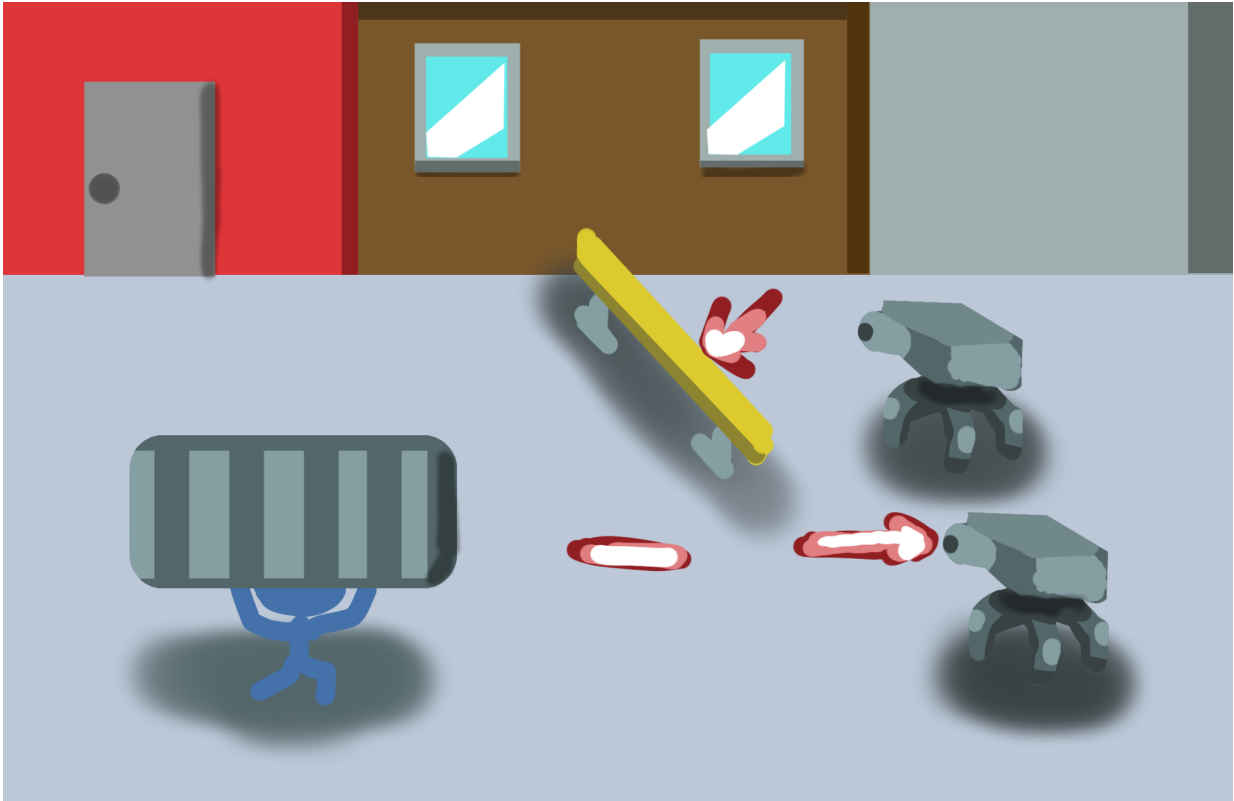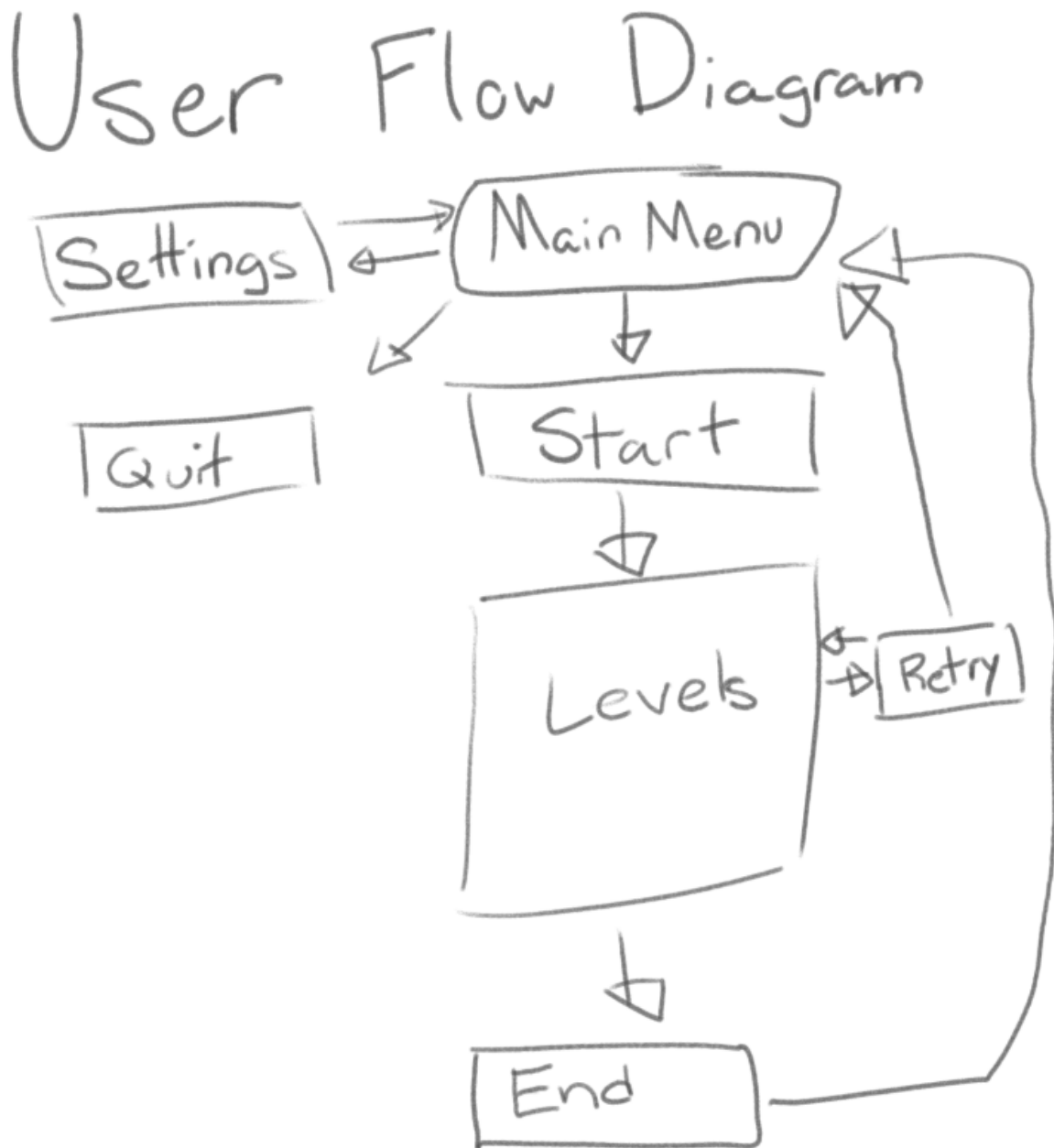
Figure 1

User Flow Diagram:

User Flow Diagram

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Settings  →  Main Menu

Quit         Start

             Levels        Retry

             End
```

Figure 2

Sample UI:

Level UI:

Figure 3 - Level User Interface

Title UI:
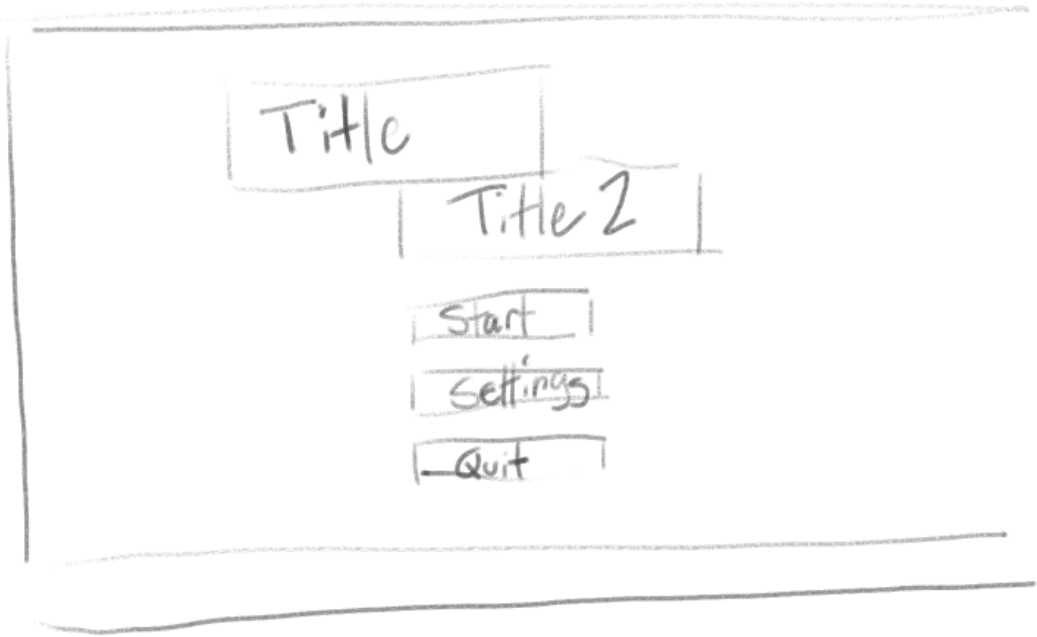

Figure 4

Settings UI:

Figure 5

Input System:

| Input	Description in Menu UI	Description in Game
Arrow Keys / WASD		Character movement.
J		When near an object, hold down the button to grab and move the object, when released, pick up the object over the character's head. Press it while carrying an object to throw it instead.
K		When near an object, the player can drag an object when the button is held down.
L		Character Jump
R	Allows the player to restart the level.	Allows the player to restart the level.
P		Pauses the game, freezing everything in place.
M	When the game is paused, it sends the player back to the main menu.	
ESC	Exits the game.	Exits the game.
Mouse Button 0	Allows the player to select buttons on the main menu.	

Marketing References:

- Reason for Inclusion:

The reason I chose these games is that they served as my main inspiration and influences for this game idea. For this project, I wanted to ideally incorporate an aspect of each game into Collateral Damage. While River City Girls and Enter the Gungeon mainly steered the general art direction and aesthetic, Human: Fall Flat encouraged me to have small physics puzzles in order to traverse the level, similarly to what the aforementioned game does.

- River City Girls
  - Sales:
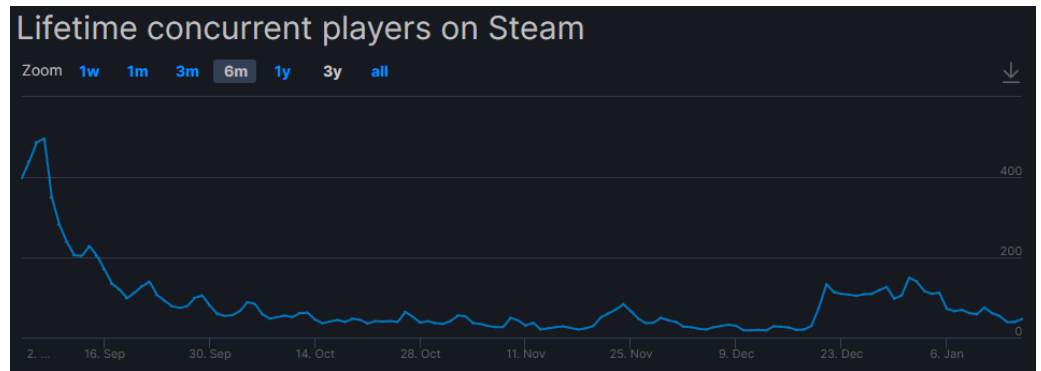
    -
  - Features:
    - The game I would be making would have a similar player movement and camera style. In addition, I am aiming for a colorful aesthetic and setting similar to this game but with 3D models rather than pixel art. I also wanted to incorporate an object pick up mechanic.
  - Target Audience:
    - I believe that people who were fans of the other games in the series would be the audience in addition to those who like an action experience in a retro style. Due to the collectable items, leveling progression system, and the diverse environments the players explore, this game would cater to Achievers and Explorers.
  - Team / Development:
    - According to Linkedin, the developer, WayForward, has around 150 employees. The game took 3 years to make.
- Enter the Gungeon
  - Sales:
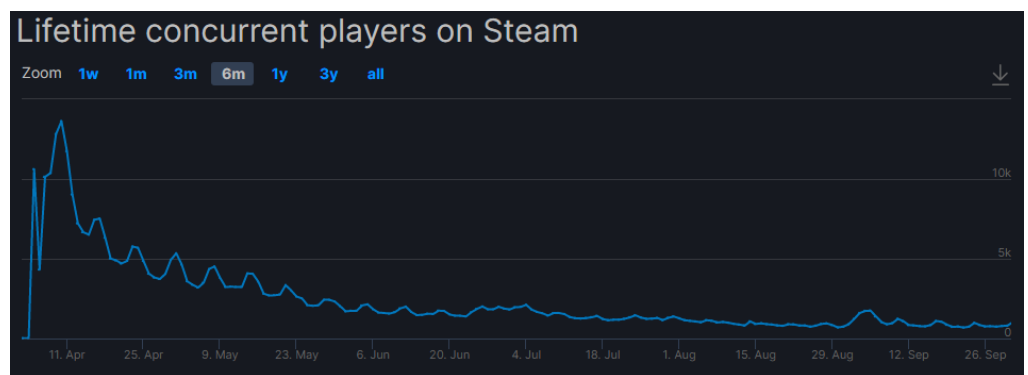
    -
  - Features:
    - Similarly to River City Girls, I would aim to have my game have a similar camera angle. In addition, I would like to incorporate similar enemy types that shoot projectiles at the player and similar ways to avoid danger, taking cover or dodging.
  - Target Audience

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- The target audience for this game would be anyone who likes a challenge and a different experience every time due to its procedurally generated levels. This would apply the most to Explorers.
- Team / Development:
    - The development team, Dodge Roll, has an unknown amount of employees and created the base game in around 2 years. Their publisher, Devolver Digital, has a little over 20 employees.
- Human: Fall Flat
    - Sales:
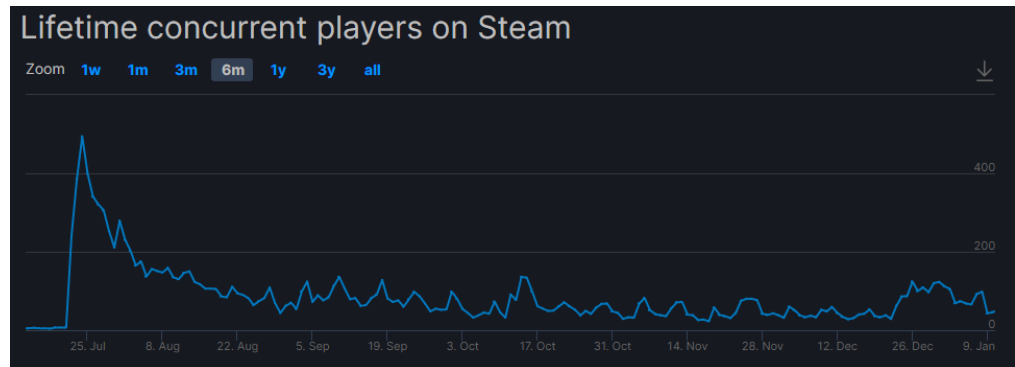
    - Features:
        - In Human: Fall Flat, I wanted to draw inspiration and influence from their physics puzzles in addition to the inclusion of a 3D style. Similarly to this game, I wanted my game to feature interacting with items in the environment by picking them up and traversing them.
    - Target Audience
        - The audience for this game is players that want a leisurely experience and want to solve puzzles to travel around the level in unique ways. Because there is more than one way to reach the goal in each level, Explorers would enjoy this game the most.
    - Team / Development:
        - No Brakes Games, the developer of the game, has only 12 employees and developed the game in 4 years.
- Synthesis

Based on my observations, I'd learned that while all of these games appeal to the same type of player, I think that Human: Fall Flat's target audience clashes with the other two games. This is due to the non-violent nature of Human: Fall Flat when compared to the other games. However, I think the audience of Human: Fall Flat may enjoy my game if I include enough similar elements that can be interacted with. In addition, I would like to include the use of pixel art into my 3D assets to tie over the presentations of all three games.