Toy Tumble Game design document

Aim Of the game

The overall objective of the game is to defeat all of the enemies by running into their orbs, removing them from the world. The only thing obstructing the player from achieving their goal are giant platform parkour stages, one per enemy, that the player must jump across to make it to the end. There are also collectable coins the player can obtain by exploring the world more than a simple playthrough.

Narrative

The game is a third person open world adventure game where the player is spawned into a fantasy toy-world in a child's room. The player must navigate the world and jump onto corrupted toys. With these challenges, they can achieve their ultimate goal of maintaining peace in the toy-world. The player will be able to interact with collectable coins around the map and parkour puzzles to defeat the enemies.

Controls

The games controls consist of multiple keys to perform specific actions these include "WASD" for the movement control, the spacebar is the command that when pressed will enable the player to jump. When the player jumps from a high altitude they are able to use the umbrella to glide when the "U" key is pressed, pressing it again disables the one-time glide. The player will be able to pause the game through the use of either the "P"/"esc" keys. When the "K" key is utilized the kill cheat will be activated only if God Mode is enabled. When the player wants to pick up an item they will need to stand near the object and press the "F" key to equip/collect it. When the player no longer needs an item, they can drop it simply by

pressing "G" on the keyboard. When the "L Shift" key is pressed the sprint ability is activated. When the player presses the "Backslash" key, this will activate the games cheats aka God Mode which allows the player to teleport themselves, bypassing a majority of the parkour by pressing "L" and the players speed is drastically increased.

Assets

Animation Starter Pack

FANTASTIC - Village Pack

Northeastern US Plants and Ecosystems

Wizard for Battle Polyart

Free Furniture Pack

Stylized Fantasy Provencal

Dragon for Boss Monster : Handpainted

Low Poly Style Deluxe 2: Tropical Environment

Challenge

The challenge of the game is that the player must complete the parkour at the end of the game to proceed and optionally obtain the coins to achieve the win however, if the player falls off the parkour they must restart that section, with each section acting as a checkpoint of sorts.

Win Condition

The win condition of the game is once all the game's antagonists are defeated, they will be able to win the game by interacting with a teleporter which will cause the player to enter an indoor tavern showcasing credits.

Lose Condition

The game's lose condition is not completing the parkour. There is no game over or restart without activating the kill cheat as the player can continuously redo those sections of parkour.

Cheat

The cheat of the game is a God Mode system that will enhance the players speed, along with giving them a kill ability and the ability to bypass the levels by pressing a hotkey.

Pickups

The pickups for the game will include the umbrella item, which is used as a one-time glide mechanism, and collectible coins from around the map.

Art Style

The art style of the game is a combination of realism and stylized. This because the premise of the game revolves around toys. A cartoon based art style is the perfect art to help the game feel alive. The game as includes elements of a realistic art style for all the large object for example chairs, bed, the lamp, and drawers. The reason why these objects have a realistic art style because the level centres around a young kid's bedroom and those items that have a sense of realism.

Combat

The game's combat is more like mario than anything, with the goal being to touch the red orbs on top of the characters to remove them

from the world. The umbrella has a one-time gliding mechanic and can then be discarded, allowing for precision to defeat the first boss

Collectables

The game includes collectables in the form of coins that are scattered across the map, with the way to collect them being exploring.

Easter Egg

The game also has an easter egg in the form of some drawings above the bed of a purple worm which is a reference to the original design of the final challenge in the brainstorming phase of the game.