Copious Couriers

Game Design Document

# Project Aims

The aim is to create a parody version of an Oregon Trail style game of which a similar example might include Organ Tail. Information on these games can be found here:

* [Oregon Trail](https://en.wikipedia.org/wiki/The_Oregon_Trail_(video_game))
* [Organ Trail](https://en.wikipedia.org/wiki/Organ_Trail)

This document outlines the minimum goals of the project including mechanics, story, sound and art. Time line for delivery of the project is within the first semester of Abertay University currently scheduled for 25th November 2016 (TBC).

# Story

The current story summary is as follows:

* The Player is hired as a courier by a delivery company(TBC)
* A heavy/large parcel(TBC) is to be taken to the king.
* The King is a significant distance away (TBC)
* The company who are charged with this task expend all income on hiring these couriers the reason being many die/fail and the game insinuates they are expendable.
* This means the player must walk/drag the parcel or cart (TBC)
* On arrival the king is not in (TBC) meaning the parcel must be returned to sender or king is at the original depo.
* Game may loop always sending the player to his death – highest score.

Key elements and ideas:

* Comedy
  + One more planet than no man sky?
  + Player tombstones mark all previous failures – comical message.

# Characters

The main character is a courier for the delivery company(TBC). Other characters will be randomly generated NPCs including:

* Highway men
* Robbers
* Kings Guards
* Another King?
* Parody – Black Night (Monty Python)
* Parody – Golum (Lord of the Rings)
* ...

# Level/Environment

Levels will consist of the player pulling a cart or object(TBC). Objects related to the aesthetic of the current location will generate and move from left to right. Any encounters will also be visible including:

* Enemies
* Cross Roads
* Caves
* Mountains
* Towns
* Camps
* …

Possible features may include the existence of a day and night cycle.

# Gameplay

At the start of the game the player will have choice on characteristics of the player that will impact stats, starting resources, possibly appearance.

Once stared the player will travel through each area and encounter events along the path. The player will be faced with choices as a result of various interactions along the way. Examples include:

* Cave – Enter/Go round
* River – Attempt to Cross/Go round
* Volcano – Attempt to Cross/Go round
* Bandits – Fight/Attempt to Flee

Each choice will affect stats such as gold, health, supplies, distance to king or provide an event. Once health reaches 0 the player will die/fail.

Health will decrease for some of the following reasons:

* Player is attacked
* Food supplies run out
* Disease

Towns or caravans met along the way will allow the player to exchange gold for supplies, healing ect via a shop interface.

Gold can be made from random events or possibly jobs in towns and the starting amount will vary on initial player decisions.

Scoring is based on the distance travelled. (TBC) There is no victory moment as the player cannot reach the kings. Comic ways to miss the king will be presented at each possible meeting.

Interactions or events may be presented as mini-games to the player that will allow a degree of skill to determine the outcome of events. Some will be random.

# Art

The art design will be pixel based art. The style will be based on HOLD.

# Sound and Music

Sound assets and design is on HOLD.

# UI Design and Game Controls

Key screens for interaction will be:

* Main Menu
* Character Creation
* Level Screens (Number to be confirmed)
* Inventory Management
* Event related Decision making screen
* Town Screen
* Shop Screen
* Story screens? (TBC)
* Minigames (TBC)

Interaction will be through mouse and keyboard. Mouse will navigate all menus and choices. Inclusion of any mini games may require the keyboard or inclusion of any other.