Game Development Document

San2Art

Game Development Document

Game Jam : Mini Jam 154 - Travel

Info

Name	Travel In a box		
Theme	Travel	**Limitation**	All in a box
Genre	Platform	**Type**	2D
Platform	Windows, Web	**Control**	Keyboard
Start Date	15/03/2024	**End Date**	18/03/2024
Jam Link	https://itch.io/jam/mini-jam-154-travel	**Game Link**	
Language	English		

Tools

Game Engine/Framework	Game Maker Studio 2, GML
Version Control	Github
Artwork	Paint
Sound	
Documentation	Affinity Publisher
IDE	VSCode, Game Maker Studio 2

Timeline

Concept & Documentation	15/03/2024
Prototype	16/03/2024
Playtest	same
Artwork	17/03/2024
Sound	same
Fx	same
Playtest	same
UI	same
Final Touches	18/03/2024
Playtest	same
Website	same

Concept

- A rotating box, where time and zone changes as it rotate. Fight throw enemy as you run and avoid obstacles.

- Throw a box to place a locator and throw another one on top of yourself to travel to another place.

- You work in a travel agency. Your work is to travel throw lifts(box) that goes both horizontally and vertically and fix things along the way as you received messages.

Story

- *A rotating box, where time and zone changes as it rotate. Fight throw enemy as you run and avoid obstacles.*

You are a soldier doing your daily exercise. As you exercise day and night you gain more speed more energy. In the end you find out your not alone.

A ninja/animal protect it's village from an evil.

Script & Dialogue

- **On hit** - Bite the Bullet, Cover me

- **Level up** - On the double, Make a hole

- **With Allies** - Got your six, Roger that, Check six, Standby

Gameflow

- Splash

- Animated Cover and menu

- Level 1

- Level 2

- Level 3

- Level 4

- Boss (Level 1 center box inside)

- End Splash

Game Loop

- On Double Jump player spin on the air and then come down like a parasuit.

- Player will slide on sudden stop after running.

- If player double press forward or backward it will dash.

- Player will show different emojis.

Gameplay

- **Movement** - D and A (double press to dash)

- **Jump** - Space (double press to double jump)

- **Attack** - E to throw weapon

    Player needs to avoid enemy attacks and hurdles through obstacles to reach goal. The world is in a box and it's changing. Due to box rotation player needs to run in order to avoid falling. More game progress faster the rotation. After a full rotation player can go up to the center where a box is there, inside it the boss live. After beating the boss game end.

Player

Player can move, dash, jump, double jump. As game progresses you need to collect your weapon to attack. Player can collect souls as it destroy the enemies. In some places there are some gems can be found, it increase player stats(dammage and permanent health).

There are some direction mark and name for player to choose which lead to different place. Usually there will be hidden gems and weapons or Souls.

There are 3 types of weapon are there shurriken, kunai, stone. Stone deals 15 dammage, Kunai deals 25, Shurriken throw 3 and each deals 10 dammage.

Enemy

There are several types of enemy can be found.

- **Spikes** - Player step on it deals 5 dammage per second

- **Stationary Forward Attacker** - Deals 10 damamge per bullet hit

- **Stationary Burst Attacker** - 15 dammage per bomb

- **Flying Back And Forth** - 15 dammage

- **Drop From Up** - Deals 20 dammage

- **Enemy Follow When In Range** - Deal 5 dammage over 5 second each

- **Boss** - 3 rotating orb/box around the boss. Each throw 3 attacks which follows you and deal 5 dammage each.

World

- **Biome**

There are 4 biome in this game, one connected with another one. Those are Land, Plateau, mountain, River.

- **Boss world**

A rotaing room. Or a room with few platform.

Art & Fx

- **Color scheme :**
- **Art style :** 2D, Retro
- **Particle Type :** Dots, Glitter, Box
- **Fx :** On hit, Heal, Collect, Born
- **Text :** On hit and critical

Sound

- **Loop Sound :** Each biome have different loop music, Boss have different music
- **Action Sound :** Jump and fall, Attacks, Soul collects, Gem collect, enemy movement
- **Room Finish Sound :** Clear all 4 world (Before enter boss room)
- **Fx Sound :** Glitter animation, Critical, Born sound, Emoji popup
- **UI Sound :** Menubar, health drain, Stats update

UI

- **Cover and Menu -** aniamted cover
- **HUD -** Player health, Type of attack, Soul collect ammount animation, Gem and soul glow on collect, on dammage red screen
- **Level up -** Pop up level up screen
- **Death -** Grey scale screen and a animation of slicing

References

- **Google Images** -
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Credit

- **San2Art(me)** - Creator of this game.
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