**Game Design Document: Bullet Boy Versie: 1.0**

## Gamelog:

## Gameplay synopsis

The player has to fight of the evil that has come to the world. To do this he will have to go through the different elements and defeat every boss to progress in the game.

Platformer -> Action -> puzzle -> narrative

### Uniqueness.

### Mechanics.

Story:

* The player has to complete every level in every world to continue the story.

Movement / Attacking

* The player has to move around in order to complete level with the keyboard or gamepad controls.
* The player has to be able to jump to get on obstacles.
* The player has to be able to attack enemies that are in the level. By jumping on them or using the attack button.

Item usage

* The player is able to pick up items that are in the levels.
* The player is able to use the items that he/she has found in the levels.

Inventory

* The player can keep track of all the items that are collected.
* The player can equip different skills that has to be unlocked.

Death

* Player will die in one hit.
* Player can get heart upgrade so he/she can get hit twice for one time.

**Gameplay description**

## Controls

Walk to the right (Arrow Right Key), walk to the left (Arrow Left Key), or use gamepad (X axis).

Jumping use the (Space Key), or use the (A/X button (depending on which controller is using)).

The Esc button or the start button (Gamepad) to open up menu / inventory.

For attack press the X button or the X/Square button on Gamepad.

Interact with objects (C Key) or B/Cirlce button (Gamepad).

**Puzzle**

Items that has to be required to open up something to progress.

Defeat some kind of mini boss to progress.

Use skills to find a way to progress.

### Interfaces

**Main Menu Screen:**

The player sees a notebook with the options:

* Continue
* New Game
* Level Select
* Journal
* Quit

Continue: Player will resume where it last saved the game and quit.

New Game: player deletes old save game and start the game with a clean sheet.

Level Select: The player can choose a level that he/she has already completed.

Journal: The player can read the story that he/she has got so far.

Quit: Exit the game.

In the back ground you see Bullet Boy reading in the notebook.

### In Game UI

The player sees nothing special in the UI, the player can get a extra heart for a extra hit, and that will be shown in the UI.

**Pause menu screen**

A notebook will appear and it will have different options:

* Resume
* Inventory
* Skill set
* Journal
* Save
* Quit

If any of these options the notebook will turn to the page that the player has pressed.

Resume: Pause screen will go away and the player can continue the game.

Inventory: The player sees all the items that are collected and can you them if they want.

Skill set: The player can change the skills the he/she wants to equip.

Journal: The player can read the storyline of the game to the point where the player is now.

Save: The player can save the game, so he/she won't lose the progress that they made.

Quit: Exit the game and go back to the main menu.

**Rules**

**Scoring/ winning conditions**

Complete a puzzle that is in a level.

Complete a level to get progress in the story.

Defeat bosses to require items and progression in the story.

**Gameworld**

## Weather conditions

The game has all the elements in the game so, it depends in which world the player is what the weather condition will be. (Sunny, rain, snow, heat (Lava))

## Day and night

It will be a day and night cycle. Depending on the level that it will be night or day light.

## Time

Any time of a day.

## Physics

Player/enemies/ bosses has all collision boxes. The player and certain enemies can shoot projectiles, so a force will behind this projectile to move a certain speed.

## Society/ culture

A race of Bullet man. And other creatures.