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# **Design Document for:**

**THE SWARM**

## Do you think you’ll survive?

#### I really doubt it

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# **Game Overview**

## **Game Design Goals**

### **Philosophical point #1**

We want to make a game with a creepy atmosphere to see if we can give the feeling of dread to the player. Our intention is to create a lighting system that will obfuscate the enemies so that the player can never be sure from where they are going to be attacked from next.This will hopefully create a great deal of tension for the player as they cautiously move through our game world.

### **Philosophical point #2**

We want to build a game that has a good pacing curve. We want to steadily increase the overall pace of the game throughout a level with a very intense and engaging finish which then drops back down after the level ends and a new one begins so that the player has room to breathe throughout their play experience and then a final sudden spike for the final level.

## 

# Common Questions

### **What is the game?**

The game is about a spaceship that has been infested with an Alien swarm where a group of soldiers need to work together to fight their way through the swarm in order to reach an escape pod and escape with their lives.

### **Why create this game?**

This was one of many idea’s we had for a game, as a team we discussed many ideas and mechanics that we thought would fit well with the theme, eventually we decided upon a top down twin stick shooter, after that we decided upon the environment atmosphere and overall high level design of the game and then finally we decided upon some more specific mechanics we would like to see ie. swarms of enemies, a range of guns etc. and of course this was iterated on many times as we developed the game.

### **Where does the game take place?**

The entire game takes place on board a spaceship.

### **What do I control?**

You and up to 4 people will control 1 of 4 soldiers each. If you don’t have 3 other people to play with a bot will control the other marines. The bots will follow the nearest player but they will never be directly controlled by the player, they instead will act by themselves and react to their environment as appropriate.

### **What is the main focus?**

The main focus of the game is for the players to move cautiously through a level before finding the escape pod at which point they’ll have to defend themselves from the sudden hoard of enemies that will appear to try and stop the players escaping.   
This is all to create an enjoyable cooperative experience, that slowly transitions from slow and tense, to hectic and action filled over the course of an individual level.

**What’s different?**

Whilst I don’t feel like any of our mechanics in the game are all that unique, I do feel like the combination of mechanics certainly is. There are many twin stick shooters and many of them are also coop but I don’t think I’ve ever seen a twin stick shooter that focuses on having creepy atmospheric lighting such as what we have created.