U-NXT (WIP)

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PROJECT OUTLINE FOR U-NXT

1. Overview
   1. Elevator Pitch/Unique Elements
      1. To make a 2D platformer similar to megaman that does level design and mechanic interface well in an interesting way.
   2. Themes and Genre
      1. Theme is TBD. Genre is 2D platforming.
   3. Story
      1. Story will be based around surmounting incredible obstacles.
   4. Influences
      1. Mega man 1,2,6,X, Mighty No. 9 - (wut not to do) , Super Mario Bros.
   5. Audience/Platforms
      1. Audience- casual to mid level gamers
   6. Scope and Goals
      1. Scope: Small. 2-3 large levels.
      2. Goals: Interesting backtracking, with interwoven levels.
2. Mechanics
   1. Modes of play
      1. Keyboard/Controller
   2. Core Gameplay (Verbs)
      1. Jump, Shoot, Dash
   3. Goals
      1. Make it to the end of the level/ Beat the Boss.
   4. Game Flow
      1. Gameplay should be uninterupted for as long as possible, while remaining engaging. Dialogue and menus should be kept to a minimum.
   5. Gameplay Objects
      1. Player
         1. Name: BASH
         2. AKA Jump-n-shootman
      2. Other Actors
         1. Antagonist:
            1. CHEL
            2. AKA Big Baddie
      3. Objects
         1. Fuckin boxes. BOXES AS FAR AS THE EYE CAN SEE
   6. Controls
      1. Should be intuitive if handed a controller. Tutorials should not be needed, or kept really simple for un-intuitive mechanics.
3. Level Design
   1. Story
      1. A story about computer programs that fight one another across computer architecture.
   2. Areas
      1. R.A.M
      2. HARD DISK
      3. CPU
      4. OS
   3. Flow
      1. short game = short story.
      2. 4 arc story.
         1. RAM is introduction, HARD DISK is building, CPU is climax, OS is resolution
4. Assets
   1. Art
      1. 2D
         1. Pixel? Unsure at this current stage.
   2. Music
      1. Tracks
         1. 4 main tracks for levels, 1 for title, 1 for game win.
      2. SFX
         1. Shoot, jump, land, any abilities?

DETAILS

1. Overview - General Information of the Game
   1. Elevator Pitch/Unique Elements
      1. What makes the game unique, what you want people to know
         1. This game will execute strongly in game play, and be unique in its interesting levels.
   2. Themes and Genre
      1. The condensed essence of what the game is about, ideas it is based off of.
         1. Mega-man successor done right
   3. Mechanics
      1. What will we be doing in this game briefly?
         1. Jump, shoot, and dodge to the end of the level.
   4. Story Tie-In
      1. Story, and how mechanics tie in.
         1. The actors are computer programs, so all abilities will be program themed. Respawn is re-instantiation, etc.
   5. Influences
      1. What games should we look to while making this?
         1. Mega Man, Super Mario, Thomas was alone
   6. Audience/Platforms
      1. Who will be playing this and where?
         1. Computer, average to casual gamers.
   7. Scope and Goals
      1. How big is this project? What are we trying to do?
         1. Small project. 4 levels, with 2 main abilities, plus jump and Dash. Thinking 5 enemies, and 1 main baddie.
2. Mechanics Detail - What are the workings of this game?
   1. Modes of play
      1. What are the unique sections of play/where controls change?
         1. Upon upgrade/Mc-guffin collection, the player will beable to access/defeat enemies faster and progress to the end of the level.
   2. Core Gameplay (Verbs)
      1. What actions are being performing in this game and what do they do?
         1. Jump, Shoot, Dash.
            1. Jump: vertical aesention, with control through-out the jump arc.
            2. Shoot: varies based on weapon's charged state

Lemon

Charge Shot

* + - * 1. Dash: A short invulnerable period Dash, used to quickly dodge enemy attacks.
  1. Goals
     1. What goals do we expect of the player?
        1. To master the mechanics to overcome the obstacles... Maybe some fuckin fun. MAYBE.
  2. Game Flow
     1. How does the modes of play flow into each other?
        1. I dont understand what this is asking.
  3. Gameplay Features/Objects
     1. Actors, pickups, enemies, tools, etc. What you would see in a manual.
        1. Actors: BASH and CHEL, Along with the 5 enemies. Each is vulnerable in a sweet spot to BASH's attacks.
        2. Pickups: Battery packs for charge attacks, along with Health items.
        3. Enemies: 5 basic types of (Viruses).
           1. Type 1 - Fuck
           2. Type 2 - FUCK
           3. Type 3 – FUCK/SHIT
           4. Type 4 - FUUUUUCCCCKKK
           5. Type 5 - ...?
     2. Player
        1. Who is the player?
           1. BASH is an anti-virus script that protects computers. He uses advanced techniques to break down viruses and keep his home safe from infections.
     3. Other Actors
        1. Other characters
           1. CHEL is a Hacking Program that specializes in breaking Advanced-AntiVirus-Protectors like BASH. She uses a group of home constructed minions to establish a grasp of the victim's system, then forms it to her will.
     4. Objects
        1. What sort of environmental objects are there? Pickups, platforms, etc.
           1. Moving platforms, firy chasms, regular platforms, switches, doors.
  4. Controls
     1. What controls are needed to play the game? How is it mapped out?
        1. Dpad for movement, X to Jump, Square for Dash, Circle for lemons/charge

1. Level Design and Story - What places exist? How do they look? What are they like to explore?
   1. Story
      1. The flow of the story how it relates to the game. Includes events and cutscenes.
         1. TITLE
         2. R.A.M – Characters introduced
         3. HARD DISK – Charge unlocked.
         4. CPU – MC-guffin Found
         5. OS – Computer Secured.
         6. END
   2. Areas
      1. How an area looks, use pictures if needed. Talk about mood/design of each. Additionally, talk about purpose and what is introduced.
         1. R.A.M
            1. Should feel fast paced, like a busy train station
            2. Level will focus on a liner A to B.
            3. Its the tutorial Level, so it should focus on making examples of all the mechanics that are meant to be mastered.

Look into the level design of mega man x

* + - 1. HARD DISK – Should feel slow paced.
      2. CPU – CRAZY MOVEMENT – Factory style?
      3. OS – Think High tech bank, technobvibe
  1. Flow
     1. How each area flows into each other, a map if needed?
        1. Areas are linear, with no interconnections between the four areas. One progresses to the next after being conquered.

1. Assets - What sort of aesthetics do we need?
   1. Art
      1. Talk about art direction and style here, visuals are very important. Applicable design principles should be talked about.
      2. 2D
         1. What sort of 2D assets would we need? For each game object and area.
            1. Environment

Main Blocks – Reuseable, maybe with different shaders? Think color changing LEDS

* + - * 1. Actors

BASH

CHEL

* + - * 1. Expendables

Ammo, pickups etc

* 1. Music
     1. Talk about musical style, references to sound are important.
        1. Megaman technical music would be best.
     2. Tracks
        1. What music do we need? For each area and event.
           1. TITLE - Upbeat, catchy
           2. R.A.M – Fast paced, but not too chaotic
           3. HARD DISK – slower tech music.
           4. CPU – Chaotic Dubstep-style?
           5. OS – Dark and Mysterious, then Climactic
           6. END – Happy go lucky remix of title.
           7. CHEL's Theme – Very Controlled electronica
           8. BASH's Theme – Rock mixed with Tech. (Richaad)
     3. SFX
        1. What SFX do we need? For each game object and area.
           1. Repeat for All/Most actors

Shoot

Charge

Jump

Land

* + - * 1. Collection SFX

HP

Batteries

Mc-guffin