Ninja Outbreak Graphic Design Document



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Table of contents

• Story/Narrative

• Level Progression

• Target Audience

• Target Platform

• Art Style

• Camera

• Control

• Character

• Enemies/Obstacles

• Abilities

• Game Progression

• Pick-ups/Upgrades

• UI

• Resource budget

• Procedural/Modular assets

Story / Narrative

# Level 0 Failed Heist

The player has been captured after trying to steal a sacred relic from one of the richest collectors on the world. After she has been caught during the heist, she was locked up in prison.

# Level 1 Jail

The Collector has sent someone to interrogate her about who she is working for. During the walk to the interrogation room she escapes. The playerfirst goes to find her stuff which is in the prisoner’s belongings storage room. After getting her gear back she will have to find a way out. The sewers might be an idea, but first she needs a key to the boiler room Which has an hachet to the sewers. After walking along the courtyard and entering the wardens room she doesn’t find any keys but instead the warden is outside waiting for her.

After the warden’s defeat the alarm has been tripped and she has to make a run for the sewers.

# Level 2 Sewage

Now she has to make her way through the sewers and into the city to finish the job.

# Level 3 Heist Again

Back on the main street. She will make her way to the Collectors house and steal the relic with success this time.

Level Progression

# Level 0 Failed Heist

## The player will run across the roof tops, enter a building, evade some guards and then try to pick up the relic. After which the police enter and capture her.

**Level 1 Jail**

After the escort escape she will have to make her way through the prisoners building up to the belongings storage where she will find her weapons.

# Level 2 Sewage

# Level 3 Heist Again