Ninja Outbreak Graphic Design Document

Game Labs – Group 5



# Game Labs 1 - Group 5 members

* Benjamin Vos ( Artist and Lead Artist )
* David Vink ( Programmer and Producer )
* Hadewij ( Artist and QA )
* Paige ( Programmer and Planner )
* Rick Greeve ( Artists and Level Designer )
* Rief Haalboom ( Programmer and UX )
* Walter ( Programmer and Lead Developer )

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# 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 hatchet 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. During this the essentials of movement and combat will be taught.

## 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. After looking around the player will find that the access to the sewers is blocked by a key card lock. The key card to this door will be obtained by going to the warden’s room and fighting the warden. After defeating the warden, the whole Jail will be alerted and new enemies will be spawned on previous visited locations. The level exit will be in the boiler room which is accessed by the key card.

## Level 2 Sewage

After going down to the sewers the player will have to make way through the sewers by increasing the water height and float on objects found in the sewers every extra water height the play will have to find a new valve on this layer. After a few layers the player will be flooded by water and have to quickly climb up to the exit of the sewers which lead to the city.

## Level 3 Heist Again

The player exits the sewer.

Target Audience and Platform

Our game will be aimed at PC players that enjoy an Interesting ninja platformer with some Metroid Vania elements.

# Art Style

We’re going with a semi realistic style with PBR. The assets will not be overly complex but will have a set degree of details that’s needed to not experience everything as bland. We also working with a lot of depth in the levels to create certain kinds of vibes in the scenes. When you’re looking at the example images do keep in mind that our game won’t be in a sci fi setting.

# Camera, Control and Abilities

## Camera

Our game will have a side scrolling view in which the player can only move in 2 dimensions. Sometimes the game will allow the player character go behind things in the environment like barrels or other hiding objects. These things might be in the back or foreground. When the player is moving the camera will pan a bit ahead to show the player a bit sooner what he will encounter.

## Movement Controls

The player will be able to move with **WASD buttons**, Jump with **spacebar** and sprint with **shift**. This is because most player will be familiar with these controls. **W** and **A** will act as movement buttons on ladders. The player can also slide down along walls by just walking against them while falling. When a player slides along a wall he will be able to press the jump button again and do a wall jump. The wall jumps can also be used to jump from wall to wall. When the player is hanging on a ledge he will be able to pull himself up with **W**.

## Abilitiy Controls

The combat will be mainly done through the mouse. **Left mouse click** is a normal attack with the katana. The player can also hold left click to charge the attack and do a short dash towards the cursor. The dash will have a different range depending on how long you have charged the attack. This will be shown in your cursor like you can see in the image below.

When the dash hits enemies the player will enter a sort of quick time event in which the player will have to left click hold along the arrows shown on the enemies acting like a blade slash. During this time will be slowed down. This QTE will trigger for every enemy caught in the dash.

**Right mouse click** will be a shuriken throw which is aimed at the cursor. The shuriken can be used to stun enemies and disable electronics for a set amount of time.

# Character

## Main Character