

Lost & Found GGJ Design Doc

Bomb Dog climbs from floor to floor through a skyrise office complex, disarming bombs as they make their way through. Each floor has different types of timed bombs that require specific defusal kits to disarm. Starting from basic explosives through to bombs that require fast-paced mini-games to disarm, it's a race against time to get to the top.

Gameplay/Artistic Influences:

- Frogger
- QBert
- Warioware
- Rhythm Heaven
- Among Us
- Katamari
- Keep Talking and Nobody Explodes

Gameplay:

Win Condition: Reach the door at the end of each floor with all bombs disarmed. Optionally, rescue people for extra lives and/or points.

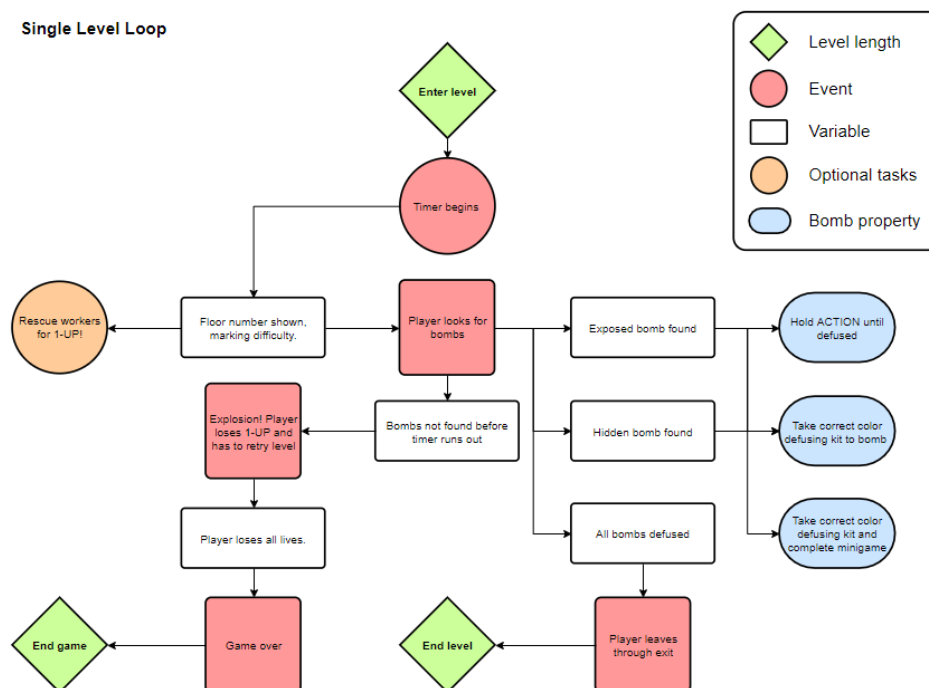
Lose Condition: Timer reaches 0, bombs explode! Three lives on each playthrough, losing these causes a game over state

Gameplay Diagrams:

Core Gameplay Loop



Single Level Loop



Controls:

L-Click: Action



Movement

UI Diagrams:

Dialogue UI



viewport



time



bomb



kit



vet dog

Placeholder text and lorem ipsumy things that don't really say anything, but it gives a good idea about

Gameplay UI



viewport



time



bomb



kit

1-UPs



Minigame UI



Actions, passive:

Actions	Description
Entering level	Level timer begins.
Movement	Omni-directional. Automatically climb and crawl over and under obstacles in level.
Picking up defusal kit	Places on dog's back. Only one can be carried at any given time.
Placing defusal kit	Places on any unoccupied ground space. Can swap current with any lay on ground.
Opening desks	Creates paper flutter particle. Can reveal hiding bombs!
Exiting level	All bombs are deactivated and dog crosses through exit door.

Actions, active:

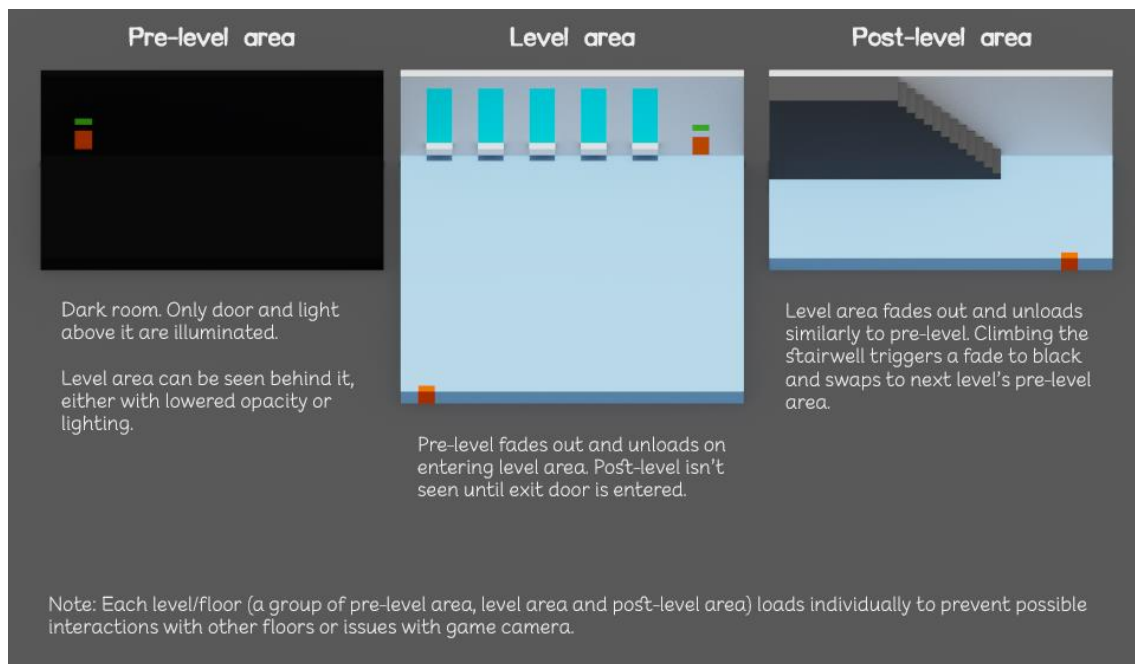
Actions	Challenges	Rewards
Deactivate revealed bombs	Under time limit, correct kit used	Not levelling the building
Deactivate hidden bombs	As above, also observing, hiding	Also not destroying the building
Deactivate game bombs	As above, completing minigame	Also not losing 1-UPs
Rescue office workers	Under time limit, traverse level	Gain 1-UP, or score

Bomb Defusal Minigames:

- Wirecutting
- Simple 'catch the ball' Game & Watch style minigame
- Press button when flashing light is lit

Failing a minigame results in it resetting until the player is successful in completing it. Wagering in time limits, this can add a lot of tension to play.

Level Design:



Asset Types

