[insert box cover here]

Written by Spadyal

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Compiled with LaTeX

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1 Revision History

Version 0.1.0 -– Monday, October 8, 2018
Document Format
Version 0.1.1 -– Saturday, October 13, 2018
Game Goals, Game Levels Format
Version 0.1.2 -– Tuesday, November 13, 2018
Game Goals, Game Controls, Technological Requirements, Front End of the Game, Title/Start Screen, Game Flowchart, Player Inventory Tools, Power-Ups, Rewards & Economy, Health, World Overview, Universal Game Mechanics, Game Levels, Marketing Plan

2 Game Goals

"Back of the box" Goals

- Shop and purchase products from real-world brands to fight enemies and explore new worlds
- Play multiplayer (locally) with up to 4 characters
- Talk to people to help you out during your adventure

High Concept

Title is an action-adventure and open world platformer that lets the player choose a character—up to four players can choose any of the eight characters—and plays a world where they have to go around some levels to find stores and buy specific items that are required for completing other levels.

This game has a hybrid of genres including:
- Sandbox (Open World)
- Platformer
- Adventure
- Rhythm

More information about what these genres do for the game will be discussed later.

Who, What, How?

- **Who:** This game is directed towards teens, or ages 12 and up (Rating: T for Teen).
- **What:**
- **How:**

Platform

PC & Mac (iOS & Android [as a native app] is a possibility)

Descriptions of Gameplay Types

- **Sandbox (Open World)** = Each world has an open-ended inside and outside map (hub worlds) on four areas–each stage is connected to two hub worlds. Those hub worlds are: (1) the city (including the airport and the mall), (2) the academia, and (3) the residential area. Each of those hub worlds is where the player can talk to NPC's and buy products.
- **Platformer** = The stages that connect to hub worlds are basically platformer levels where the player can run, jump, fight, drive, etc.

3 Licensor Points & Concerns

Person	Title	Social Network Links
Spadyal	Game Design, Level Design, Art, Programming, Writing	
Scott Rogers	Special Thanks	

All credit is given in the game credits and in the website along with social links.

4 Game Controls

- Press the arrow keys to walk
- Press the Z Button to jump
- Press the X Button to perform an action depending on the level; for example(s):
  - attack for **Fight Level**
  - accelerate for **Speed Level**
- Press the A Button to perform a special action
- Press the S Button to perform a tag (or team) action (if there are at least two players)
- Press the Backspace Button to pause
- Press the F6 Button to open the Debug Menu

*Note: The player can customize the controls (both keyboard and gamepad)

5 Technological Requirements

Godot Engine will be used to code the game and make the game art.

6 Front End of the Game
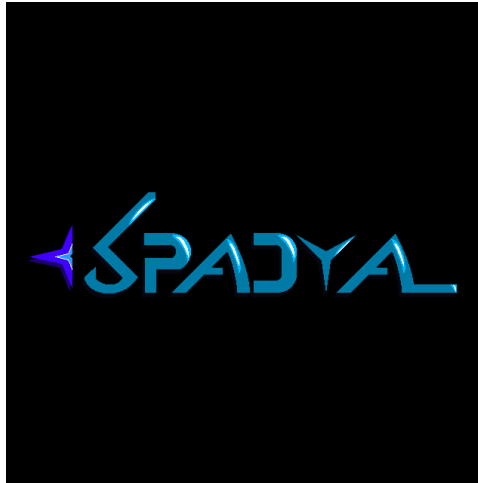
7 Title/Start Screen

After the Spadyal logo, the player is taken to the start screen. The player will have three options: New Game, Continue, Special, and Options. New Game lets the player begin to play the game for the first time. Continue takes the player to a menu where they saved their previous progress on the game. Special shows the player bonus materials and achievements; this option will only show if the player has beaten the game. Options lets players change the settings on the game.

Tuesday, November 13, 2018

Start
Screen

New
Game?

World 1

World 2

World 3

Game
Over?

World 4

yes

World 5

World 6

World 7

World 8
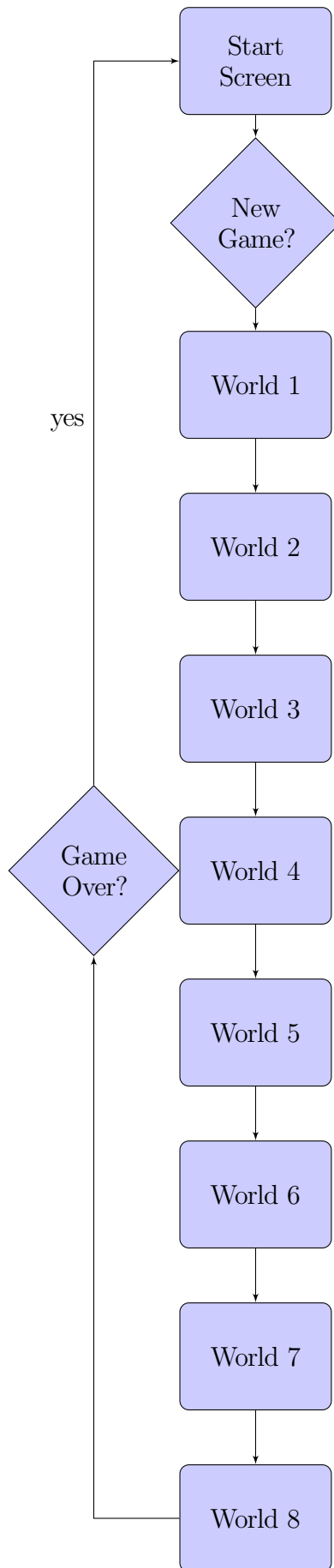
9 Player Inventory Tools

- Car Parts
  - Battery
  - Brakes & Traction Control Systems
  - Bumper Accessories
  - Engine
  - Headlamps / Headlights
  - Tires
  - Oil
  - Wheels
  - Exhaust
  - Windshields
  - Covers
- Motorcycle Parts
  - Tires
  - Seats
  - Air Intake
  - Lighting
  - Speedometer
  - Exhaust
- Kitchenware
  - Spoons
  - Bottle Opener
- Summer (Water) Clothing

- Surf Gear
  - Surfboard
- Winter Clothing
- Winter Gear
  - Gloves
- Spring (Outdoor) Clothing
- Outdoor Gear
  - Lantern
  - Headlamp/Flashlight
  - Adventure Duffle
  - Multi-tool
  - Firestarter
  - Matches
  - Lighter
  - Carabiner
- Electronic Gadgets
  - Drone
  - Portable Scanner
  - Keyboard Projector
  - Projector
- Airplane Parts
- Model Rocket Parts

10 Power-Ups

- Road Trip
  - Popcorn
  - Chips
  - French Fries
  - Water
  - Burgers
- Sweets
  - Cake
  - Gummy Candy
  - Licorice
  - Sour Candy
  - Chocolate
  - Ice Cream
- Summer
  - Ramune (ラムネ)
  - Cola
  - Watermelon
  - Iced Tea
  - Cheesecake
- Winter
  - Coffee
  - Oatmeal
  - Hot Chocolate
  - Green Tea
  - Gingerbread
  - Eggnog
  - Apple Pie
  - Pumpkin Pie
- Spring
  - Fruits
  - Vegetables
  - Venison Beef Jerky
  - Pizza
- Asian Food
  - Japanese Sushi
  - Japanese Ramen
  - Chinese Rice
  - Chinese Egg Rolls
  - Chicken
  - Pork
  - Beef

11 Rewards & Economy

Since this game is a free download (from the website), the player will be able to collect and spend one currency in the game: **Dollars ($)**.

$$\$$$

Shops

Each Hub World has either a mall, plaza, or a small shopping center where the player can buy tools/equipment, gear, parts, and food.

Each shop can let the player have a shopping cart gathering store items before paying. If the player were to walk out of the store, the items won't be removed from their shopping cart until $(5 < x < 10)$ where x is the number of minutes in the range has passed; this will be called a "Clipboard."

*The player's history of purchases will be recorded in a database for an achievement.

Dollars

At the beginning of the game, the player earns **$300**. **$** can be found in the following types of levels:

Fight Level: **$** can be picked up after defeating an enemy, dropping **$** behind
Platform Level: **$** can be picked up in several areas of this type of level, including shortcuts and secret areas
Dig Level: **$** can be found in secret areas underground
Stealth Level: **$** can be found in secret areas of a building, site, etc.
Combo Level: all of the above

12 Health

Health
    Health is lost by touching a projectile or getting attacked from an enemy or a boss
Alternate States
    Frozen
    Paralysis
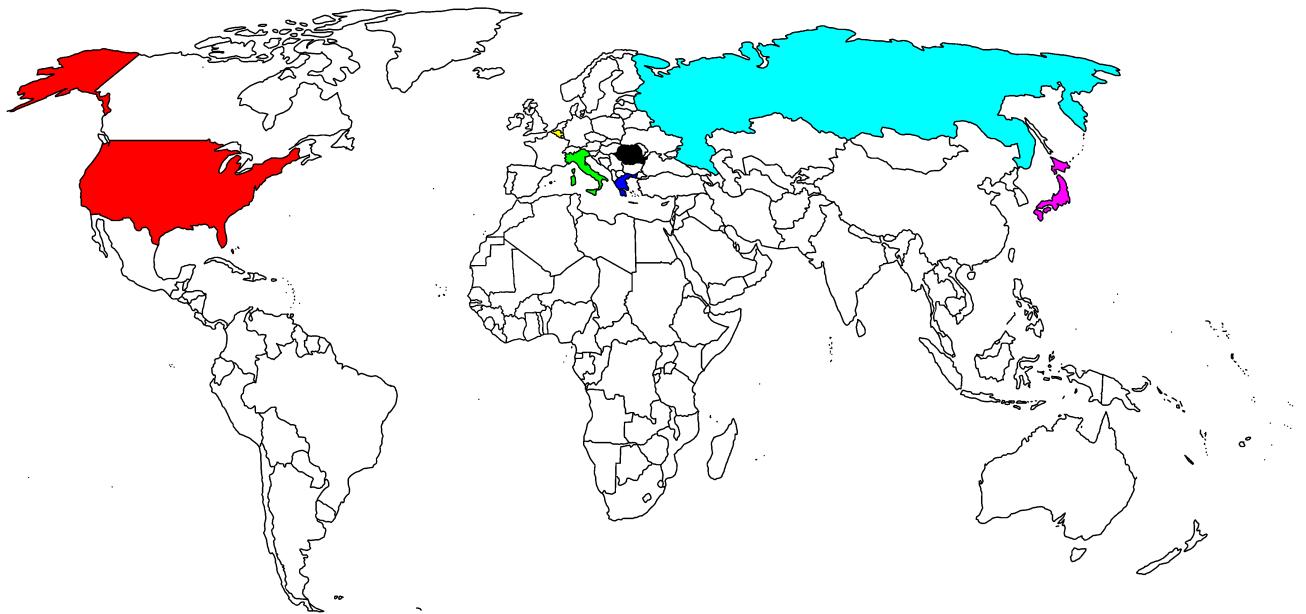   Sleep
        Acid
        Electricity
Death
    If the player loses health, the player will have to go back to the previous checkpoint in order to proceed the level.
Checkpoint System
    There are a few (<3) checkpoints in each level in case the player has lost health. There is no life count.

World		Country
Route 6	🔴	USA
Candy Country	🟡	Belgium
Aqua Beach	🔵	Greece
Winter Paradise	🔵	Russia
Vernal Forest	🟢	Italy
Game Network	🟣	Japan
Astral Sky	🟣	Unknown
Base Code 255	⚫	Unknown

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Title contains eight worlds, each of the first seven having 4 separate hub worlds—each of them connecting three levels and one of them with a boss level and fight, making that four levels in total. **Title** uses a hub system where the characters have to explore a separate world from the levels in order to enter each level. Players can go to any level. However, when going from one hub to another, the player will have to play the level again to go back into Hub World 1 because it is the central area that connects to all of the Hub Worlds. Some levels do not need to be played again in some cases, though the player has to go through the level again. (For example, if the player completed a Puzzle Level by unlocking a door—for instance— then there is no need to do it again; however, the player has to go back from the door towards Hub World 1.)

Once all three levels are found and cleared, the player can then move onto the boss level. In the hub, players can also switch between past Worlds that were completed.
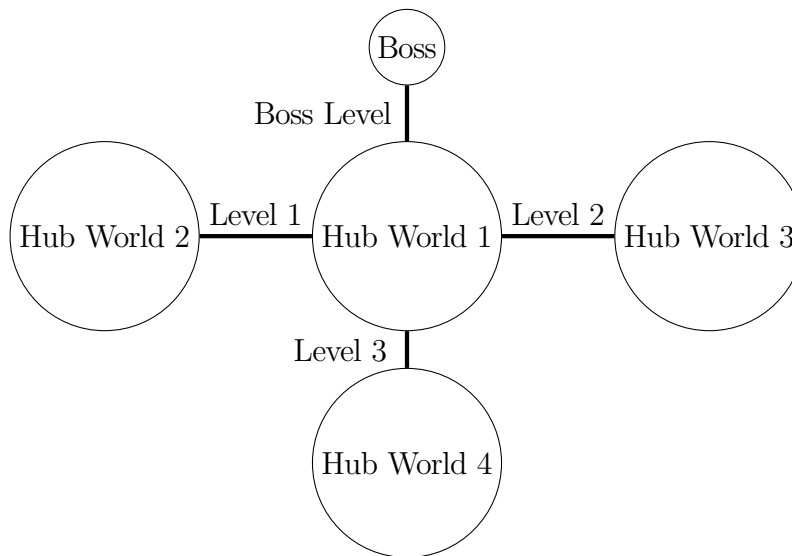
14   Universal Game Mechanics

Not Bold = Mechanics
Bold = Hazards

- Checkpoints
- Ladders
- Reach Stalker
- **Straddle Carrier**
- **Ramming Cars**
- Rails
- Breakable Blocks
- **Acid**
- Puzzle Objects
- **Water**
- Fruits
- Snow
- Slippery Ice
- **Icicles**
- **Electrocuted Rollercoaster Rails**
- **Plant Platforms**
- **Spikes**
- **Searchlights**
- Teleporters
- Jump Pads
- **Wormholes**
- Air Gust
- Movement Accelerator by Wind
- **Thunderstorms**

15   Game Levels

Fight Level: A stage where the player mainly fights enemies

Platform Level: A stage where the player jumps, swings, bounces, or perform any other body movement through obstacles

Speed Level: A stage where the player uses a vehicle and requires speed to pass the level

Dig Level: A stage where the player has to dig underground

Puzzle Level: A stage where the player has to solve a series of puzzles to pass the level

Stealth Level: A stage where the player has to hide from enemies to pass the level

Combo Level: the boss stage that mixes up all (three) of the types of stages (given in the World)

World 1: Route 6

Levels

1- Ivory Road (Fight)
2- Cobalt Thruway (Platform)
3- Scarlet Bridge (Speed)
4- Steel Convoy (Combo)

Description: This is a man-made urban city built around a large metropolis arranged with roads and rails.

Brands: Autozone • Advance Auto Parts

Progression: In this World, not only will the player learn how to play the game, but will also buy parts to create a vehicle (i.e., motorcycle, car) used for a few levels that involve riding on highways.

Enemies: •

Boss:

Mechanics: Checkpoints • Ladders • Reach Stalker •

Hazards: Straddle Carrier • Ramming Cars

Power-Ups:

Music

Inside | –
Outside | –
Level 1 | –
Level 2 | –
Level 3 | –

*Note: This World will be used in the demo for a test run.

World 2: Candy Country

Levels

1- Cake Desert (Dig)
2- Chocolate Conduit (Speed)
3- Jelly Jubilee (Platform)
4- Soda Springs (Combo)

Description: This is a happy land filled with candies, chocolate, cake and castles. In this World, the player will buy tools to dig underground and various locations in the levels and find rare candies that can be sold at any Hub World in this World.

Brands: Bed, Bath & Beyond • Crate & Barrel • Pottery Barn • IT'SUGAR

Progression:

Enemies: •

Boss:

Mechanics: Checkpoints • Ladders • Breakable Blocks

Hazards: Acid • Spikes

Power-Ups:

Music

Inside | –
Outside | –
Level 1 | –
Level 2 | –
Level 3 | –

World 3: Aqua Beach
  Levels
      1- Coastal Shore (Fight)
      2- Fruity Jungle (Puzzle)
      3- Tubular Aquarium (Speed)
      4- Cerulean Harbor (Combo)
  Description:
  Brands: Quiksilver • Billabong
  Progression: In this World, the player will buy gear for riding on water.
  Enemies: •
  Boss:
  Mechanics: Checkpoints • Ladders • Puzzle Objects • Rails
  Hazards: Water • Fruits
  Power-Ups:
  Music
      Inside | –
      Outside | –
      Level 1 | –
      Level 2 | –
      Level 3 | –

World 4: Winter Paradise
  Levels
      1- Frosty Mountains (Dig)
      2- Snowy Village (Puzzle)
      3- Polar Park (Speed)
      4- Chilly Casino (Combo)
  Description:
  Brands: The North Face • Columbia • Timberland • Spyder
  Progression: In this World, the player will buy gear for staying warm and riding on ice.
  Enemies: •
  Boss:
  Mechanics: Checkpoints • Ladders • Snow • Slippery Ice • Rails
  Hazards: Electrocuted Rollercoaster Rails • Icicles
  Power-Ups:
  Music
      Inside | –
      Outside | –
      Level 1 | –
      Level 2 | –
      Level 3 | –

World 5: Vernal Forest
    Levels
        1- Dawn Hill (Platform)
        2- Dusk Woods (Fight)
        3- Rainy Cave (Stealth)
        4- Abandoned Castle (Combo)
Description:
Brands: L.L.Bean ● REI ● Dick's Sporting Goods
Progression: In this World, the player will buy gear for surviving the outdoors.
Enemies: ●
Boss:
Mechanics: Checkpoints ● Ladders ● Rails ●
Hazards: Plant Platforms ● Spikes ● Searchlights
Power-Ups:
Music
        Inside | –
        Outside | –
        Level 1 | –
        Level 2 | –
        Level 3 | –

World 6: Game Network
    Levels
        1- Techno District (Puzzle)
        2- Time Rush (Speed)
        3- Hidden Cyberpunk (Stealth)
        4- Virus Void (Combo)
Description:
Brands: Brookstone ● The Sharper Image ● SkyMall
Progression:
Enemies: ●
Boss:
Mechanics: Checkpoints ● Ladders ● Rails ● Teleporters ● Jump Pads
Hazards: Searchlights ● Wormholes
Power-Ups:
Music
        Inside | –
        Outside | –
        Level 1 | –
        Level 2 | –
        Level 3 | –

World 7: Astral Sky
  Levels
>   1- Star Realm (Platform)
>   2- Cloud Highland (Speed)
>   3- Wish Garden (Puzzle)
>   4- Serpent Jump (Combo)

Description: This is a World high above the skies where ancient ruins and floating platforms are located.

Brands: Samsonite

Progression: In this World, the player will buy mostly everything combined (from previous levels) including parts for a simple plane, gadgets, and wearable gear for flying through the skies.

Enemies: •

Boss:

Mechanics: Checkpoints • Ladders • Rails • Breakable Blocks • Jump Pads (Clouds) • Air Gust • Movement Accelerator by Wind

Hazards: Thunderstorms

Power-Ups:

Music
>   Inside | –
>   Outside | –
>   Level 1 | –
>   Level 2 | –
>   Level 3 | –

World 8: Base Code 255
  Description:
  Progression:
  Boss:
  Music
>   Inside | –
>   Outside | –

Note: This World was originally called TSX until realizing that the Japanese car manufacturer Honda made a car model called TSX. So by adding the ASCII numbers from those letters, they all add up to 255.

16 Marketing Plan

In order to use a brand name into the game, we would need to contact a manufacturer and use their name—and probably the logo—and pay to the game developer around $10. Each game downloaded and played, by a database where when the user begins to play the game, they will post a user ID with a few parameters, such as name. That is, the player will make a view every time the player plays the game, even after quitting the game. This play will be called an "Ignition." Like an impression, the number of _ of a particular brand advertised is determined by the number of times the game is loaded and added into an attribute into the database called "View Count."

Just for a test run for a demo, the manufacturer