

MayDay

Monster Spill Studios

Design Summary

In MayDay, you are a deep sea diver stuck in the bottom of the Mariana Trench. To escape back up to the surface, the player can choose to take alternate routes, with various unique locations to go to. Since the player has a limited amount of oxygen, only one route can be taken per playthrough. Players who decide to replay MayDay will be able to have a new experience as each varying path provides different enemies, different obstacles, and different biomes.



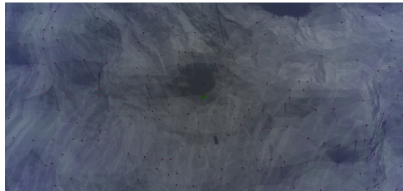
Each level in MayDay has a set amount of giant deep sea beasts based on real-world deep sea animals. The player must defeat all the beasts within the level to progress. Each enemy in Mayday has a unique way in which the player must figure out how to defeat it. Since the enemies are very big sea beasts. Fighting them will feel like mini-bosses to the player. Later levels will have the player taking on numerous sea beasts, providing a good challenge for the player to take on.

With MayDay our goal is to make sure the game gives our players a fun experience with various methods to do so. This game will have some lighthearted humor sprinkled throughout the game. The player will meet a blobfish, who will join you on your journey and act as the comic relief character. The game will have a dread factor to it as well, as being in the lowest depths of the sea with a giant sea beast is a terrifying thought on its own. Lastly, the sense of adventure will impact the player as they can decide where they want to go, and discover what is in the deep dark. The Devs at Monster Spill Studios have a vision to give our consumers a unique experience full of laughs, dread, and adventure all in one package.

Target Audience

MayDay is targeted towards players who want a fun, challenging experience that is unique from any other game out there. People who are looking for a fun single player experience that don't want to commit long-term towards a single playthrough will absolutely love MayDay. Players who are looking for replayability will also enjoy MayDay as each route the player can choose to take will provide a different experience from the last. This game will not be competitive, as it is a single player experience, however, MayDay would be a fun game for speedrunning as trying to defeat giant sea beasts as quickly as possible would be very enjoyable to watch.

Asset List

Diver Helmet	
Harpoon Gun	
Default Map	

Gameplay

Maydays' gameplay loop consists of the player needing to defeat sea beasts to progress. The player will be on the side of a giant underwater cliff that they are climbing, and they move by hopping from node to node. The player has 2 weapons to their disposal, a sword and a gun. And with each enemy in the game the player will have to figure out how to defeat them using these weapons. There is no leveling up system because the game is centered around problem solving and the skill of the player. The player will win once they reach the top of the trench.

Different areas of the game will feature different biomes that the player can choose to go to. These different areas will consist of different obstacles and enemies the player will have to be wary of, (For instance a sea mine field will have sea mines scattered around the area). This will make playing through the game fresh throughout and it won't be repetitive.

Controls:

Movement	Mouse2
Attack	Mouse1
Switch Sword	1
Switch Gun	2

Characters

Diver:

- Main Character the player controls.
- Was taking deep sea training before getting stuck in the bottom of the ocean.
- Dragged from being attached to a boat sinking via a rope.
- Fights using a sword and gun, and takes on giant sea beasts.
- Moves from place to place using a harpoon gun.
- In an old-school diver suit.

Bob The Blobfish:

- Companion who meets the player.
- Helps as a guide, as well as a comic relief character.
- Pink, chubby, ugly fish

Communicator:

- Talks to the player through a speaker on a boat.
- Teaches the player the controls and how to play.
- Dies when the boat is dragged by a giant crab.
- Don't see him, is in the boat.

Story

Game starts off with the diver on the side of a big rock close to the surface training for deep sea diving while being attached to a boat with a rope. A shark suddenly appears and attacks the diver, after the diver kills the shark, a giant crab claw emerges from below, and grabs the ship, bringing it into the depths, dragging the diver down with it. The diver wakes up in the bottom of the Mariana Trench. Still attracted to the boat. A Blobfish named Bob swims by and tells the diver that he must leave the trench immediately. The diver breaks the rope and gets a portable radar from the boat. The diver notices that he has limited oxygen, and has to escape as soon as possible. Using the radar to decide which way to go, the diver and Bob venture out to escape the Mariana Trench.