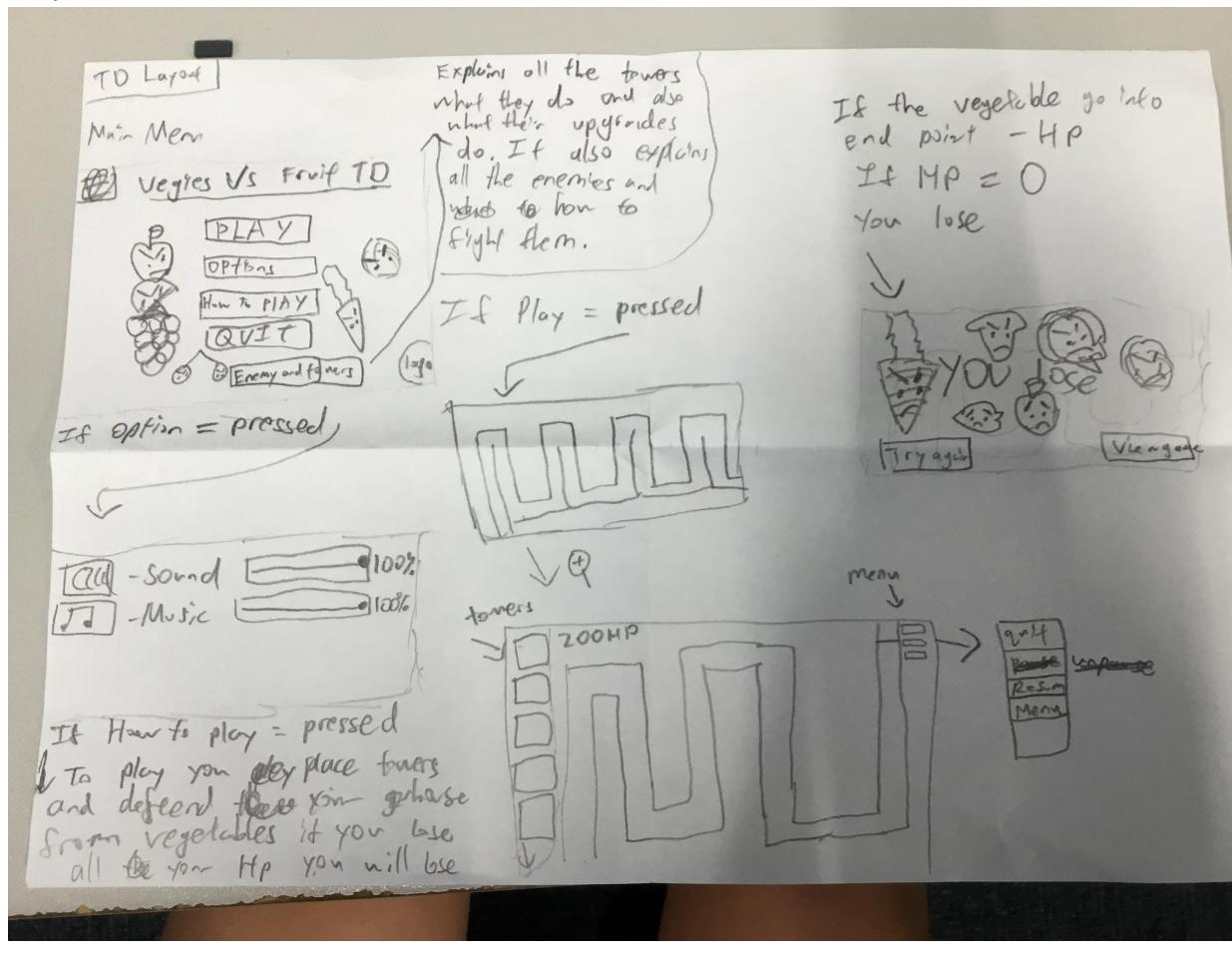
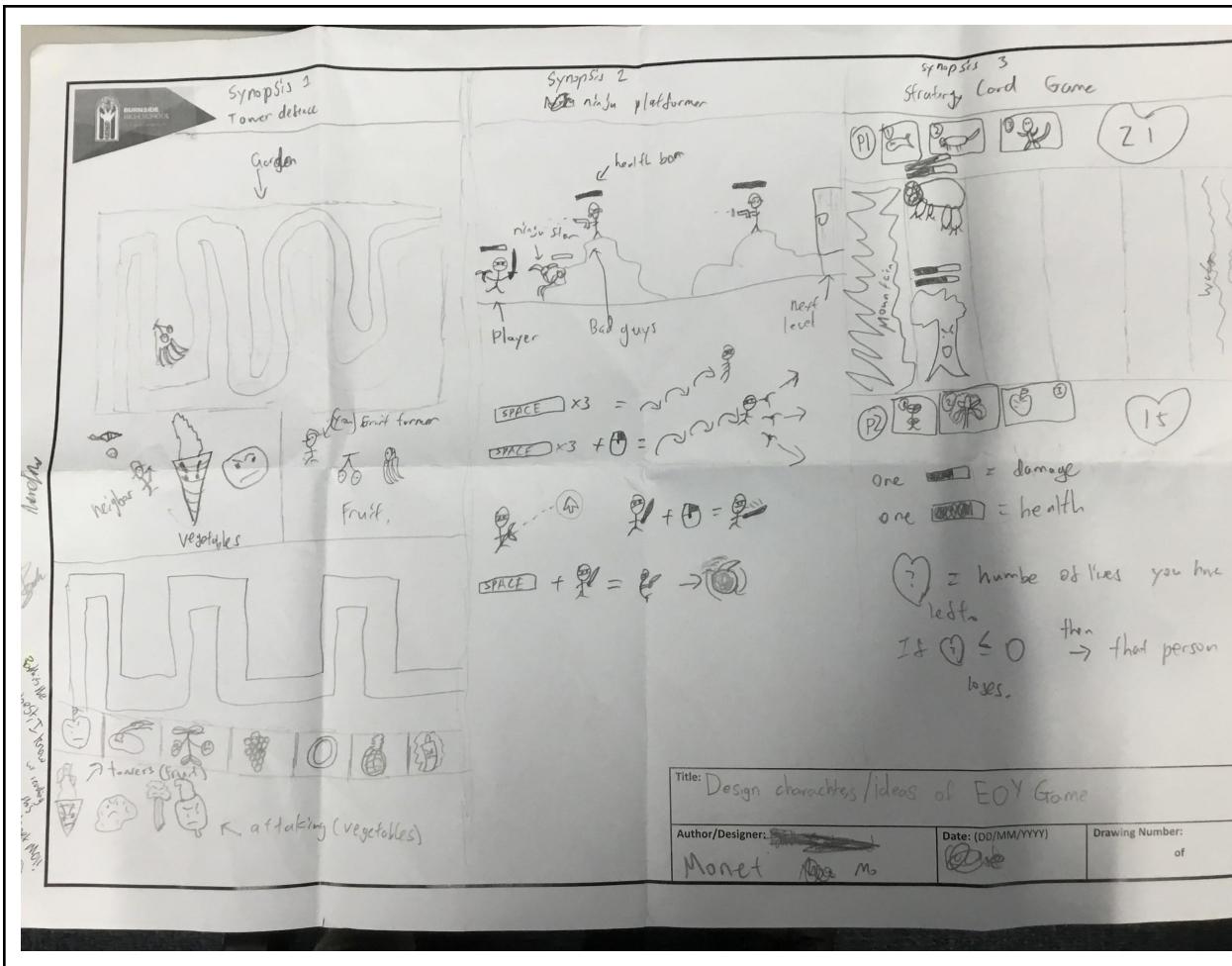


Design A Game 2022

Generate some ideas

Put your brainstorms or sketches here.





Synopsis 1 - Tower defence game

Towers

Basic

(1) - Banana Missile launcher | type (explosive) | effect: against veges
 (2) - lemon Acid squeezer | type (chemical) | effect: against veges
 (3) - apple (melee attack) | type melee | effect: against all

(4) - coco-bomber | type (explosive) | explodes
 (5) - bomb | type explosive | (Instant use)
 (6) - tomato bomber | type (explosion) | (Instant use)

- pop corn | type explosive | burst (explode) then rest for 3 second

Chemical

(7) - chille (burn fire out) | flure (flame thrower) | - Fig (shows enemy down)

- Durian (bad smell makes enemies stunned) also does roller damage

- Prickly Damage roller

Melee

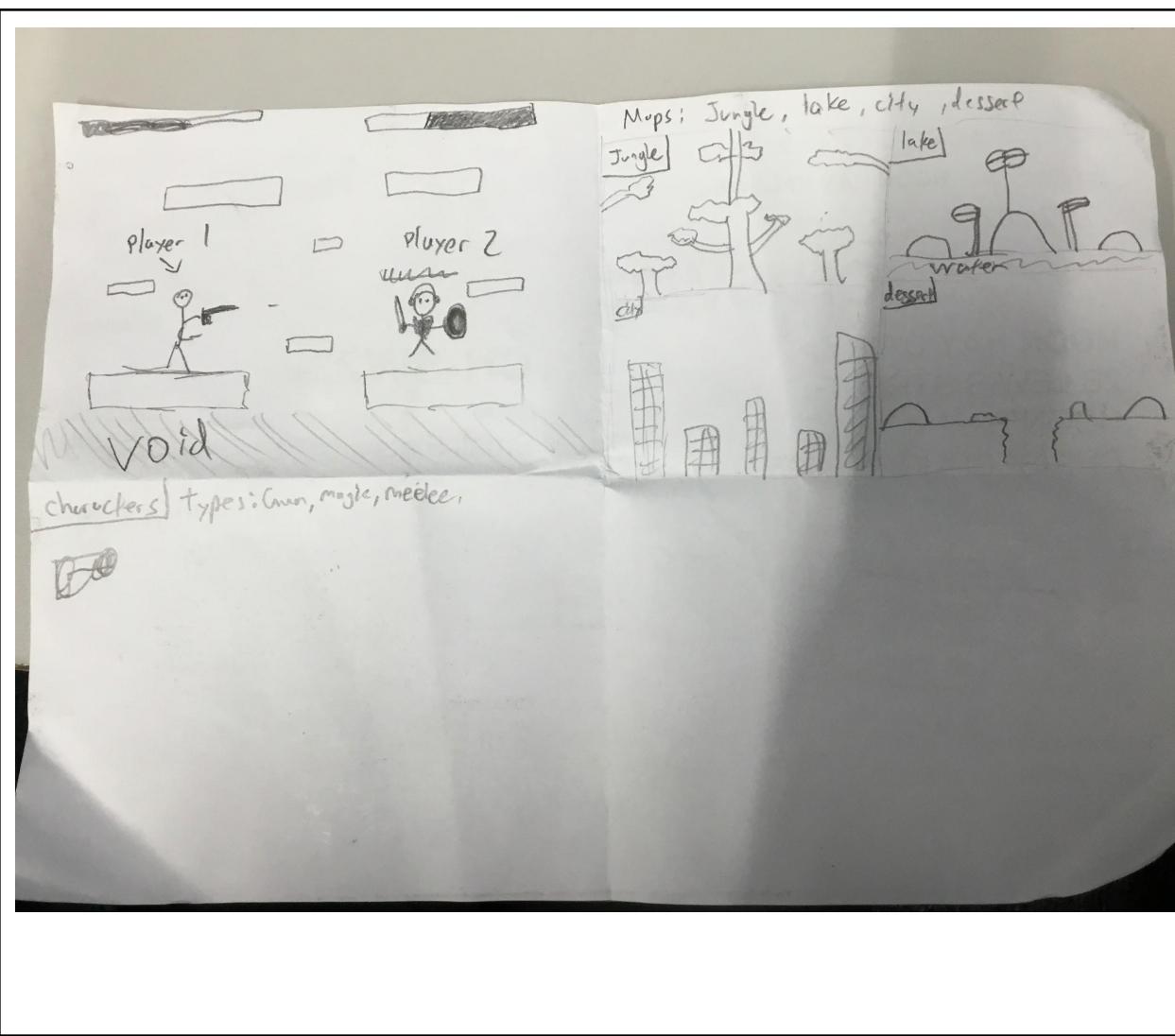
(8) - cherry boxer | X2 dasher
 (9) - Berry ninja | can throw berry at Ninja Star or use sword

- Melon roller | rolls in a straight line

- can use flame + water melee + Self destruct

- Gropic sniper | shoots gropic | zaps in a continuous line

- High voltage pine apple



Write a synopsis for each of your three ideas:

Synopsis 1	Slow strategy based tower defence game playing as a fruit farmer defending from vegetables sent from your neighbor which is set in your backyard. The game will include vegetables as the villain and as the fruits as the defending tower. You will gather coins as the currency as the game and the game will be able to upgrade towers and buy new towers. The vegetables will also drop coins when they die. You have 200
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	Hp and if the vegetables go into your garden your hp will decrease.
Synopsis 2	Fast paced 2D platformer playing as a ninja attacking your way through a bunch of terrorists. This game is set in space. The game will include many cool functionalities and tricks which you will be able to use with a combination of keys and the mouse. I want the game to have villains and a boss every few levels. The ninja will have a sword, ninja shuriken and a special move that shoots our a ball of energy. He will also have a rope that allows him to hook onto a surface and be pulled there. There will also be combination moves.
Synopsis 3	A 2 player local multiplayer brawler style game that is based on smash bros. To win you have to either knowck your opponent off the platform or make them lose all their HP. You play as a character you can choose from. The map can be chosen from, jungle, lake, city and a dessert. There will be different classes of characters and each with different abilities such as magic class can use fire balls, lightning... and fighting class can use punching and kicking moves, and military can use guns and missles....

Narrow it down

Complete the following sections after completing the class activities. Make sure you understand what “resources”, “scope”, “target audience”, “existing outcomes” and “evaluate” mean and how to give and receive good quality feedback.

Summary of Feedback

Game Idea	Summary of Feedback (remember because!!)
Idea #1	<p>Idea 1 - It's a good theme and idea except tower defence is a hard genre of game to make because of the level and upgrade systems. THis will be time consuming. Maybe it needs a special function which makes it more than a normal tower defence game. - Boxter</p> <p>FEEDBACK: I think if i work hard and keep the mechanics simple i will be able to do it and i will think about adding a special thing about my game but is also easy to code</p> <p>1: I think coins are overused. maybe use fertilizer instead. when dead you get 1 dead body and you can put it in the compost to get extra fertilizer. Also killing enemy vegetables should give you dead bodies too. There could also be something like the banana farm from BTD or the elixir collector from clash where you get cuttings that you can plant asexually.</p> <p>Different veges should have different traits like onions making your fruits get a smaller range because their eyes hurt and chillies making other veges move faster. Also as we found out together corn is a fruit vegetable and grain so you</p>

	<p>can try to implement an interesting way to make them both a tower and an enemy and the enemy form could split into kernels when they get attacked. -Matthew</p> <p>I like the idea of a veggie vs fruit themed battle. I think it's a cool version for a tower defence game. I also like how there's currency involved with it and you can upgrade your properties with the money you earn. However I feel like as the game progresses, the levels might get to repetitive and essentially boring. -haasini</p> <p>This game idea seems pretty nice as it is a unique idea since not many games revolve around fruits and vegetables. I like how this game does not express any sort of gore/violence because it's based of fruits and vegetables which means it does encourage bad behaviour for the consumer/player (kid friendly) and I also like how it is a strategy game so it can be enjoyable for all ages including adults even if it gives off a "childish" impression at first. - JACKIE</p> <p>Jackie and baxter both thought my game might be slightly time consuming. Matthew thought i should use dead bodies and composters as currency which i think is a good idea because it makes the game different. The game could be a little hard but i will try to keep everything simple and easy.</p>
Idea #2	<p>Idea 2 - A cool concept but coding all these abilities may be hard. Coding multiple levels and bosses will be time consuming, although not too hard. The game art seems like it may take time. - Baxter</p> <p>2: I have never played a 2d platformer using the mouse and I don't think that would be any good unless you can use it to aim shurikens with a cursor or something like that. Does that mean the controls will be similar to 3d games where you use WASD to move and mouse to aim? I usually find it more natural to use the arrow keys to move in 2d platformers so I would like to see different control settings or a workaround for this. Also, it would be cool if it was compatible with controllers. It could use both the analog sticks one for moving and the other for aiming. In this case, I would like to have the jumping and attacking buttons set to the shoulder buttons and not jumping using the up analog input. honesty I think this controller compatibility would be perfect for this style of game and if you choose this game you need to add this. One other thing about synopsis 2, I am Japanese and Ninjas are Japanese so I could give you help if you don't know what kind of enemies or backgrounds you want to use. -mathew</p> <p>I like the setting of this game. I think it's cool to have a ninja fight in space. I also like how the ninja has special moves and lots of functionalities. Having villains and a boss</p>

	<p>every few levels will definitely make the game interesting and make the player want to keep playing, which is really nice. However I think that maybe as the game progress the ninja might not be able to defeat the levels as he only has a limited number of moves. Maybe some upgrades after you reach certain levels would make the game run smoother. - haasini</p> <p>I like how the game is set in space because space can open up a whole lot of interesting possibilities. It's fast paced, which I personally like because I hate games that take a while to get into the action. I also like the moves the ninja has especially the one that shoots out a ball of energy. I think you should add different types of ninjas you can unlock or select from that has their own set of unique skills.-jackie</p> <p>Jackie ,matthew and haasini all said that having a space ninja game will be great fun and can be really interesting due to the different combos of attacks. Jackie and matthew really liked the attacks because they don't really like games with no fighting and action. I think this game is very simple and if i finish early i will have time to polish it up and make it better.</p>
Idea #3	<p>Idea 3 - A good pvp game but it seems like each character will be hard to code. The maps will be easier but different characters will take lots of time. Making the animations look good will be difficult. - Buxster</p> <p>It is cool how it is a 2 player game, which brings in a social aspect. I also like how this is based on Smash Bros as that it a super popular game and means that most people will enjoy it. I also like how you added different maps to choose from and different classes as well. There's nothing that I don't like about this really. However I think that you should add the different classes and maps as a reward that you unlock as you progress through the game, and it would be really cool if certain characters had an 'advantage' on certain maps. For example a monkey character would have the advantage of swinging on the vines of the jungle, so the monkey would have an advantage over the opponent. - Haasini</p> <p>Baxter thought that the game would be hard to make due to all the characters and i agree. Godot is very different to construct 2 and will be very hard to make one for each. I do think that having a social aspect is very nice because usually when you play with friends its more fun. But if they don't have any friends they will most likely not play this game. AND also right now we are in covid times so a local multiplayer will not be very functional</p>

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Pros and Cons

	Pros	Cons
Idea #1	Is a good entertaining a little different from the classic tower-defence type which most people enjoy. It is more strategic than skill based	Will be harder to make than the others because of all of the towers and enemies. I will also need. Will need some play time to be good at the game
Idea #2	<p>It is fun and enjoyable. Will be challenging because the unique game mechanic. It is good for people who like a challenge and like cool op game mechanics</p> <p>Lots of action Straight into action Good mechanits Knocking out many of the other characters No blood Kid friendly</p>	<p>Could be eventually boring if they play for a long time due to the repetition of most 2d platformer type games. Also could be hard to program all the cool abilities\</p> <p>Maybe not very suited to adults cause there is no blood/kinda childish</p>
Idea #3	Is a 2 player game and you can play with friends which is always funner than a one player. It also has lots of strategies and mechanics	Each character would need coding, lots of different possibilities means lots of coding. I will also need to add lots of animation for each character

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Research and Evaluate

What idea are you going to pick and why?

Include existing outcomes, scope, target audience, resources etc.
(100 words approx and use because!)

I think I will pick synopsis 2. This is because I think synopsis 1 and 3 are too hard for the small time frame we have. I also think if i pick number 2 i will be able to polish the game and fix any bugs and not be stuffed with stress because i have other school work as well. Some existing outcomes include sticky ninja(before adobe flash), mark of the ninja, some other similar games are doubled edged(before adobe flash died). I think this game is definitely in scope because a 2D platformer is very easy to make and just adding functions will be cool. The target audience can be for everyone but mostlikely kids to young adults.

List your sources: Add links to websites or articles that helped you decide here:

1. <https://www.youtube.com/watch?v=Ih4Lj3Hv3wQ>
2. [Attack animation](#)
3. <https://www.youtube.com/watch?v=htRINVnBVIQ>
4. <https://www.youtube.com/watch?v=47Y3tVMWRNs>
5. <https://www.youtube.com/watch?v=JBczf8qt04c>

Relevant Implications

In your own words, describe at least 3 relevant implications that are important to consider before designing any video game. Complete the class activities on how to answer and the HCI lesson before completing this.

Relevant Implication	What is it and why is it important to consider when making games? State, Explain, eXample, whY
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Aesthetics	Aesthetics are important because if the game looks like garbage people will be less encouraged to play the game. Aesthetics is what the game looks and shows what is happening. If your Aesthetics is good people can clearly see what you are trying to communicate through the game like attack animations or movement and projectiles.
Functionality	Functionality is just whether there are any bugs or crashes that might occur when humans play this game and do silly things. If your game has bad functionality people will say the game is buggy and because no one likes to experience a buggy game because it is very annoying the people will not play the game. A game with good functionality will be not or slightly buggy and will not crash a lot. To make the game functional you will need to test the game on different things and different combination of things the best way to test is for people to test if it works because different people think of different ways to do things and this will allow you to test all kinds of scenarios where your game might crash.
Usability	Usability is how easy is a game to play. Can you pick it up and just play very easily or will it be very annoying to use the menu or game menu. If your game has bad usability eg the menu is set to a key no one uses and you don't tell them or if the menu has like 10,000 buttons on it. A good example of a game with good usability is if the game has a few main buttons like play, how to play, menu and quit which each split into another menu when pressed. It just basically means can the game be easily used and played?

Game Design Document

Title: Combo Ninja - Galactic battles

Genre: 2d platformer, ninja,fighting,space

Target Audience:kids to pre adult

Synopsis

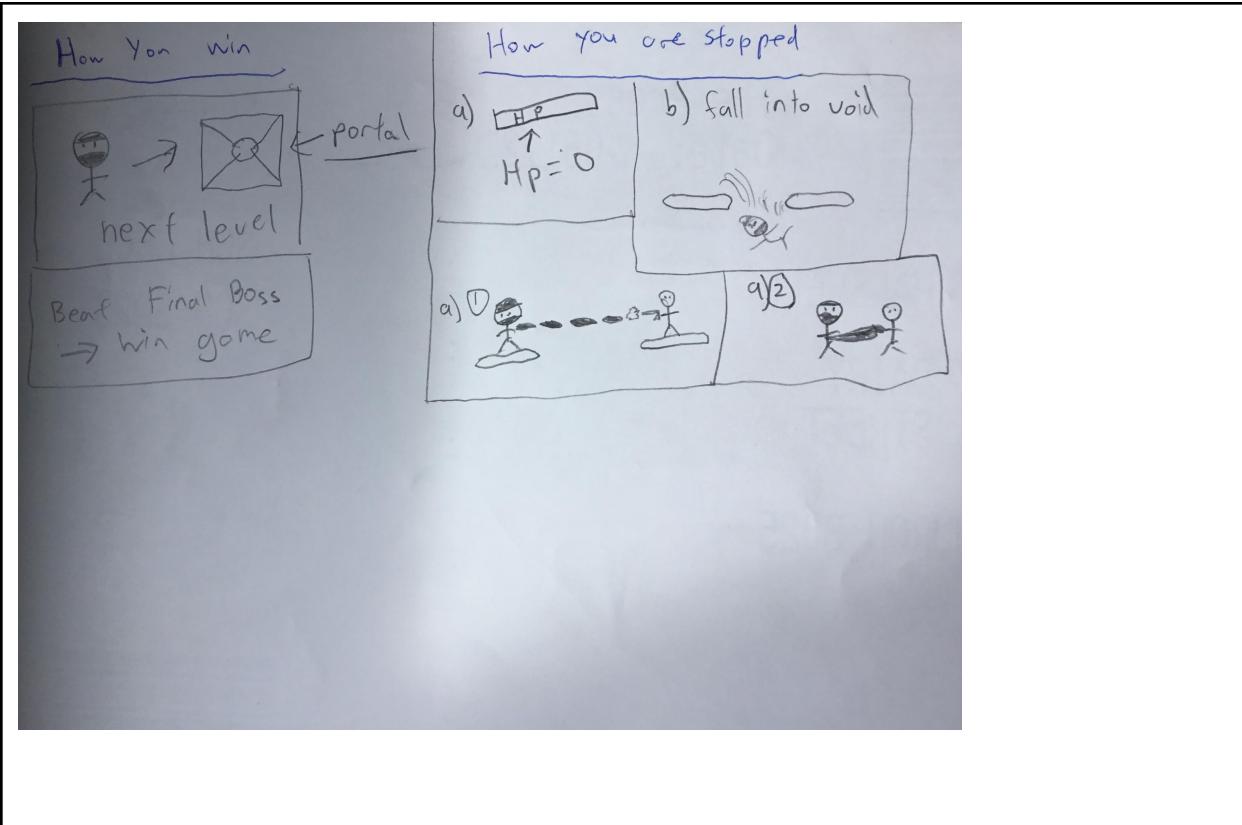
One paragraph.

Fast paced 2D platformer playing as a ninja attacking your way through a bunch of terrorists. This game is set in space. The game will include many cool functionalities and tricks which you will be able to use with a combination of keys and the mouse. I want the game to have villains and a boss every few levels. The ninja will have a sword, ninja shuriken and a special move that shoots our a ball of energy. He will also have a rope that allows him to hook onto a surface and be pulled there. There will also be combination moves.

Game Objectives

What the player has to do to win and how they are stopped from winning

To reach the end of the level where there will be a portal that leads you to the next level. They can beat the game by beating all the levels. They are stopped by terrorists in space suits with blasters and laser swords. They also have giant laser beams that can be shot at you. You can also die to falling into the void.



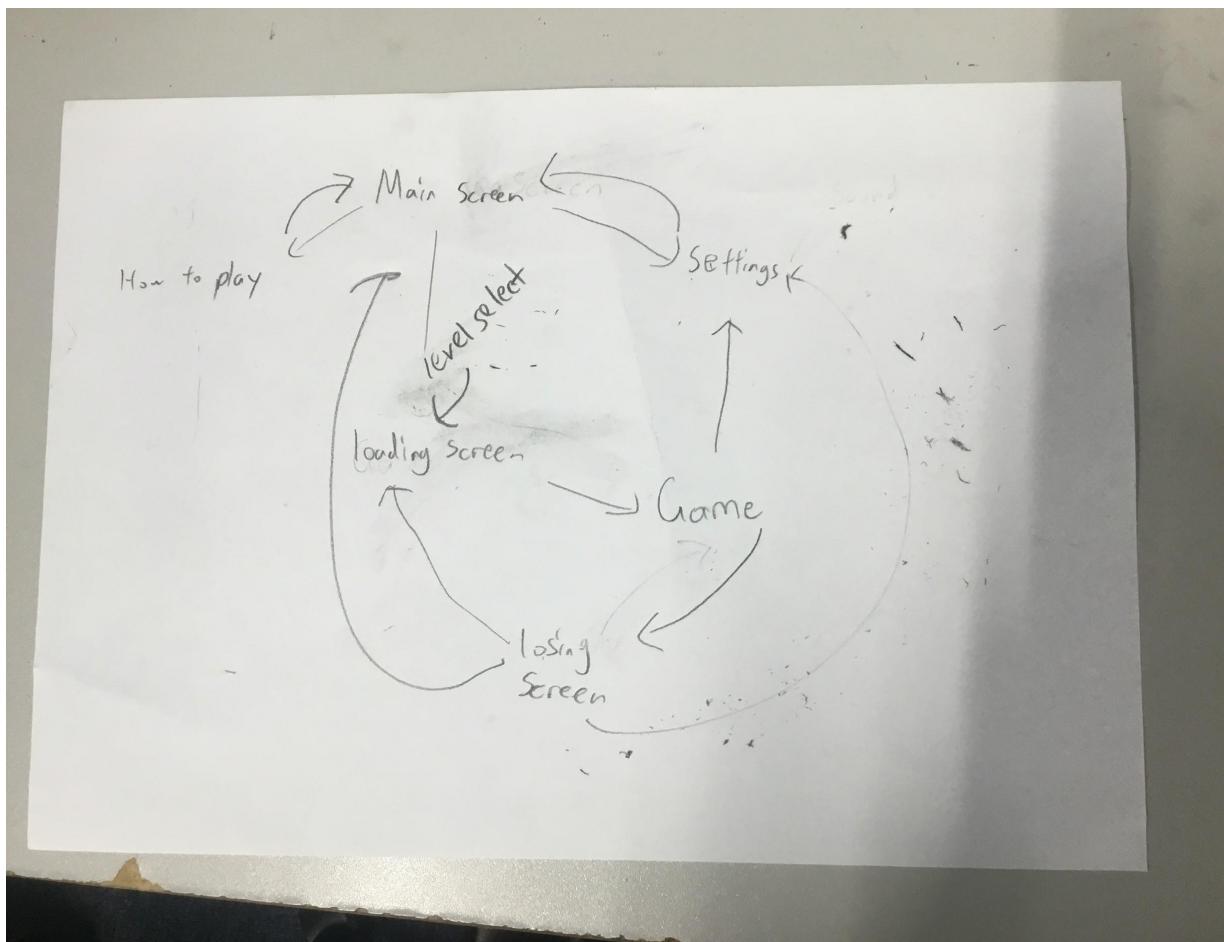
Game Rules

All the game rules- win/lose/scoring

You have 100 HP if you get hit it will decrease your HP. If your HP is equal or lower than 0 then you lose and have to start over that level again. In some levels there will be checkpoints where you respawn at the checkpoint instead.

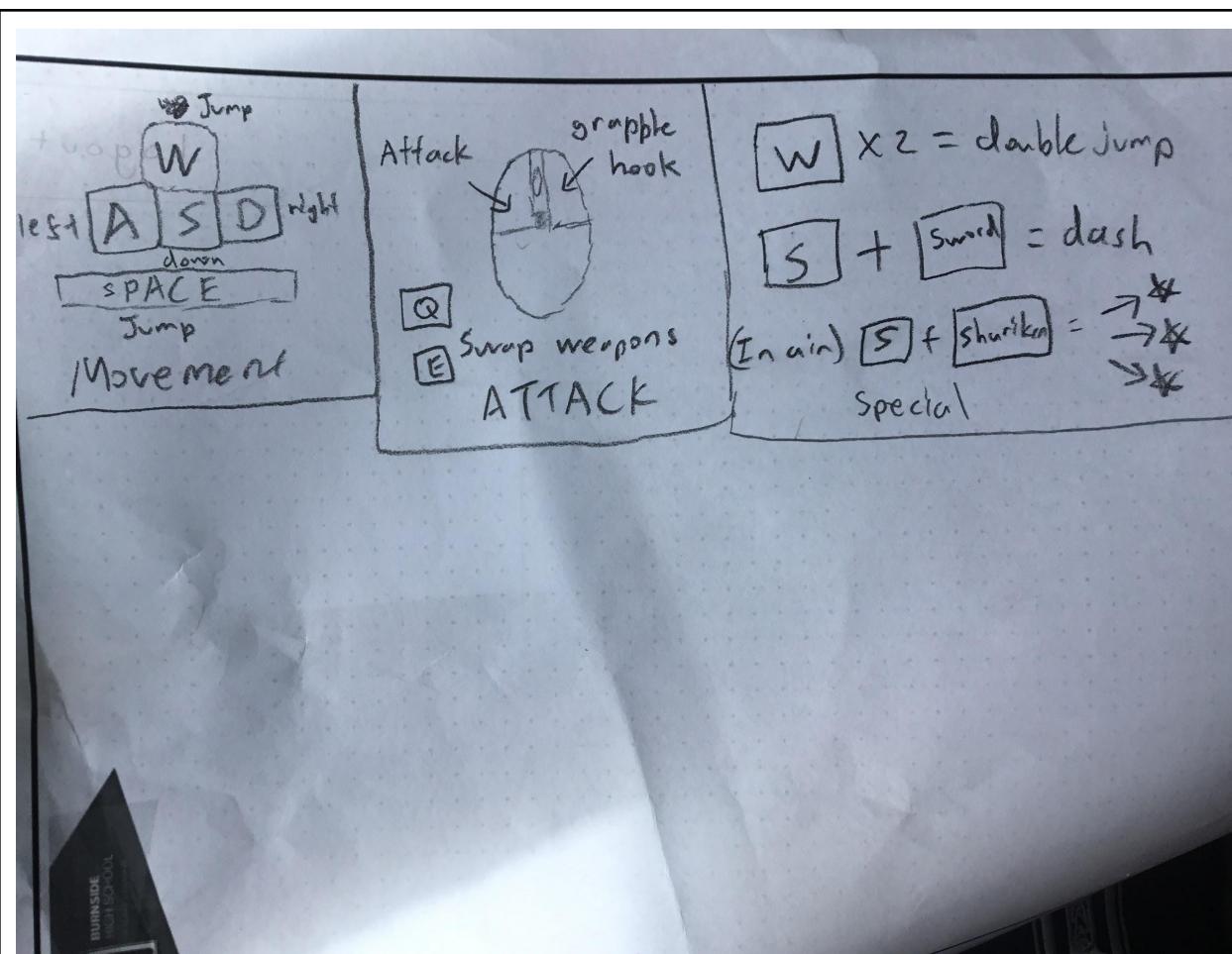
Game Structure

Levels/scenes/time etc. A Game Flow diagram.



Game Controls

Instruction of how you intend to have the game controlled on the intended platform- keyboard/mouse and details. A diagram is required



Movement

Space bar - jump

W- jump

A- move left

S- Move down

D- move right

Attack

Left mouse- attack (melee or ranged)

Right mouse- Grappling hook (Hold and then release)

Q- swap weapons(up)

E- swap weapons(down)

Special

W + W = double jump
S + sword(holding) = dash
(in air) S + shuriken(holding) = lots of shuriken thrown

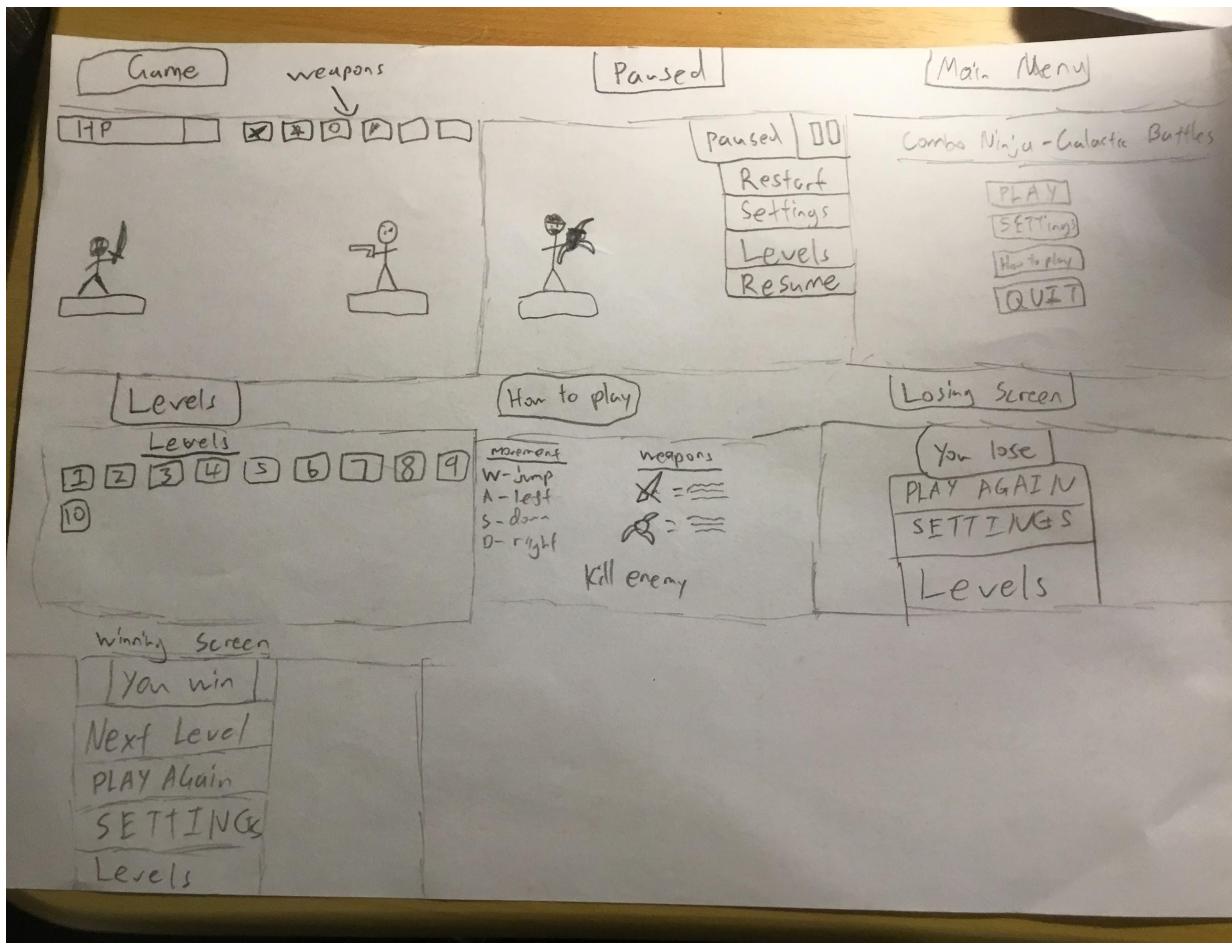
Menu

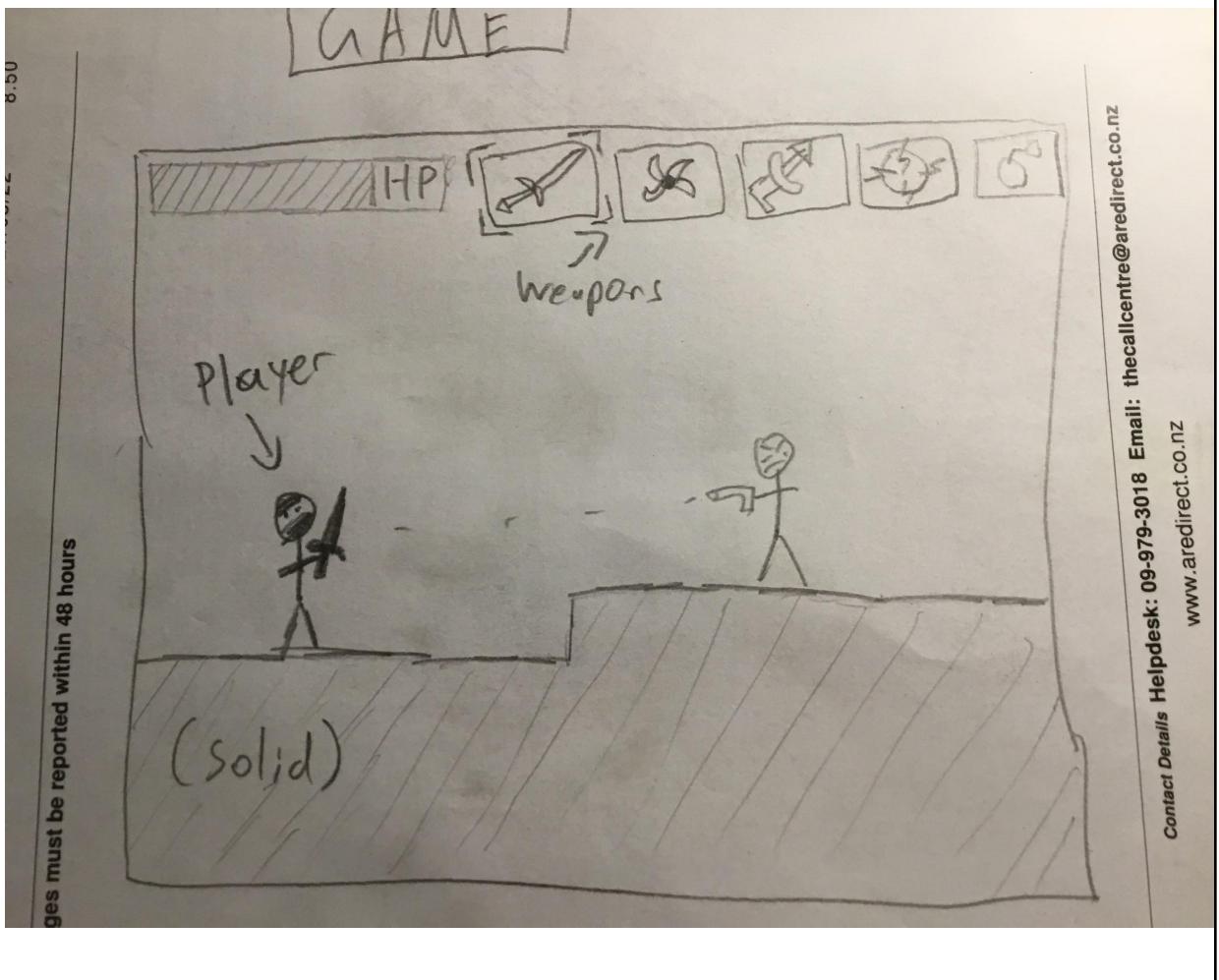
Esc - pause game
Enter - ok
Space bar - ok

Game Camera

How you intend the game to be viewed, FPS/3rd Person/2d and details/diagrams/drawings

2D





User Interface

List HUD elements and details about them- add sketches

HP bar - shows the HP of the player and how much he has left. If he has less than 0 the player dies

Movement - Moves the player and allows the player to move from place to place or jump

Weapon select - Selects the desired weapon and holds and uses it

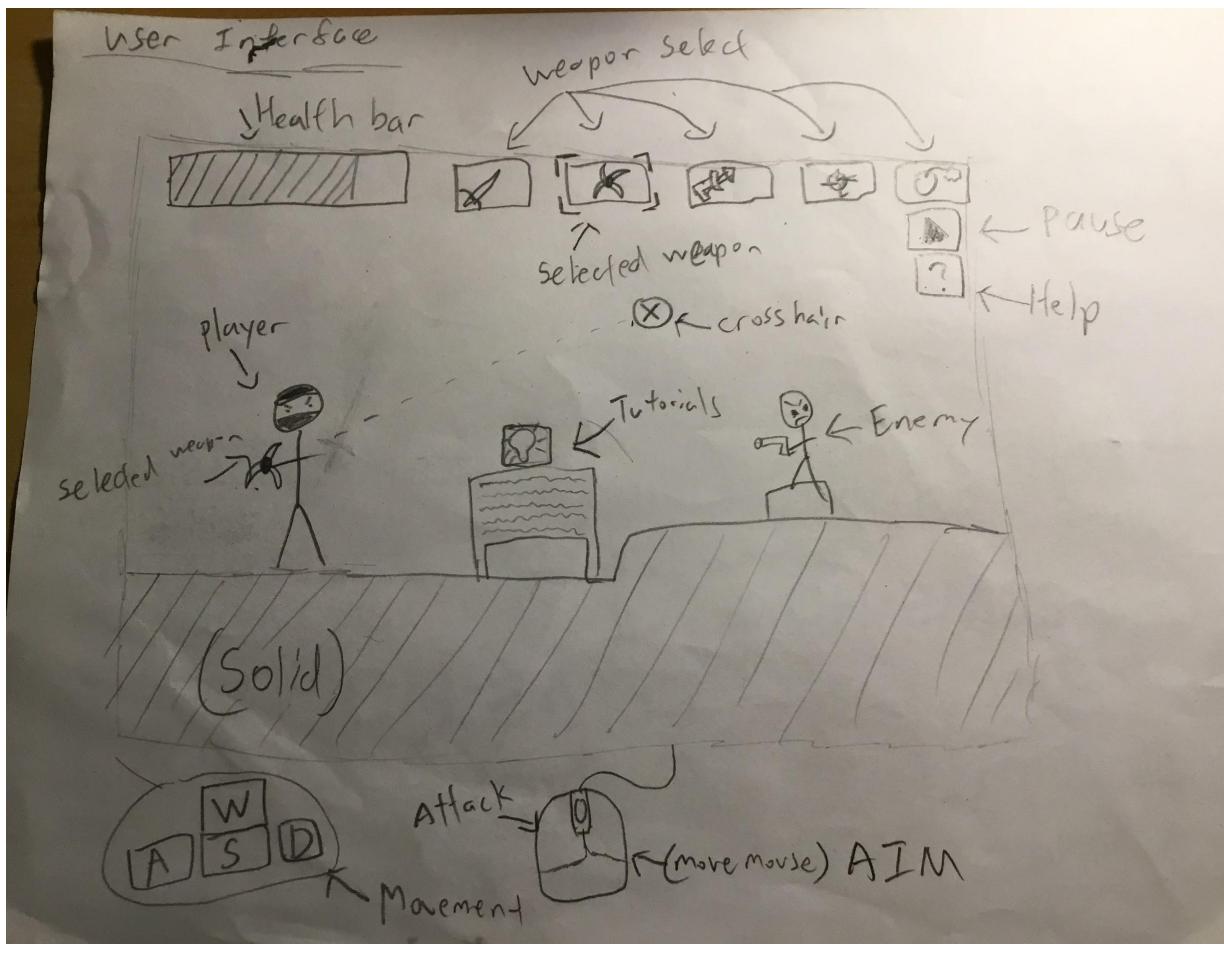
Pause - goes to the paused screen and shows the other options

Aim weapon - aims the weapons at the desired direction but only works for ranged weapon

Tutorials - to show the player what they can do and what they cant do and some of the rules and even how to play this game

Help - to help the player if in need and to guide the player if they are stuck

Attack - attacks the enemy or does an attacking action. This includes ranged or melee



Player

Information about the intended player: character, look, behavior, movement etc. Drawings are required

- Player:

Character:

You are a ninja with special abilities sent to space from earth to eliminate the terrorists that have taken the spaceships and occupied them.

Behavior:

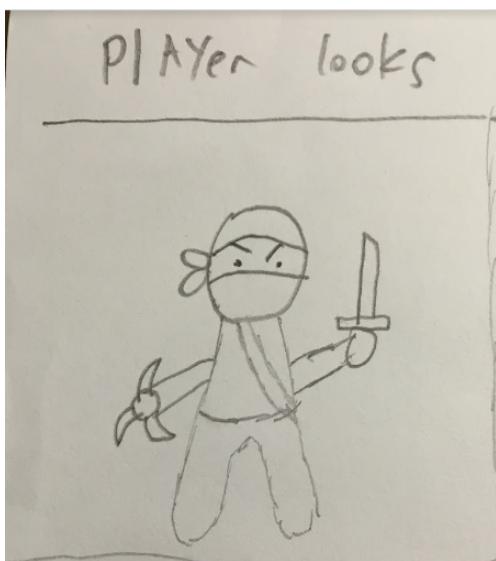
Tile map is solid for the player

Can not jump more than twice.
Ranged attacks have a cooldown

Movement:

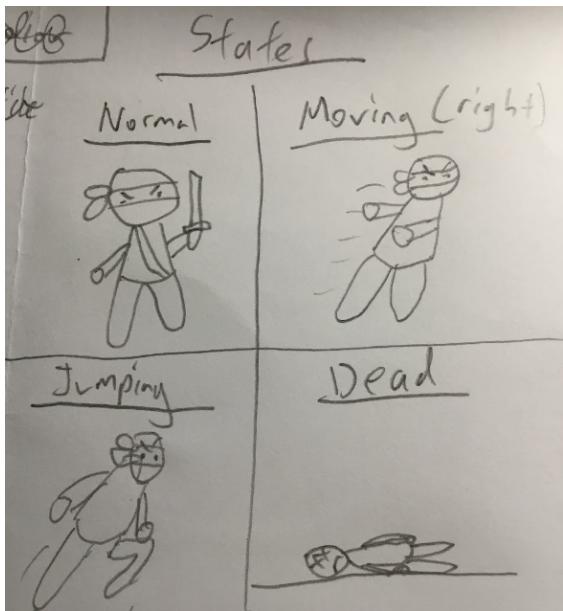
W or Space bar - jump
A = move left (backwards)
S = move downwards or move down the platform
D = Move right (forwards)

Looks:



States:

Normal - just standing around and has an animation that just keeps cycling
Moving - Moving the direction you want it to go
Jumping - Similar to moving but you are going upwards
Dead - This is when the player has died



Weapons:

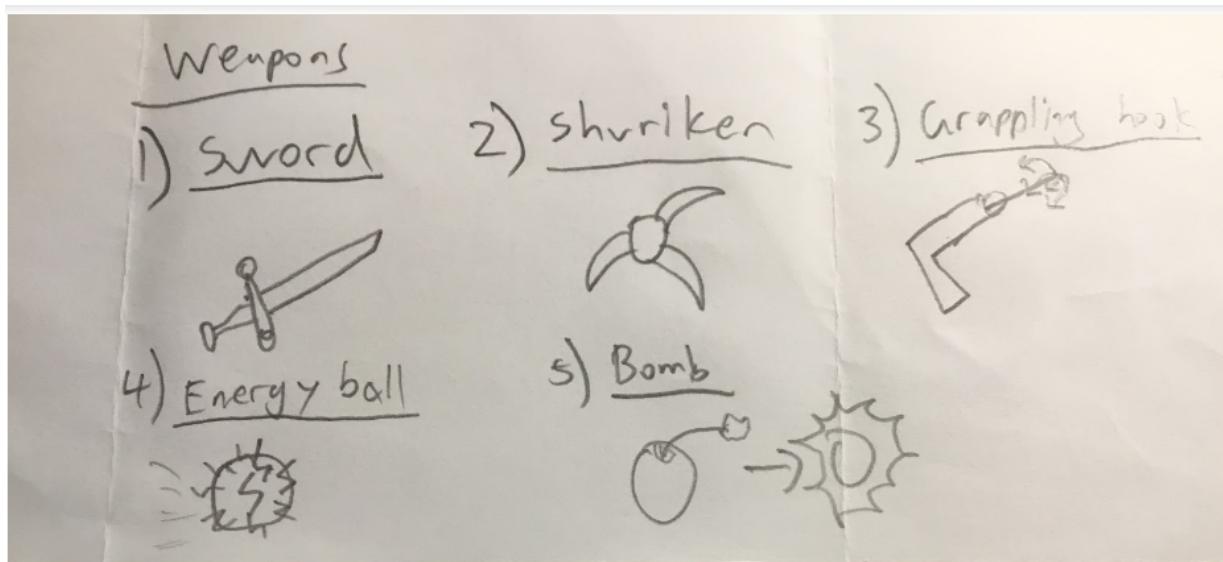
Sword - Melee attack does splash damage at close range

Shuriken - does single damage at long ranges

Grappling hook - hooks onto a object/wall at medium distance

Energy ball - Does small splash damage and lots of damage at medium distances

Bomb - does big splash damage and medium damage at short range



Art

Setting/level design- include rough sketches of what you intend it to look like. Drawings are required.

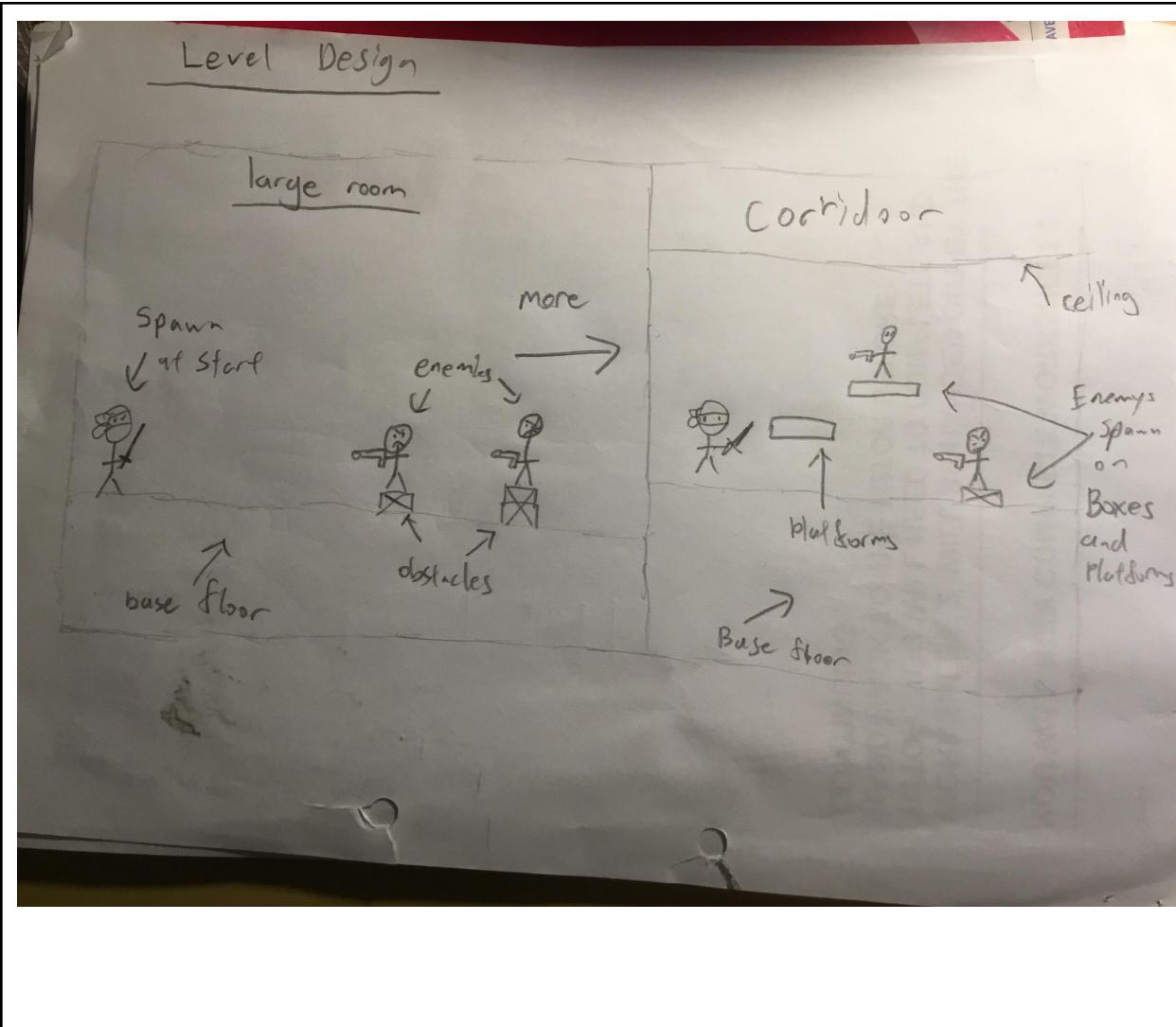
Setting:

This game is set in space so everything will look very futuristic and spacy with white hexagon shaped pattern walls. Because we are on a spaceship the surrounding is very white and looks futuristic. It will be a mixture of corridors and large rooms as the levels. There will be some obstacles like boxes and different heights of platforms. Some levels you could be outside the spaceship and move around on asteroids. In those levels the background will be black with some shiny dots as stars

Level design:

Each level consists of a base floor that the player spawns and can move on. There will be platforms and boxes that the player and enemy can stand on. In some levels the ceiling will be lower than usual.

The platforms can be jump onto it from below and moved down using the DOWN button. The level continues as you progress and more enemies and obstacles are revealed until you reach the end where there is a portal where you go in to go to next level.



Audio

Sounds/music etc. Give a brief description of what sound and music you need. List them all.

Music:

Music while playing the game

Music while in the main menu and levels

Music when you are loading

And also music when you are dead or win the level

Music when you beat the GAME

Sounds:

-misc

Movement sound (footsteps)

Landing after jumping

Clicking buttons on the menu and levels and settings

Taking damage from enemy

Falling into the void

Capturing a checkpoint

Respawning

Entering the portal to next level

Beating the GAME

-Player attacking

Sword:

Attacking air

Attacking an enemy

Hitting a wall

Shuriken:

Getting thrown

Hitting an enemy

Hitting the walls

Grappling hook:

Getting fired

Hits a wall

Hits an enemy

Pulling you

Missing the show (too far away)

Energy ball:

Charging up

Releasing

Hitting a wall or enemy

Explosion

Bomb

Throwing

Hits an enemy or wall

Explosion (bigger)

Enemy:

Enemy firing blaster
 Blaster hitting you
 Blaster hitting wall
 Blaster getting shot
 Enemy taking damage from different types of weapons

 Enemy attacking using swords
 Enemy dying

Requirements	Specifications
Requirements are what must the game contain to be considered successful, what is the theme, challenge and goals in broad terms. There should be at least 5 key requirements.	Specifications are a list of technical and measurable things that the game “will have” or “will be” in order to achieve the requirements. Note that there should be several specifications for every requirement.
Must be a 2d platform game	The game will be a 2d platform game The game will be written using Godot The game will run on low spec windows PC's The game will run full HD, 1920x1080
Must contain a ninja as the main character	The main character will be a sprite of a ninja containing animations for idle, jump and run The ninja has swords, shurikens, energy balls and a bomb as weapons
Must be spaced themed	The background will have futuristic walls There will be futuristic music playing in the background The enemies will have laser weapons
Must be fast paced	The enemies will attack quicker There will be a grappling hook allowing faster movement You get lots of powerful weapons to kill enemies faster

The art must be simple yet easy to define what the objects are	It will be pixel art Each object will have a black border to define and separate it from the objects Different weapons will have different colors to differentiate them.
Must be easy to pick up	It will have many tutorials It will have a help button with all the rules The difficulty of levels get harder but starts off easy There will be simple mechanics
Must be functional	Must not have too much bugs Must not be super laggy to play Must be tested many times
The game must be easy to use and navigate	Will have esc as the pause button All the things that can be changed will be sorted and put in the settings so its easy to find The menu can pause screen will be easy to navigate and find what you are looking for Everything will be sorted neatly
The game must be fun	Will have cool animations You can absolutely destroy enemies but it will be also challenging at the same time Must distract the user from real life when playing

Resources
<p>What do you HAVE to make this game, what people, what skills do they have, how much time, what software, hardware etc. This helps you to judge if a game is in scope (ie do-able with the given resources)</p> <p>Write a bullet point list of all your resources</p> <ul style="list-style-type: none"> ● Godot ● Piskel ● my friends: baxter, parth, matthew, jerry, akash . they can program and design good art ● 14 weeks

- Mixkit (game audios)
- Trello (keep organized)
-

Evaluate your Design

Justify, with evidence why this design is going to be awesome. Does it fit the theme? How does it meet the relevant implications? How will it meet the needs of the target audience?

Don't forget to include research to back up your claims. Use the internet and add a bibliography of websites or articles that you used. The better you do this section, the better the mark you will get.

I think this design is awesome because it is a fast paced game but also a game that is easy to understand and is not complicated. This ensures that even people who don't get the game instantly can eventually slowly get better. For it being fast paced will also help make sure the game will also be fun for those looking for a challenge. My game is a space based ninja game. I think my game definitely fits this theme because the main character is a ninja and the whole setting of this game is in outer space. I think that because of these themes it will be an excellent game because the space theme gives the game a very futuristic vibe and the ninja stands out a lot and is very powerful. The game meets the relevant implications of aesthetics because my game's aesthetics will have good enough art to be able to understand what is trying to be shown and will try to minimize the lag as much as possible. I am also sure that my game will be functional and will not have lots of bugs and glitches that will disrupt the experience of playing this game as that would cause disliking for some players and a bad experience. My game will also have very good usability meaning that it can be used very easily and not be super hard to navigate. To go to settings and use the other tools and functions in the game will be simple and most people will know it eg. esc = pause. It will also meet the target audience by having the correct art type and no blood and extreme violence. It will also be kept under R18 by the nz standards.



Appendix 1: What is a Synopsis?

You should have an idea of a simple “game mechanic” that you like by now. (Eg. Fun fast paced platformer games). However, there is more than one way to make any game!

Take the fun fast paced platformer idea- this could be Mario world with a plumber who avoids turtles and jumps down tubes to alternate realities or Sonic who is a high speed hedgehog who collect rings and defeats bosses at the end of the level.

Both those sentences were examples of a really short and simple game **synopsis** or summary. Notice that they are starting to get more specific? A good synopsis includes:

- Theme - what the genre and game style
- Character - who do we play this game as?
- Objective - what is the main goal or goals of the game?
- Challenge - what stops us achieving the goal(s) or makes it difficult to achieve?
- Setting - where is it set and what might it look like?

Marking Schedule

Achieved Develop a proposal	Achieved Develop a design	It could look like.....
	Provide evidence of research and generated a range of design ideas	Research into what you could make. Using the theme and coming up with a few potential games that fit the theme somehow Research into how to do 'stuff' video links, sources, existing outcomes.
	Describe the relevant social implications and end user considerations	Include consideration of relevant implications before development
The proposal includes an outcome statement which contains the problem/issue, scope, purpose and context. The proposal identifies the end user The proposal includes a list of requirements (must do...must be....must have) The proposal includes a list of Specification (technical, measurable) The proposal identifies a list of resources required	Define the purpose of the outcome and the end users	A Game Design Document (this contains the Proposal too! Requirements, specs,resources, target audience, issue(s), scope,purpose, context)
	Describe the appropriateness of the chosen design	Evaluation of your chosen proposal and design
Merit Develop an informed proposal	Merit Develop an informed design	
The proposal has been informed by feedback and research	Use feedback to improve the design	Several pieces of high quality feedback informing proposal and design
The proposal shows clear links between the requirements, specification, end users and required resources.	Explain how the design meets the relevant social implications and end user considerations	High Quality evaluation (from A criteria)
Excellence Develop an effective proposal	Excellence Develop an effective design	
The proposal includes justification, with evidence, of how it will meet the overall project requirements.	Includes justification, with evidence, of how the chosen design is suitable for the purpose and the end users.	Evaluation contains justifications with evidence of how it fits the project goals/theme/scope etc.
Mark for Proposal	Mark for Design	Comments Good proposal, well thought out, good feedback and research. Final evaluation could be better for a more solid E but it does mostly meet the criteria

