**Blimpy Land (GDD)**



***‘Join the Adventure!’*** - Steven Nguyen

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--- | |  | | Game Development Team Members    PRODUCER  Steven Nguyen    PRODUCTION MANAGER  Steven Nguyen    PRODUCTION COORDINATOR  Steven Nguyen  GAME DESIGNERS  Steven Nguyen  SYSTEMS/IT COORDINATOR  Steven Nguyen  PROGRAMMERS  Steven Nguyen  TECHNICAL ARTISTS  Steven Nguyen  AUDIO ENGINEERS  Steven Nguyen  UX TESTERS  Steven Nguyen |

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# 1 Game Overview

Title: Blimpy Land

Platform: PC Standalone (2D Side-Scroller)

Genre: Action-Adventure

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Serious games

Release date: November, 2021

Publisher: Happy’s Enterprise

Description: Blimpy Land is an Action-Adventure game in which the player controls a character named Blimpy. Blimpy’s spacecraft crashed on earth. Blimpy now needs money in order to help fix his spacecraft to go back to his home country of Blimpy Land. In order to help Blimpy on his return to Blimpy Land, the player will try to help Blimpy collect all the coins while also experiencing obstacles along the way, in the form of evil bricks and animals. Let’s help Blimpy go home!

# 2 High Concept / Genre

Blimpy Land takes place on earth where the player, who controls Blimpy, must try to collect all the coins necessary to help Blimpy go back to his home country of Blimpy Land. In order to collect the coins, the player must overcome obstacles in the form of evil bricks and animals that want to hurt him. The player must try to jump over the evil bricks and animals and collect all money before reaching his spaceship to help Blimpy go back home. The player goes on the adventure of trying to get enough coins to fix Blimpy’s spaceship while at the same time experiences some action in the form of evil bricks and animals.

# 3 Unique Selling Points

* Unique story
* Spaceship End Point
* Child Friendly

# 4 Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

OS: Windows 7 SP1+, Mac OS X 10 .13+, Ubuntu 20 .04+,

Graphics card: DX10, DX11, and DX12; generally

everything made since 2009 should work

Graphical user interface

Description automatically generated

# 5 Competitors / Similar Titles

Blimpy Land is an Action-Adventure game based on the popular series Super Mario Bros. Instead of the main character trying to help save a princess, the main character is trying to get enough coins to fix his spaceship to go back to his home planet.

# 6 Synopsis

Blimpy has crashed on Earth and must get enough money to fix his spaceship to fly back home to Blimpy Land. Blimpy has no choice but to try to collect as many coins as possible while dodging the evil snails and bricks to fix his spaceship.

# 7 Game Objectives

The objective of the game is to collect all the coins in the level without dying from the enemy bricks and animals to help Blimpy receive enough money to fix his spaceship to go home.

# 8 Game Rules

The player must use the 4 arrow keys to control Blimpy. Blimpy may run left or right. He may also jump by pressing the “up” arrow key. Blimpy must try to collect as many coins as possible so he can fix his spaceship to go back to Blimpy Land. Blimpy must try to avoid contact with the evil bricks and snails as contact with them will cause Blimpy to die. The player may also control the spawn point color and difficulty level of the game from Easy, Medium, and Hard, which in turn affects the speed of the snails chasing him.

# 9 Game Structure

Diagram

Description automatically generated

# 10 Game Play

## 10.1 Game Controls

Use the 4 arrow keys to control Blimpy. The “up” arrow key is used to help Blimpy jump. The “left” and “right” arrow keys are used to help Blimpy run left or right.

## 10.2 Game Camera

At the beginning of the game, the camera will follow Blimpy as he goes on his adventure. Throughout the game, the camera will follow Blimpy until he reaches his spaceship or dies from contact with an evil snail or brick.

A picture containing background pattern

Description automatically generated

### 10.2.1 HUD

COIN COUNTER

Represents how many coins the player has collected.

Graphical user interface

Description automatically generated

### 10.2.2 Maps

Chart

Description automatically generated

# 11 Players

## 11.1 Characters

Blimpy is stuck on Earth as his spaceship no longer works. He must collect coins to fix his spaceship but little does he know he must face evil snails and bricks while trying to retrieve those coins.

## 11.2 Metrics

Speed: 250

Max Health: N/A

Attack Damage: N/A

Time to Attack: N/A

## 11.3 States

IDLE: The idle state is a default animation where the Player stands still.

RUNNING: The running state is an animation where the Player may run left or right.

JUMPING: The jumping state is an animation where the Player may jump up.

DEATH: The death animation is when the game menu screen appears, indicating game over.

## 11.4 Weapons

The Player has no weapons.

# 12 Player Line-up

A picture containing qr code

Description automatically generated

A close-up of a toy

Description automatically generated with medium confidence

A picture containing text, gear

Description automatically generated

# 13 NPC

## 13.1 Enemies

The evil snails spawn near the spawn point of Blimpy at the beginning of the game. When they are near Blimpy, they chase after him. The evil snails will have a different speed based on the difficulty level chosen by the Player. As for the evil bricks, they do not move.

Snail (Easy):

Speed: 1

Health: N/A

Score Value: N/A

Attack Damage: N/A

Time to Attack: N/A

Snail (Medium):

Speed: 2

Health: N/A

Score Value: N/A

Attack Damage: N/A

Time to Attack: N/A

Snail (Hard):

Speed: 4

Health: N/A

Score Value: N/A

Attack Damage: N/A

Time to Attack: N/A

### 13.1.1 Enemy States

The evil snails have the same behavior and state described below:

Running: While the Player is still alive, all the evil snails will be in the moving state of running, leading to the Player.

The evil bricks have the same behavior and state described below:

Idle: While the player is alive, the evil bricks remain IDLE.

### 13.1.2 Enemy Spawn Points

All snails will spawn at the beginning of the game near Blimpy’s spawn point.

Enemy: Evil Snail

Spawn Point: Beginning of the Game

Spawn Rate: N/A

Max Enemies: 3

Enemy: Evil Bricks

Spawn Point: Spread out in Game

Spawn Rate: N/A

Max Enemies: 6

## 13.2 Allies / Companions

There are no allies or companions.

### 13.2.1 Ally States

There are no allies or companions.

### 13.2.2 Ally Spawn Points

There are no allies or companions.

# 14 Art

## 14.1 Setting

The game setting takes place on Earth where Blimpy has landed as his spaceship no longer works. On Earth, Blimpy is surrounded with evil bricks and evil snails that are attempting to make contact with him. Along with that are coins that Blimpy may collect so he may receive enough money to fix his spaceship to go back home to Blimpy Land.

## Chart Description automatically generated14.2 Level Design

The level consists of Earth with evil bricks, evil snails, and coins dispersed along the terrain. The spaceship is located at the end of the game at the top of a jumping hill. The evil bricks and snails are obstacles for the Player to overcome while trying to retrieve the coins.

## 14.3 Audio

Name: Delfino Square (Mario Kart DS)

Category: Background Music

Description: Plays throughout the entire game.

Name: Coins\_Few\_16 (Coins SFX)

Category: FX

Description: Retrieving Coin

# 15 Procedurally Generated Content

## 15.1 Environment

The game is created using free assets from Unity Asset Store. The terrain and evil brick was created from Bayat Games. The evil snail was created from RAFMANIX. The spaceship was created from Ansimuz.

## 15.2 Levels

The difficulty levels were created by me, Steven Nguyen. The Player may choose from Easy, Medium, and Hard, affecting the speed of the evil snails chasing Blimpy. In Easy, the evil snail has a speed of 1. In Medium, the evil snail has a speed of 2. In Hard, the evil snail has a speed of 4.

## 15.3 Artificial Intelligence NPC

Added the ability for the evil snails to not only follow Blimpy but to find the shortest path to him using the A\* pathfinding algorithm.

## 15.4 Visual Arts

The art for the Main Menu, Character Selection, About, and Credits Scene were all created by me, Steven Nguyen, using MS Paint.

## 15.5 Audio

There was no audio created by me, Steven Nguyen.

## 15.6 Minimum Viable Product (MPV)

* One Player Character to choose from (Blimpy).
* Built for the PC Platform.

# 16 Wish List

ADD ALLIES

In the future, add some allies that the Player may choose from to accompany their journey, such as a sidekick or an animal that may fight off enemies.

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Splash Page + Game Logo:

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