

Stellar Dust & Six Shooters

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3 - Game Design

3.1 KEY ART

3.1.1



3 - Game Design cont.

3.2 PITCH

- 3.2.1** You are a space bounty hunter. After a long, gruelling and treacherous journey, you arrive at a saloon and have a chat with the bartender, who has new bounties for you to complete.

3.3 DESIGN METHODOLOGY/IDEOLOGY

- 3.3.1.** The guiding principles of the game's design follow along with similar concepts such as Metroid, Hollow Knight, Super Mario Bros., and other assorted platformer games. Examples of such guiding principles include the functions and features of the typical "Metroidvania" type game, in which the player is responsible for defeating enemies while platforming through assorted levels, solving puzzles, collecting "upgrades", and/or defeating bosses.

3.4 MDA (Mechanics, Dynamics, Aesthetics)

- 3.4.1** Requirements to play include: a functional desktop PC unit or laptop, a mouse or touchpad (on a laptop), a monitor/screen capable of viewing the game window (480x320 resolution).
- 3.4.2** Two-dimensional viewport. 480x320 resolution. Platformer/shoot em up/stab em up (Metroidvania).
- 3.4.3** HUD elements include health, ammo, and currency at the top left of the screen. Boss health bars at the top centre of the screen when applicable.
- 3.4.4** The player will complete "bounties", levels that the player will move and shoot through.

3.5 MECHANICS

- 3.5.1** Players will platform through differently-themed levels, solving puzzles, jumping large gaps in-between platforms and fighting assorted enemies, each themed to the level(s) they appear within.
- 3.5.2** In order for the player to **successfully complete** the level, they must complete each "section" of the level without once running out of "health". Once they have successfully completed the level, the player character will walk off-screen. They are then returned back to the "saloon screen" and granted the capability to replay the level they have just completed.

3 - Game Design cont.

3.5 MECHANICS CONT.

- 3.5.3** A player **can fail to complete** a given level by depleting the “health” metre to “0”. During combat with bosses, a player can also fail a given level by **closing the game or exiting the boss arena**.
- 3.5.4** You can have a maximum of **3 health** in total and **every source of damage does 1 damage**. Health is represented by shot glasses either full or empty of whiskey. Booze bottles are health pickups. You can jump decently high and can eventually **double jump** with your rocket boots once while in the air..
- 3.5.5** Your weapon is a **revolver that does have to reload**. You can later upgrade to a **laser revolver that doesn't need to reload**. You **aim the gun using your mouse** and hitting **enemy weak spots** is essential to winning fights. Your **revolver and health can be upgraded** by beating levels.
- 3.5.6** Your actual gameplay would feel equivalent to playing a **ranger class** in **Terraria**. Any danger towards you comes in the form of enemy attacks (bullets/close range attacks) or environmental hazards. **MAYBE you can crouch. *Workshop ideas for either crouching, dashing, or crouch dashing.**
- 3.5.7** A player **can fail to complete** a given level by depleting the “health” metre to “0”. During combat with bosses, a player can also fail a given level by **closing the game or exiting the boss arena**.

3.6 DYNAMICS

- 3.6.1** The player will have his main weapon (six-shooter revolver) & other weapons you acquire. The player will have the ability to use said weapon on not only enemies but also different objects around levels to interact with e.g locks on doors, computers/antennas connected to gates, and objects that contain items inside them.

3.7 AESTHETICS

- 3.7.1** The repetitive yet fun game mechanics, e.g smooth and exhilarating gunplay, traversing around levels with cool equipment items like rocket boots and grappling hooks. And if you like a fun challenge then there's an option for a timer for speedrunning.

4 - Narrative & Art Guidelines

4.1 NARRATIVE DESIGN OVERVIEW

- 4.1.1** The narrative part of the game is all text based between each main character. When interacting with a character the text box will open to the side.
- 4.1.2** You will have multiple options with different characters you interact with during the game e.g the “Bartender” will have multiple options like bounties, shop and the option to just talk and engage with the character.
- 4.1.3** You play as a Bounty Hunter making a living in a western world that is connected through time and space, you go to the saloon to grab a bounty, and head on out through the time portal to travel to the location of your bounty, kill your target, grab the goods and go back through the portal bringing you back to the saloon. Your Bounty Hunter is equipped with a six shooter that takes out targets like nothing, but if that isn’t enough for your playstyle then you have the possibility to find new and purchasable weapons through your travels.

4.2 THEME, SETTING, PREMISE

- 4.2.1** (Introduction) You start in an abandoned town just outside the city and slowly move closer and closer to a certain mountain in the distance, the terrain getting harder to traverse and the sun setting more and more as you go on.
- 4.2.2** (Tutorial) The **player character must use the keyboard to move** out of the sandstorm and into a mineshaft. The **player will learn how to jump and move around platforms** impeding their progress, encountering an **unaware enemy that they must kill** to move forward. The player must move a heavy box onto a pressure plate to reach the exit of the mineshaft, **teaching introductory puzzle solving**. The player exits the mineshaft and reaches the town, entering the saloon and sitting at the bar.

THE FOLLOWING LEVELS ARE NOT IN ANY SPECIFIC ORDER

- 4.2.3** (Level A) **Old Japanese style level**, your target being a **samurai boss** (the shogun). You start in a more tame village-type area, looking at the shogun’s fortress in the distance. Throughout the level your surroundings get more and more militaristic and regal until you reach the shogun.
- 4.2.4** (Level B) **Post-Apocalyptic type Dune/Mad max style desert level** with abandoned settlements and destroyed buildings.. Your **target is an unknown creature that caused the abandonment of the area**.
- 4.2.5** (Level C) You start in the most futuristic part of the city and traverse to the most dilapidated and old part of the city, or potentially vice versa, where you start in the run down areas and gradually move into the more advanced areas.

4 - Narrative & Art Guidelines cont.

4.3 ART GUIDELINES

- 4.3.1** 480x320px, largely based on older platformers such as Super Mario Bros., MegaMan, and Metroid. Heavily dependent on what bounty you take for the type of art. Western settings can be gritty with dull tones. The cyberpunk areas will be filled with bright neon colours and dark metal buildings to add contrast.
- 4.3.2** The game's audio will include a multiple of royalty free sound effects from sites like freesound.org.

4.3.3 FAKE SCREENSHOT



This fake screenshot is comprised of one of the games key locations; the saloon, as well as UI elements such as; ammo count in the bottom left, and a health bar and stamina bar in the top right.

4.3.4. [Link to Moodboard](#)

- 4.3.4.1** Each of the individual sections in the mood board itself provides a general *feel* as to what each individual level is intended to *look* like and to *feel* like. The images used in the mood board should *not* be used as an absolute definition towards the intentions of the game, but instead as a general concept towards the visual aspects of the game as a whole.

4.3.5. [Link to \(Sound\) Moodboard](#)

- 4.3.5.1.** The sound moodboard itself has been made in a similar manner to the visual moodboard. However, in this specific circumstance, the one consistent element tying all of the musical/audio sounds together is the Western/country theming.

5 - Appendix

CHARACTER CONTROL/FEEL

You can have a maximum of **3 health** in total and **every source of damage does 1 damage**. Health is represented by shot glasses either full or empty of whiskey. Booze bottles are health pickups.

You can jump decently high and can **double jump** with your rocket boots once every time you are in the air.

Your weapon is a **revolver that does have to reload**. You can later upgrade to a **laser revolver that doesn't need to reload**. You **aim the gun using your mouse** and hitting **enemy weak spots** is essential to winning fights.

Your **revolver and health can be upgraded** by beating levels.

Your actual gameplay would feel equivalent to playing a **ranger class in Terraria**.

Any danger towards you comes in the form of enemy attacks (bullets/close range attacks) or environmental hazards.

MAYBE you can crouch. *Workshop ideas for crouching, dashing, or crouch dashing.

Each of these bounties is a different level with a unique theme, location, and boss at the end (which is the target of the bounty). Bosses can range from an opposing bounty hunter to a giant terrifying creature.

The **game starts with the tutorial**. Making it to the saloon unlocks the **level selection for the first two levels**. You can play whatever one of those two you want first but the **final level is only unlocked after you beat the first two**.

Beating each level unlocks one upgrade. The **ancient Japanese level unlocks a health upgrade (samurai armour)**. The **post-apocalyptic level unlocks a weapon upgrade (UNDECIDED)**

Beating levels unlocks upgrades for your character, **choosing to complete certain levels before others can give a massive advantage** since some **enemies may be especially weak to certain upgrades**. (like mega man)

Levels up in difficulty the longer you wait to do them, with more hunters being after the bounty and the enemies having more time to prepare.

Upgrades include different firing modes for your weapon, possibly upgrades for your jump, and an increase in health.