Design Document for:

Jueguito: The Game

The Ultimate Platform Shooter Game

“Magic Numbers”™

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Version # 1.00

Sunday, February 27, 2018

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Design History

Here we will state the different versions of the game.

Version 0.10

Version 0.10 is the base version of the game. It is a barebones pitch that includes a player with a controller and no animations. The player can shoot balls and said balls can grow in size and hit harder or softer depending on their size.

Included in the changes are:

1. We implemented a simple character controller
2. We implemented the key feature of being able to jump “down” through platforms
3. We implemented the shooting mechanic

Version 0.20

In this version we improved the base of the game making it a playable technical demo. We did so by introducing the ulti mechanic which can be shot when fully charged and have the power to kill the rest of the players, designing and implementing the map, and implementing the dynamic camera that allows us to make bigger maps.

Included in the changes are:

1. Multiple playable characters
2. Ultimate
3. New map
4. Dynamic camera

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Game Overview

Philosophy

This game is trying to create a competitive but friendly environment between friends. Our goal is to excite our players and make adrenaline flow through their body while they competitively fight over who will be the last man standing. We want a friendly game where you can go all out on your buddies, to familiarize young players with situations of competitivity and high stress, without overdoing it as most online competitive games do.

Common Questions

What is the game?

“Jueguito the game” fits in the action, platformer genre. In “Jueguito” we are trying to enrich the genre by “PUSHING”(get the pun?) the limits of the shooting mechanic. To do so in this game you are going to push your enemies with your bullets out of the playground . By shooting them you are going to gain energy and become the king of the arena.

Why create this game?

Leaving at a side that we want to make money with this game, we thought that there was a hole in this genre. It would be grateful to develop a game as entertaining as the rest of shooter-platformers that we love.

Where does the game take place?

This game is set in a futuristic parallel reality. The fight will take place in different arenas. It’s important to say that as our main objective with the game is to create a funny and friendly casual games. There is no relation with story or places since this could ruin the experience, we want every player to be able to get in the game at any point without the need of knowing the places or the story behind.

What do I control?

Either humanoids fighters or robotic ones.

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How many characters do I control?

One character per player. Up to four players

What is the main focus?

Be the last man standing, and get more kills.

What's different?

The pushing mechanic is the most iconic feature of the game. In this game you don't have a life bar that goes from 100 to 0, you just push people out of the map to charge your ult and kill others with it. With that dinamic, the game can be more fun because the players don't have to focus on much things, only in playing and having fun.

Feature Set

General Features

Two to four player fighting game. The main mechanic is pushing players off the screen and hitting them enough times as to charge up your "ultimate charge". Two game modes exist. One game mode focuses on getting your opponents to fall off screen as many times as you can to charge your ult and kill them. The player with the most "kills" wins. The second mode is centered on surviving. You have a set number of lives and you must ult other players to make them lose lives. The last man standing wins. The game features four maps.

Multiplayer Features

Local multiplayer.

Gameplay

Up to 4 player.
Charged shots, the more you charge, the bigger and faster your bullet is.
The pushing magnitude of each bullet comes determined by its charging level and your ulti level.
Players charge their ults by hitting each other or making the other fall, and also with the parry mechanic.
Parring other bullets makes them bounce in opposite direction and increases their speed and pushing magnitude.
Traps and interactive items can be found around the map.

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2 game modes: “last standing”, and “time trial”.

The Game World

Overview

The game is going to take place in several arenas setted with different themes.

World Feature #1

Each arena will have its own flavour.

World Feature #2

Each arena will feel different when playing it, with different gravitational forces, pickups and activables.

The Physical World

Overview

Since this is a fighting game there is not going to be a story within the map or the arenas, but it is going to take place in 4 different ones: Space station, Rain forest, Snowy peaks and Sandy Lands. Each one themed after their names with the purpose of giving some diversity to the game.

Scale

It will depend of the arena that the player is playing in. Some arenas will be bigger than the screen, other arenas will be just the screen scale.

Objects

During the games you’ll find different objects that spawn randomly and modify your stats when picked up:

- Anvil: Makes you much heavier
- Dock: makes you jump higher.
- Poison: your shots poison the other players, inverting their controls.
- Wings: allows you to fly.
- Mega shot: you shot one bullet that pushes a lot.

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Rendering System

Overview

We are using unity engine 2D.

2D/3D Rendering

Unity 2D rendering sistem.

Camera

Overview

Since this is a 2d game the camera will be frontal to the scene.

Camera Detail #1

The camera will follow the characters. This means that when the characters are closer to the screen the camera will get close to them, and vice versa.

Camera Detail #2

When someone dies the camera will vibrate.

Game Engine

Overview

We will be using Unity.

Game Engine Detail #1

The game engine will keep track of everything in the world.

Collision Detection

Unity handles collision detection really well what will make the shooting feel quite excellent.

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The World Layout

Overview

The game will not have an open world neither will it have lore of any kind. The game is a 2d fighter AKA smash bros and will have four possible stages.

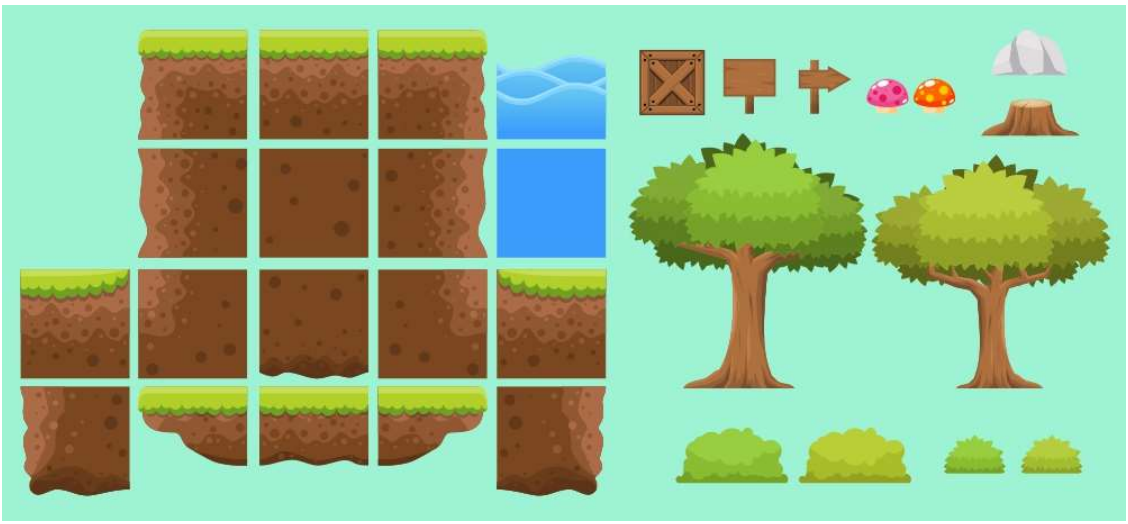
World Layout Detail #1

Stage 1 - Forest
Stage 2 - Facility
Stage 3 - Desert
Stage 4 - Snow

World Layout Detail #2

The sprites for the game world will all come from the same sprite package, keeping visual consistency and style.

The Forest



These are the sprites that are going to compose “The Forest” in this lay out:

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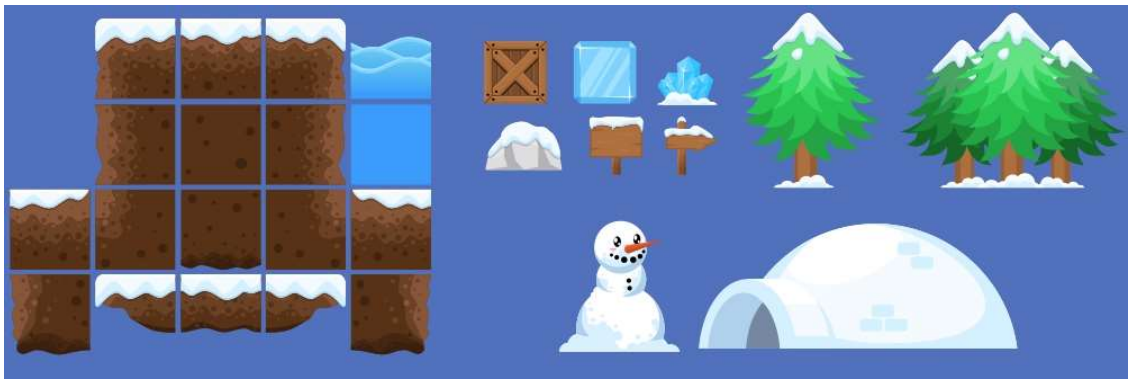
As seen in the schematic this map is not small enough to fit on the screen so the camera will be dynamic and focus on the center of the action.

Snowy Peaks



These are the sprites that are going to compose “Snowy Peaks” in this lay out:

As seen in the schematic this map is small enough to fit on the screen so the camera is going to be fix.

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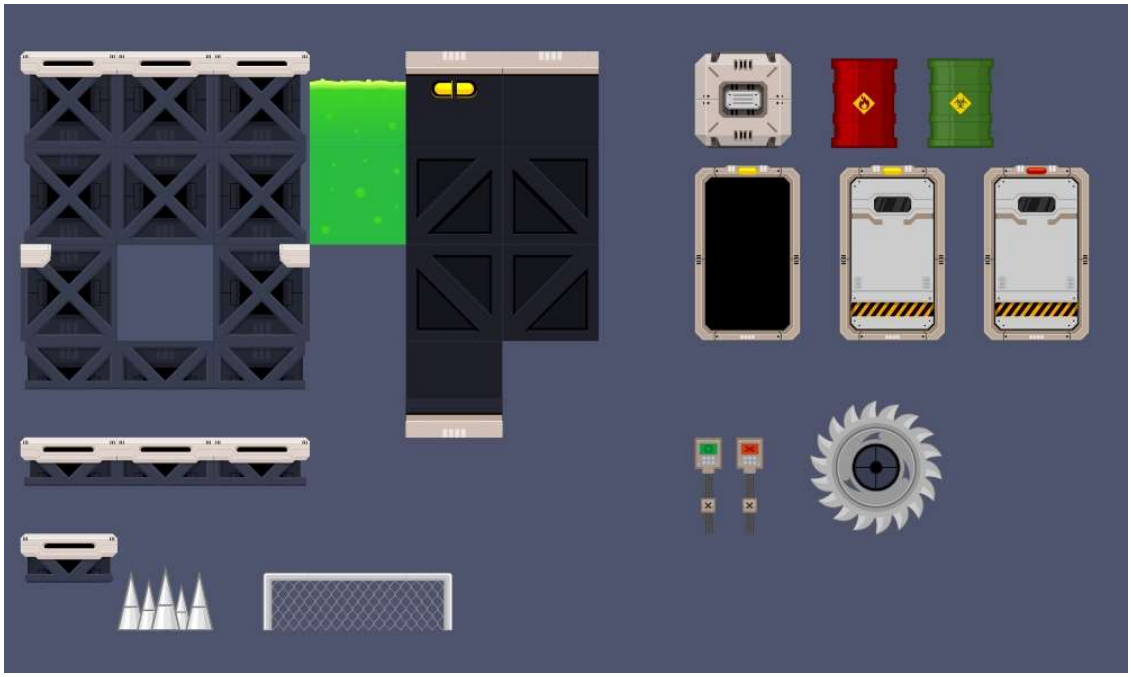
Sandy Lands

These are the sprites that are going to compose “Sandy Lands” in this lay out:

This map is to big to fit on the screen so the camera will follow the players.

Space Station



These are the sprites that are going to compose “Space Station” in this lay out:

This map is to big to fit on the screen so the camera will fallos the players.

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Game Characters

Overview

There are going to be 4 pre defined characters, one for every player. and everyone with a different color:

INSERT IMAGE OF THE PLAYERS HERE

Creating a Character

There is not going to be character personalization since each one will have its set of colors and animation that helps the player understand what is going on.

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User Interface

Overview

The user interface will be simple and easy to understand. It will mainly consist of the Main Menu, the pause menu, and the interface while playing the game itself.

User Interface Detail #1

While playing the game itself, we will have an ult charge that will display as a bar for every player that is participating.

User Interface Detail #2

If a player is ready to shoot its ult a aura of his color will appear around him to make it easier for everyone to know that he is ready.

Main menu

In the menu the players will have just 3 choices, the map, play and quit. we decided to do it this way to keep the menu simple and let players focus on the game.

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Weapons

Overview

Weapons are the same for all the players, a futuristic gun called CHAL-0 that shoots pushing energy charged balls. Also when fully charged ithe CHAL-0 is capable of shooting a mega charged shot that can kill the opponents.

Musical Scores and Sound Effects

Overview

Each map will have its own musical flavour to match the map that we are playing in. This will help to maintain the flow overall.

Sound Design

We will pick a different ambiented song for each level.

Single-Player Game

Overview

This game won’t have single player mode

Multiplayer Game

Overview

This game will be a local

Max Players

4

Customization

The players will be able to choose the environment where they are playing and also some of its characteristics as the gravitational pull,, the max charge of the ult, the force per shot, jumping force or the pickups that will appear.

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Internet

No internet.

Saving and Loading

The players will be able to save their leaderboards of the best record of the game.

World Editing

Overview

The game won’t have world editing.

Extra Miscellaneous Stuff

Overview

Maybe the trees are platforms maybe not.