**Project Title: Two Bored Gods – What do we do now?**

**Maker: Inner Circle Entertainment (I.C.E)**

**Game Design Document**

**1. Introduction**

This game is intended to be a 2D action platformer /side-scroller game. It involves your basic hack and slash against enemies with some additional unique features. This game tries to incorporate the overarching theme of 'what do we do now' into the game.

**2. Story**

The game starts off with a scene of old Mexican lady in a wheelchair who lives in a neighborhood plagued with drug wars and gang fights. She is happily watching Mexican dramas on the TV while we can see bullets and grenades flying past through the window. Then, the scene switches to a scene in Heaven (or wherever the gods live) and there are two Gods who are drunk and bored. It is a non-animated scene, with just dialogue between the gods. They are discussing the various activities they can do but each of them turns down every one of the other god's suggestions. Eventually, they get to the point where they ask themselves 'What do we do now?'. The whole time, the gods are sitting on a cloud watching the human civilization through some mystic TV of sorts. So as they are sitting there thinking and staring at the human city, the idea suddenly comes to them. Lets start the apocalypse early!

So the gods end up causing earthquakes, sending down flaming meteors, lightning strikes etc and basically destroy human civilization. They then send their minions down to Earth in order to cause even more chaos and pose an ultimatum to the surviving humans. “FIGHT OUR MINIONS TO ENTERTAIN US, HUMANS! IF WE ARE SATISFIED, WE SHALL LEAVE, ELSE YOU WILL DIE! WHAHAHAHA......”

All over the world, people are panicking and no one has succeeded yet in surviving against the minions long enough. However, in a small town in Southern Mexico, a certain old Mexican grandma in a wheelchair is seething in anger at the gods. They did the one thing no one does to a Mexican lady who loves her TV dramas – TAKE AWAY HER CABLE! She takes up her trusty shotgun from the cupboard, once used to ground up meat for tacos, but now has the sole purpose of blowing off the gods face..... BADASS MEXICAN GRANDMA GOOOOOO

**3. Gameplay**

We are currently only going to have a single level map. It is not an infinite side-scroller but still a really long level map. The player controls the old lady and the game camera is focused on her. She can only move right, jump, shoot and use a melee attack. She has a gun that she can use to either fire off a bullet or use to hit an enemy up close. There are mainly two different type of enemies, each is the minion of each of the two gods. They look different but they have the same attack power and hp.

Another feature is the entertainment bar for each of the gods. Each entertainment bar starts off half-full. If you kill either one of the god's minions, that god's entertainment bar fills up slightly. However, the entertainment bar keeps on decreasing over time so you have to make sure to kill both types of enemies.

If either one of the bar's becomes empty, that god has gotten bored. A voice-over saying 'What do I do now?' sounds and that god causes some cataclysmic event (meteors or lightning strikes) that attacks random positions on the screen. The player has to avoid getting hit by whatever attacks the god hits with for about 3 seconds or so. Once this is over, that god's entertainment bar goes back to being half-full. During these 3 seconds, the other god's bar does not decrease over time. The player can be hit only about 8 times by a normal enemy and take 2 hits from a god attack at full hp.

If either one of the bars becomes full, then it stays full until the other bar becomes full too. Once both bars are full, the gods release a special attack that can only destroy the enemies on a screen and stays in place for 3 seconds too.

Now, more about the enemies. Firstly, these enemies will be continuously moving leftwards. As such, they will appear in random spots, coming in from the right and fly towards the left. The player needs to attack these enemies in order to fill up the bars. Killing 5 of the same type of enemy in a row of the same type will provide a power-up feature to the player of some sort. THE TYPE OF POWER UP WILL BE DECIDED LATER (can be a shield or increased firepower).

Once the player reaches the end of the level, there is a boss minion waiting for him. The boss minion has a hp bar and special attacks. The player has terrain he can use to jump around on to avoid the attacks and attack the boss from. If he defeats the boss, then the two gods come down to congratulate the player, but the old lady gets mad and blows their heads off.