



GAMESTUDIO

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Design Document

YETI

The Mountain guardian

The most bisarr love story ever

“Candygram for Mongo!!!”™

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Design History

None as of yet.

Game Overview

Philosophy

Making it appealing to a wider audience

The game is a game that should be able to capture audience both among the children but also from the grownups with its complex love story but also quite simple interface and cute graphics. That which might also be a great factor to increase its popularity among girls gamers.

Improve probability of higher sales

One small but from a sales point quite smart think is the implementation of gender choice at the beginning of the game. I might not have great impact but probably if you are a girl you would like to play the game with a love story based on girl looks for guy.

Replayability

As a side scroller might not have to option to give the player much in the ways of graphical experience, I have concentrated on the making of a intriguing story.

Common Questions

What is the game?

The game is a side scrolling shooter where the story is about a Yeti that have lost its loved one and is set out to find him/her.

Describe the game in a paragraph. This is the answer to the most common question that you will be asked. What are you working on?

Why create this game?

I'm creating this game as a project part of my studies in game development.

Where does the game take place?

The game takes place in the mountains of Alaska and takes you on a journey to one of the human settlements to find a hunter that you think is responsible for your loved ones disappearance.

What do I control?

You will be controlling a very angry Yeti that will throw a lot of stuff.

How many characters do I control?

You are in control of a Yeti that's it.

What is the main focus?

To find your loved one and go back to the mountain and live happy ever after. And hopefully have a great time doing so.

What's different?

The difference is mostly the love story of a Yeti that I don't think have been done before, also there is the ever changing ending to the story that will make re playable.

Feature Set

General Features

Three different types of landscape
A Yeti
8-bits color
2D graphics
Alternate ending

Gameplay

Throwing ice/snow boulders at the enemy
Getting attacked by Hunters, falcons, dogs, vehicles.
Score
Special attack (Anguish that will release a avalanche or cave in depending on the location)
Eating meat to regain your power.
Bouncing

Different types of landscape that will alternate as the story moves on.
Day and night cycling
Close combat.
Getting different types of Special attacks depending on the location.

The finding of clues from the loved one that gives the game a bit more meaning to play then just the ordinary running and shooting stuff for the highest score possible.

The Game World

Overview

You are starting in the mountains of Alaska and will be travelling through caves, Forests and lowland to reach a settlement.

Mountains

This is the Snowy mountains that will be towering in the background and there will be a lot of snow on the ground. Special attacks possible in the area are the avalanche. Ground is covered in snow.

Caves

Dark and moist caves, where you will have the cave in special attack and you will also be meeting the quite crazy but funny individual ZogZog a dwarf Yeti. The ground os gravel and rock

Lowland

A vast lowland with fields and a cute fence going along both the sides of the road and mud on the ground.

Settlement

This is the little settlement of the humans called Tonkyville, here is where you as the Yeti will find out what really happened to your loved one. The story will have a alternate ending that will be dialog based where you will answer different question depending on things that you have encountered in your travels.

Travel

The player moves through the world in a sidescrolling manner and it will be based on the length the player have moved to know when to change landscapea and when to reach different parts of the story.

Scale

Your character will have a hight of 150 pixels and a width of 50. The Human Enemies will only be half that hight.

Objects

Meat

Bikes

Cars

Snow boulders

Rocks

Tree trunks

Avalanche

Heap of rocks

Fallen trees

See the “Objects Appendix” for a list of all the objects found in the world.

Day and Night

The game will have an altering day and night cycle that will change according to time. That is if time leftover when everything else is done. See “Extra miscellaneous stuff” for more information of none game critical things to the gameplay. Things you could implement at a later date.

Time

Time will have quite a big part in this game as it will be part of any movement done by the Computer players as well as being part of the anguish meter that will be reloaded depending on time elapsed in seconds, also it will have charge of changing the weather and day and night cycle things not included in version 1.0 but will be added at a later stage of development.

Rendering System

Overview

A 2D sprite animation rendering engine.

2D/3D Rendering

Describe what sort of 2D/3D rendering engine will be used.

Camera

Overview

A simple camera view from the side of the player.

Static camera

The camera will be static.

Game Engine

Overview

Timing

This will be a great class that should control the frame rate and trigger the different timer based actions happening in the game.

Dialog

Controlling the flow that the dialog takes depending on how the player answers the questions.

Enemies appearance and movement

A control class for the creation of new enemies and how they should move.

Throwing

When the player throws things this will be calculate the trajectory of the item.

Collision

Simple circle collision should suffice.

Action handler class

A form of interface or what you could call it to the input module of the game. Here is a simple explanation of what my thoughts are.

Input class catches the input from the user and sends it to the game engine that in turn will call for the appropriate action.

Shooting

The enemies will shoot with rifles and the game engine will be calculating how far the bullet have moved and if it hit something, if it hit the Player it will call for a weithdrawal of HP.

Lighting Models

Overview

A Global 2D light.

Global 2D light

Will be changing dependant on the day and night cycle, when that is implemented.

Game Characters

Overview

The Characters in the game are two Yetis. A great big one that is you as a player and the small and crazy that you will face in the cave.

Creating a Character

You will personalize the character by choosing what type of gender you have. At this stage you will also be introduced to the background of what has happened. That you will be looking for clues of what happened along the way.

Enemies and Monsters

Hunters are humans looking like hillbillys and are carrying different weapons.

Falcons are birds and can fly.

Dogs can jump.

Chopper that fly

Bikes that carry hillbillys.

Jeeps that carry two hillbilys.

Describe enemies or monsters in the world or whomever the player is trying to defeat. Naturally this depends heavily on your game idea but generally games are about trying to kill something.

User Interface

Overview

Main screen
Menu screen
Highscore screen
Cutscenes

Provide some sort of an overview to your interface and same as all the previous sections, break down the components of the UI below.

User Interface Detail #1

User Interface Detail #2

Weapons

Overview

Overview of weapons used in game.

Weapons Details #1

Weapons Details #2

Musical Scores and Sound Effects

Overview

The sound and music will be there to enhance the gaming experience, all the sound effects are described in the sections holding the description of the object or character causing them. Same for the music.

Sound Design

I will be using FMOD to implement any sound and music in the game.

Single-Player Game

Overview

You are walking throughout a series of different landscapes and must be keeping your lookout for clues of what might have happened to your loved one. Along the road to the final area the settlement you will fight of hillbillies and their helpers with snow boulder rocks and tree trunks.

Snowy Mountains

Here you will have the ability avalanche.

Caves

Ability cave in.

Forest

Ability Falling trees.

Special abilities

These will help you along the way, when there are too many enemies to face.

Details

These are in fact all the same, they will all destroy any enemy on screen. The only difference is the appearance they will have when executed.

Story

You are a Yeti in search of your lost loved one and are facing a variation of different enemies on your travels down to the settlement where you will finally find your answer.

See Appendix for more information.

Hours of Gameplay

This game will have a playing length of some 20-30 minutes.

Victory Conditions

When reaching the settlement you will at a certain point of time be faced with your loved one and the Dwarf Yeti. You will be notified that you have found your loved one and a dialog will start where you will answer a bunch of questions and after which the game ends and you might be prompted for a name in the highscore list depending on your overall performance.

In later version It will have a alternating ending that will change the ending of the game. You will always win or in this case finish the game. But might not reach the ultimate ending.

See dialog appendix for more information about the dialog.

Character Rendering

Overview

The Characters will be rendered as bitmaps on the screen surface with a black background as transparency.

Yeti Rendering Detail

Will be rendered using SDL functions.

Yeti Dwarf Detail

Will be rendered in the same manner as the main character.

Extra Miscellaneous Stuff

Overview

Drop anything you are working on and don't have a good home for here.

Things implemented if time left

Weather

Giving the player a feeling of climate with things like snow effects in the mountain and sun rays in the lowlands or the chilling sounds of the cave where the wind rushes throughout the cave and the dripping of water from the ceiling. Also there could be a form of time altered changing in the weather so at a random time it begins to rain all of a sudden.

Alternate ending

This is just to give the player a better feeling for replaying the game, so it wont just be the same old story over and over again.

“Objects Appendix”

This Appendix is here to give you a detailed information of the different objects that one can find in the game.

Meat

Bikes

Cars

Snow boulders

Rocks

Tree trunks

Avalanche

Heap of rocks

Fallen trees

“Dialog Appendix”

Provide a decription of how the flow in the dialog will be progressing.

Clothing

Questioning in what episode you saw the loved ones scarf for example.

Dwarf Yeti – What are you doing here??

- seeking a loved one
- Just here to buy gross eris
- I could ask you the same thing, didnt I kill you in the cave?

Loved one – Will you leave me and Zog zog alone.

- No you are coming home with me.
- If that is how you want it, then i guess I will just have to find a new partner. (a starting point for Yeti2, the search for love). dialog ends.
- This we must settle as you and me Zog zog. (In version 1.0 this just leads to a decription how the fight takes place) later there might acctually trigger a real fight between the two.

“Story Appendix”

Part where you can read the background story of what has happened and triggered the current series of events.

A mighty roar can be heard echoing through the Alaska mountains, it is the the Yeti who have found out that its great big love have vanished. As the Yetis anguish sets he sets out to find the human responsible, but it isn't an easy journey as the humans are out to kill the Yeti for the fame and money. The humans have issued a bounty of 1,000,000c for who ever finds and kills a Yeti.

You will have to fight your way through a horde of people armed with whatever they think is useful to track and kill a Yeti.

As you start wandering through the mountains on your way to the human settlement you are attacked by a hunter and his dog, hurling a great boulder of snow and ice croushing the hunter underneath it you just quick enough to swing your big hand knocking the dog to the ground.

All this wandering and fighting have made you hungry and so you pick up the dog and rip a hind leg from it eating the meat you feel refreshed and continue your journey towards the settlement.

The game will take you throughout a series of different enviroment and at the end you will be facing the settlement and the answers you have been seeking.