

Monster Gatherer

Game Design Document

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Game Concept:

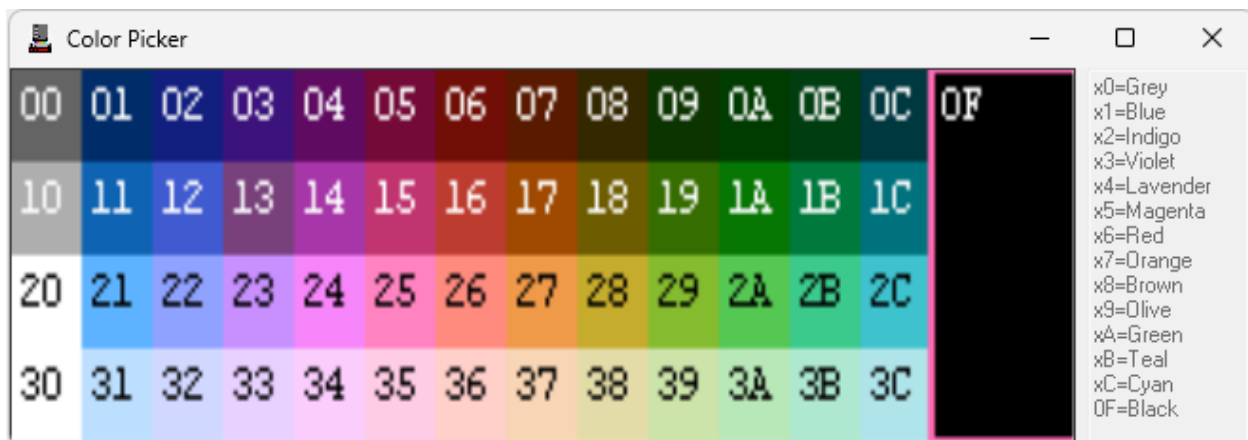
The main objective of the game is for the player to help guide James, who is a knight and the main character, through a series of environments to try and gather monsters that are walking around. This has to be done while trying to avoid getting hit by the enemies and traps that have been set. There will be multiple environments, the player can walk around freely and go to any environment that they like, some are harder than others, but the player can freely go back if they are struggling with the environment. The game will be targeting retro enthusiasts and players that enjoy puzzle adventures.

Story/Level Progression:

James travels around from environment to environment and tries to capture the monsters that are walking around. The player is free to go from one environment to the next, if they defeat all the enemies from one environment, they can always come back to it to try and capture more monsters. The first environment where the player spawns in, is the easiest one, there are only 2 monsters that the player has to capture. As the player goes around to other environments there are more monsters, which makes it harder to capture them and there is an increased chance for the player to die and lose. The longer the player survives and the more monsters that they capture, the higher score that they will achieve. The lose condition is when the player loses all their lives.

Game World:

The game is set in a forest with trees and shrubbery. The game feels alive with music that makes the player feel the pressure of trying to capture the monsters. The players should feel scared but excited with the monsters and obstacles that are found in each environment. The colour themes and pallets that were used in the game are bright colours such as light green for the trees and the grass and light brown for the dirt and the trucks. The colors should help with setting the atmosphere for the player.



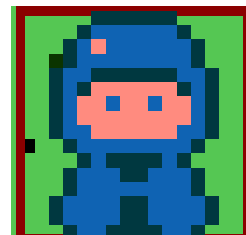
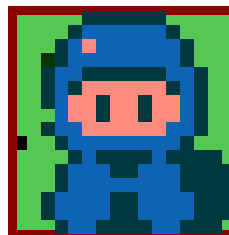
User Interface:



The user interface should be simple and provides the user with only the things that they need to play and complete each level. Monster Gatherer is a very simple game, so the player should not be bombarded with things that are useless to them and things that they will not need/use. The three main things that the players will need/use are the lives, keys and how much ammo they have. The player will start with three lives, a pretty high amount of ammo, and 0 keys. Whenever the player captures a monster, it will add 1 to the keys.

Character:

- James: The Main Character
- Monsters
- Welcoming NPC
- Push stick NPC



Modern Twist:

The modern twist is capturing monsters in specific places. The player will have to push the monsters in specific places in order to capture them and gain keys/points. The monsters being able to respawn after a player leaves a specific environment, increases the immersion and makes the game replayable

Some possible technical limitations that could arise during the creation or the playtime of the game which is the game crashing because of the processing power or the memory constraints from the NESMaker.

References:

- How can we make a destructible tile that gets destroyed by a monster/weapon projectile? (n.d.). NESMaker Forums. Retrieved from <https://www.nesmakers.com/index.php?threads/how-can-we-make-a-destructible-tile-that-gets-destroyed-by-a-monster-weapon-projectile.8118/>
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