

FIRST-BIG-ONE DOC

Engine Used:

Unity Engine version 2018.3.6f1

Introduction:

You're a transfer kid who just started the first day a new school in kindergarten, making some new friends you discover that there is something fishy in this school. Bullies run this school!!!. Teachers being unaware about this condition since bullies are really something, they control the kindergarten section of this school. Those bullies do whatever they feel like it, they take other kid's food, toys and do anything they feel like it. They even hurt the kids who don't abide by their rules. Keeping yourself away of trouble one of the bullies kept irritating you until the big day happen. YOU FIGHT BACK!

Gameplay Intro:

This game is going to start off being a new kid in a new kindergarten, where you will have to fend off bullies solo or with the help of an offline friend. Knowing that this kindergarten is a horrific place and bullies are attacking you. You decide to fight back and bullies will get harder as you progress s and journey begins with passing through multiple stages (rooms) with different challenges from every room and with every room done with you get to fight the boss baby for that room, finally you find yourself dealing with the HEAD BABY.

Game Design:

Types of Bullies:

1. Small but deadly(Small Bully)
2. Range Baby(Medium Bully)
3. Big Bull
4. Boss Bully
5. Head Baby

Description of Enemies:

Small baby: will be the fast enemy with fast hitting rate

Medium Baby: will be a sharpshooter shooting with distance

Big Baby: will be the heavy enemy having high damage but slow hitting/shooting rate and low speed

Boss Baby: Every Room at its end wave, he'll fight you back with his special power. Each of them will have a power depending on the room HEAD BABY: He'll be the final fight with the biggest challenge taken.

Description of Rooms:

The game will consist of 7 rooms(would be changed), every room is going to be special with its unique obstacles and at the end of every room you'll face a **Boss Baby**. Note that rooms should be spacious with multiple obstacles to keep the game more challenging

and not boring.

Types of Rooms:

1. Classroom
2. Sleeping Room(Dark Room)
3. Playroom
4. Kitchen
5. Bathroom
6. Office
7. Playground

Note: The way the world will look depending on the main player will be large for him.

ARTISTS:

Drawing Main-Character:

The main-Character is freely created on the imagination of the artist. Concept Art will be shown to artists to understand the way the character should be drawn.

Drawing Enemies:

The enemies will also be freely created on the imagination of the artist but must follow the levels on the enemies(small, medium, Large) except Boss. Boss Baby must be designed depending on the type of the room. Boss Baby's weapons will also be designed on the type of the room.

Note: The color scheme of the game will be cartoonish.

Drawing Rooms:

Rooms will also be freely created on the imagination of the artist. Note that when drawing the things inside the room it will have to be drawn separately example:

1. Walls
2. Floor
3. Stuff(chair,
Table)

Note: Each object is going to be of format type(SVG or PNG)

Music:

The music should be worked on really well since it will be playing a big part in the intensity of the player as when the wave starts and the enemies attack the music must be fast and intense so we can make the player be in the mood and when the wave is cleared the music goes low and calm so the player feel a bit calm and prepare for the next wave.

Programming:

Mechanics:

As the player progresses the enemies will get tougher as (increase in health, damage and quantity) The quantity of enemies will increase if there was more than 2 players.

Gameplay:

1. The Character will be controlled by WASD and rotated by mouse
2. Player can hold 3 weapons of any type
3. There will be weapon types from melee, light damage but fast fire rate, heavy damage but slow fire rate(changes will happen)
4. Building blockage for enemies
5. Random spawns location for bullies
6. Weapon upgrades