

Carnival Bear GDD

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1 Overview

This game will be a side scrolling beat-em-up in the style of Double Dragon or Kung Fu (Atari 7800/NES/Commodore 64). You play Snuggles the chainsaw juggling carnival bear. Aliens invade the carnival and start kidnapping people and taking them back to their flying saucer. Our hero has to fight through five levels to defeat the aliens and save the world. Challenges to the player will be waves of enemies broken up by simple jumping and hazard avoidance sections.

1.1 Setting/Theme

The game has five levels. The first level starts at Snuggles' chainsaw juggling show. The second level is also at the carnival. Level 3 is set in a fun-house. In level 4 Snuggles fights his way onto the aliens

flying saucer. In the last level Snuggles flies the saucer back to the alien mother ship to fight the end boss and win the game.

1.2 Player End-Goals

Each level will have waves of enemy aliens and robot attacking Snuggles. You have to time his attacks to destroy the enemies. Levels will have mini-bosss at the end and one final boss on level 5.

1.3 Platforms

The game will be made in Unity. Unity allows me to prototype behaviour quickly without worrying about engine code. The game will be designed with console and PC in mind but is likely to be small enough to work on a phone also.

2 Controls and Mechanics

The controls will be simple. Left stick to move. There will be two different attack buttons for chainsaw and kick and pushing buttons in combinations will do different moves. There will also be a jump button.

2.1 Health

The player will have a health bar. Health can be replenished by finding turkey legs hidden around the levels.

3 Game Objects

3.1 Enemies

Enemies will have very simple AI and they will basically run at the player to be killed. Mini bosses will have slightly more complicated attack patterns and take more hits to kill than regular enemies.

3.1.1 Robot Drones

These are the basic waves of mindless enemies. They will run at the player from both sides of the screens and spawn in waves throughout all levels of the game. The drones will attempt to grab Snuggles and zap him with electricity doing damage.

3.1.2 Roller Mines

These are small exploding balls that come at the player. The roller mines will explode on contact and the player will have to jump over them to avoid being hit.

3.1.3 Laser Beam Drones

These are similar to the basic drones but have range and force the player to dodge and jump to get close. They help break up and complicate the fights in the later level. They are easy to kill and only take one or two shots similar to the regular drones.

3.1.4 Little Green Men

These are annoying little ass holes that run on to the side of the screen zap you once and run away. They don't do much damage but they are hard to kill and they will persist through the level until you kill them.

3.1.5 Robot Roller Tanks

These are vehicles piloted by the little green men. They will be much harder to kill than regular enemies and will be mini-bosses of the early levels and regular enemies at the end of the game.

3.2 Hazards

3.2.1 Fire

It's fire. It hurts.

3.2.2 Electricity Zappers

Traps set by the little green men.

3.2.3 Zapper Arms

These are hazards/enemies found on the last level that try to hit the player with electricity.

4 Screens

4.1 Game Screen

4.1.1 Gameplay Layer

The camera will be fixed on the player and scroll left and right. When the player encounters a boss the screen will lock until they win or die.

4.1.2 UI

The UI will have a health bar, a timer and a score. You will get bonus score based on how fast you finish a level.

4.2 Main Menu

The main menu will be simple. Start game, options, credits and exit.

4.3 Options

Music and SFX volume controls. Particle or graphics settings may be appropriate in the future but not for the prototype.

4.4 Credits Screen

Credits.

5 Technical Design

5.1 Animation

The main player will be animated using the Unity mechanim system. Snuggles will be rigged as a humanoid so I can use canned kung-fu animations blended with some custom animation.

5.2 AI

AI will be a based on a behaviour tree.

6 Appendix A Options for the Future

Nothing for now but I may add to this section as I build the prototype.