# You Can't Save Them All

## Game Design Document

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# Project Description

This game design document describes the details for the game "You Can't Save Them All". This is a 2D platformer game where the player controls a character to collect/save as many chickens as they can before the timer for the bomb runs out, and defeating enemies in the process.

# Overview

# 1. Gameplay

The following section outlines the main gameplay elements of You Can't Save Them All. The game is a race against the time platformer game. The player navigates through the map to collect chicks and bring them back to the hen before the anti-chick bomb explodes, for each chick brought back to the hen the timer will gain three extra seconds. At the same time, while the player is collecting the chicks, there will be enemies scattered across the map to slow down and steal chicks from the player. The game ends when the player runs out of time.

## 1.1. Goals

The goal of the game is to safely bring as many chicks to the hen as possible, thus reaching a better score.

## 1.2. User skills

- Keyboard and mouse skills
- Avoiding obstacles
- Timing
- Strategy

## 1.3. Game Mechanics

- Player Control
  - The A and D keys are used to move the character left and right and the Space key is used for making the player jump.
  - The longer the player holds the Space key the higher the player will reach.
  - Pressing the Space key while mid air will allow the player to perform a double jump.
  - The player can keep "walking into the wall while mid air" in order to wall slide.
  - Clicking the left mouse key will cause the player to attack (shoot an egg) and the egg will bounce once when it hits an obstacle. Hitting an enemy with the egg will stun them.

- Scene Interaction
    - The player can pick up chicks by walking over them and the max number of chicks that the player can carry is 3.
    - For each chick carried, the player's speed will be reduced.
- Enemy
    - There will be one type of enemy in the game, the enemy will patrol in a set route.
    - If the player gets attacked by it, the player loses all chicks it currently carries and have their speed reduced by 50%
    - Enemies cannot be killed, as the player's egg attack is too weak, but it will stun the enemy temporarily.
- Stages
    - There is one single stage.

# 1.4. Progression

There will be a 3 minute timer that counts down when the game begins and for each chick safely brought back to the hen, the timer will increase by an additional 3 seconds. The game ends when the timer reaches zero.

# 1.5. Losing

The game ends when the timer reaches zero. And the player will have the option of replaying the game.

# 2. Art style

The art style for this game is an underground jungle-themed location, and the perspective is 2D, with art quality being pixelated.

- Player
    - A giant Hen, considered to be the mother of the baby chicks who are in need of saving.
    - Have a gun that shoots eggs



- Stage
    - Only one big stage filled with platforms
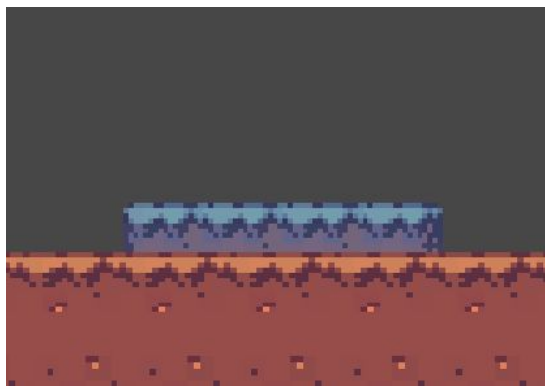
- Enemies
  - Only one type of enemy
  - Looks like deformed eggs



# 2.1. UI

There are four aspects to the user interface:

- Main menu
  - Contains a title, static background, and 3buttons, StartGame, How to Play, and Donate.

- Game play
  - During gameplay, there will be minimal user interface.
  - In the top right, there will be a number indicating current Timer value
  - In the top left, there will be a number indicating the current score
  - On the player's head it will indicate how many chicks the player currently carries.
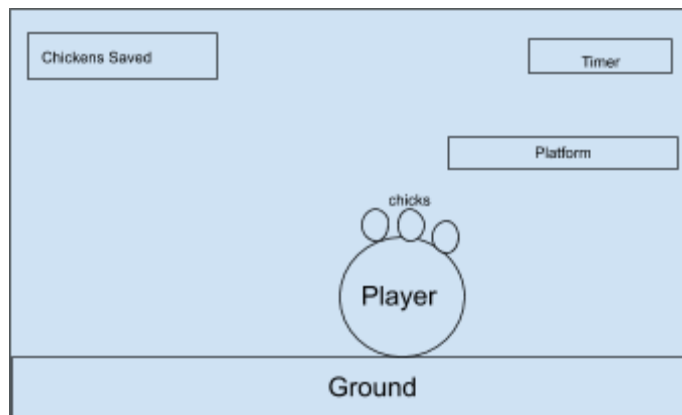


- Game over
  - When the timer reaches 0, all in game action will freeze and the game over screen will display. There will be a game over graphic, final score indicator, and two buttons, Restart and Quit.
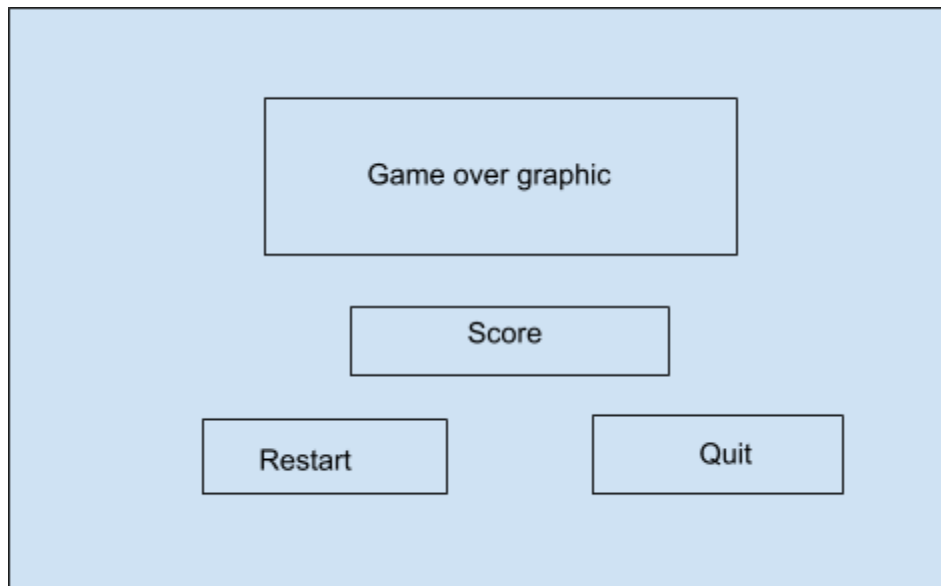
# 3. Music and sound

Music:

- A speedy 8-bit soundtrack in the background of the game.
- Music courtesy of TJ F Croke, Mike's friend.

Sound:

- There will be a sound for when:
    - Eggs hit an obstacle
    - Enemy attacks the player
    - The bomb timer reaches zero
    - Player jumping

# 4. Technical

You Can't Save Them All will be built and tested for the following operating system(s):

- Windows

The game will be creating using unity and in the C# language.

Art:

- Adobe Photoshop
- Piskel
- Pixilart
- Aseprite

Music:

- Ableton
- Bosca Ceoil

Sound:

- Audacity
- Audiomicro

Project management and organization will be handled by Kanboard and git will be used for version control.