

Game Design Document

Student name

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Student Card number

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Game Name

Sumo Mania

Trello link

<https://trello.com/b/ldhRYfyr>

GIT repository link

<https://github.com/Zerokool786/Sumo-Mania.git>

Youtube playthrough link

Game Story

Game backstory

You start as a light heavyweight sumo wrestler. It is tough being a new sumo wrestler when starting out because sumo’s like to show their strength and power even off the ring. So you get to dodge the bigger sumo wrestlers in the top down game because if you don’t then your sumo gets bumped off, if you get close to the dohyo interior line when bumped off would mean -1 life and you’d have to start your weight gaining process again. Starting your life as a sumo wrestler can be a daunting aspect because you might not be used to eating that much and sleeping so much but the preparing bit for fight day all depends on good diet and mindset. No fear is the main discipline of a professional sumo wrestler.

Character 1

Character name

Ryogoku

Appearance

Heavyweight at first but needs to bulk up by eating good food to become elite.

Character backstory

Ryogoku is a disciplined sumo wrestler who is trying his best to fulfill his desire to become an Elite Sumo wrestler and make his family proud.

Stereotypes

Main Character (Hero)

Character 2

Character name

Kaiho

Appearance

Really bulked up who looks the part of an Elite Sumo Wrestler

Character backstory

He rose through the ranks in Tokyo by winning numerous awards in order to become one of the elite sumo wrestlers he is today.

Stereotypes

Enemy

Character 3

Character name

Rikishi

Appearance

He looks quite a big guy reason being he loves to eat and to eat good.

Character backstory

He is also known to be very lazy and a sleep addict but that doesn't interfere with his training because sumo's tend to sleep a lot by eating a lot.

Stereotypes

Enemy

Character 4

Character name

MoriMoto

Appearance

Top of the line sumo warrior who is the biggest guy in the world of sumo wrestling.

Character backstory

He was born in a village called Mikurajima in the district of miyaki close to Tokyo to a poor farmer. He had a eating disorder which made him eat twice as much as required for him while he was growing up.

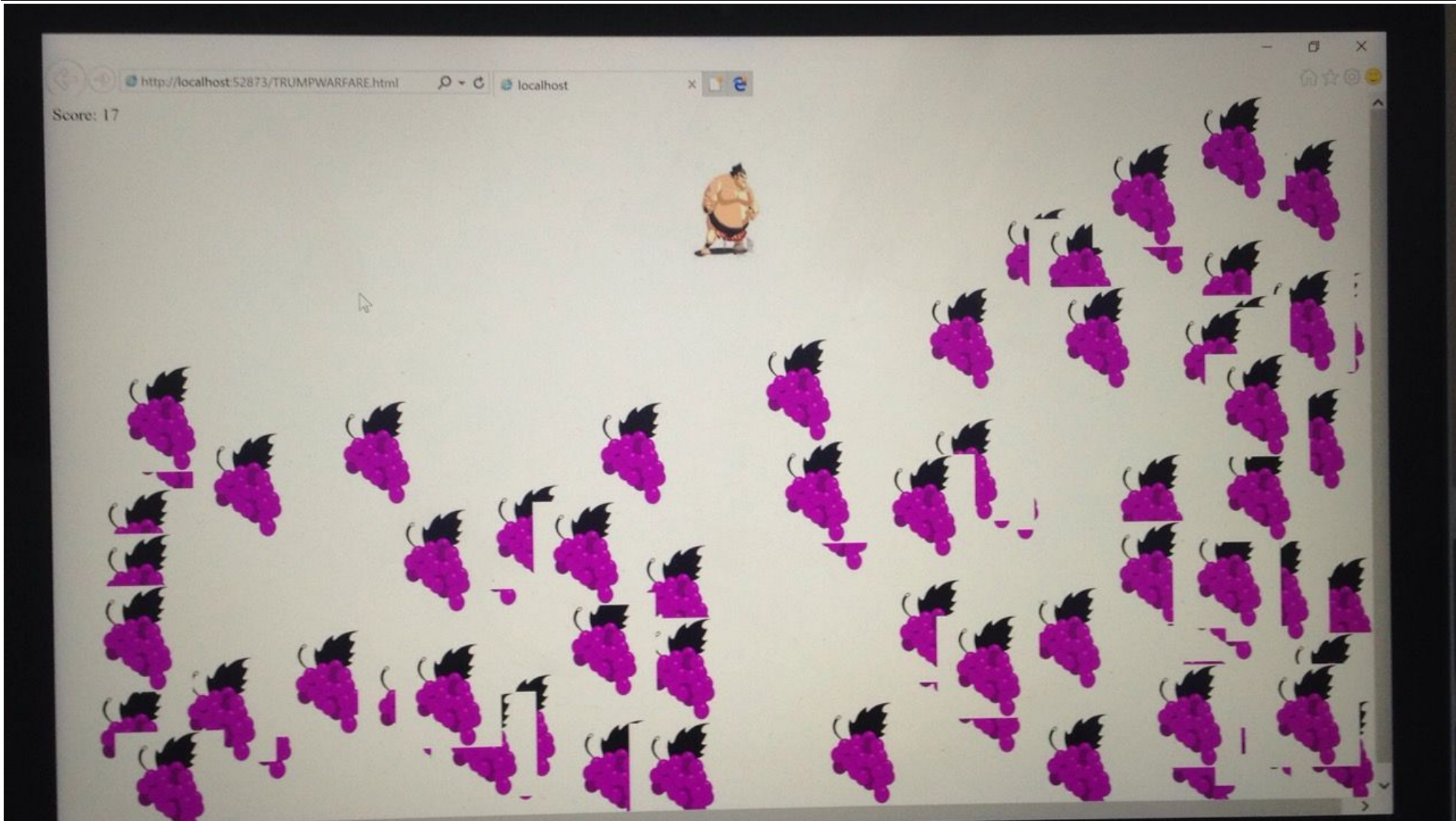
Stereotypes

Enemy

Visual style

Using other game images, describe the visual style of your game

This is just a pre-testing game made by me with random moving elements and the main character with a scoreboard on the top left corner.



Backstory Art Example

- This style of text could be used to make a better backstory.
- More elements could be added or removed to improve functionality and user experience.

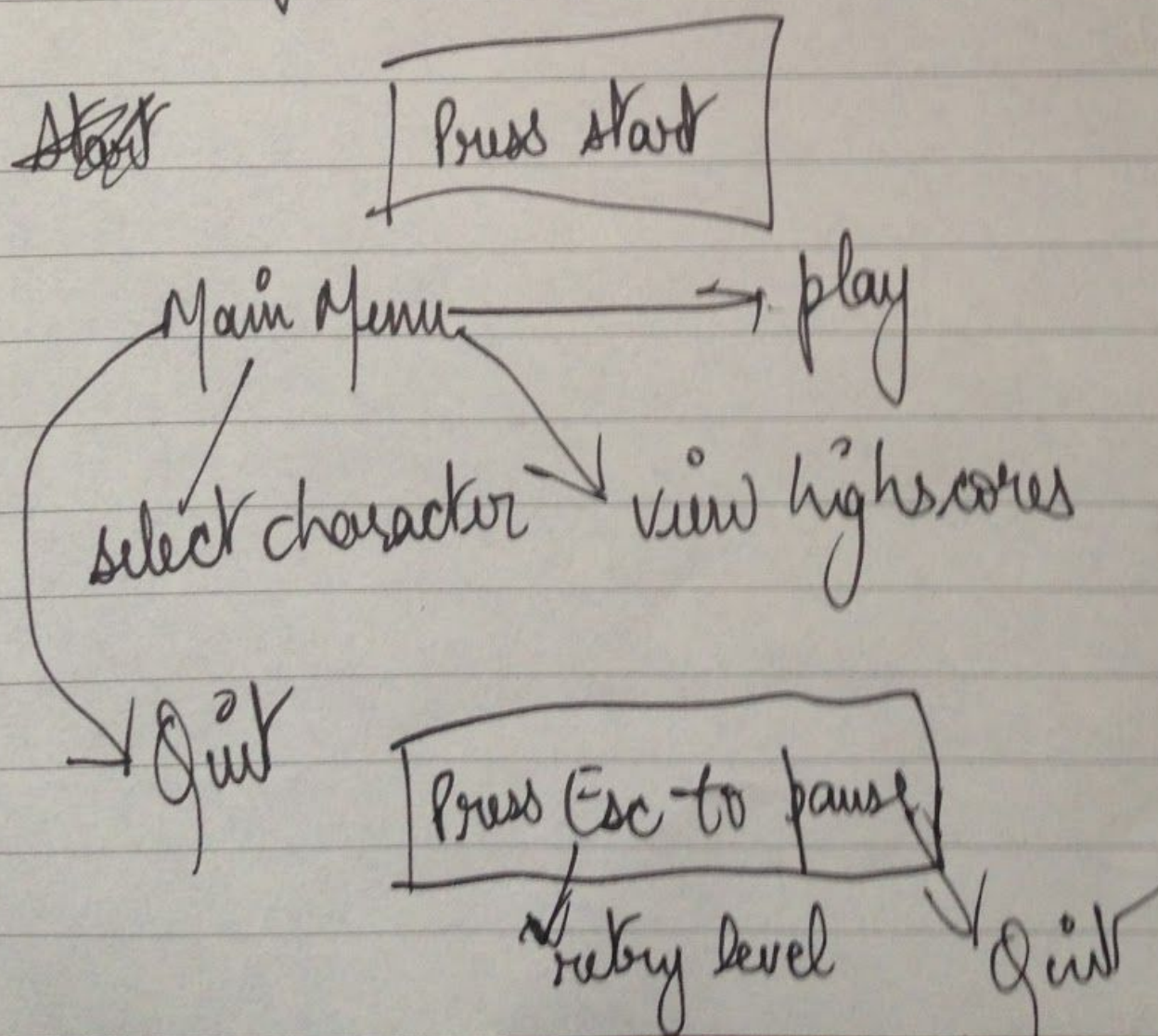
Sound design

Details about the style of sound used in your game (music style, thematic treatment, FX, menu music)

Interaction with Rotten Food or good food is different. Good food consumption has gaining weight sound and bad food depletes your weight and plays a remorseful sound in the background. Getting hit by other sumos will make a squishy bumping sound. New Highscore plays japanese dojo style music. Getting hit by a piranha fish makes your character die so a heaven calling type of sound would be a good implementation as this adds more layers of functionality.

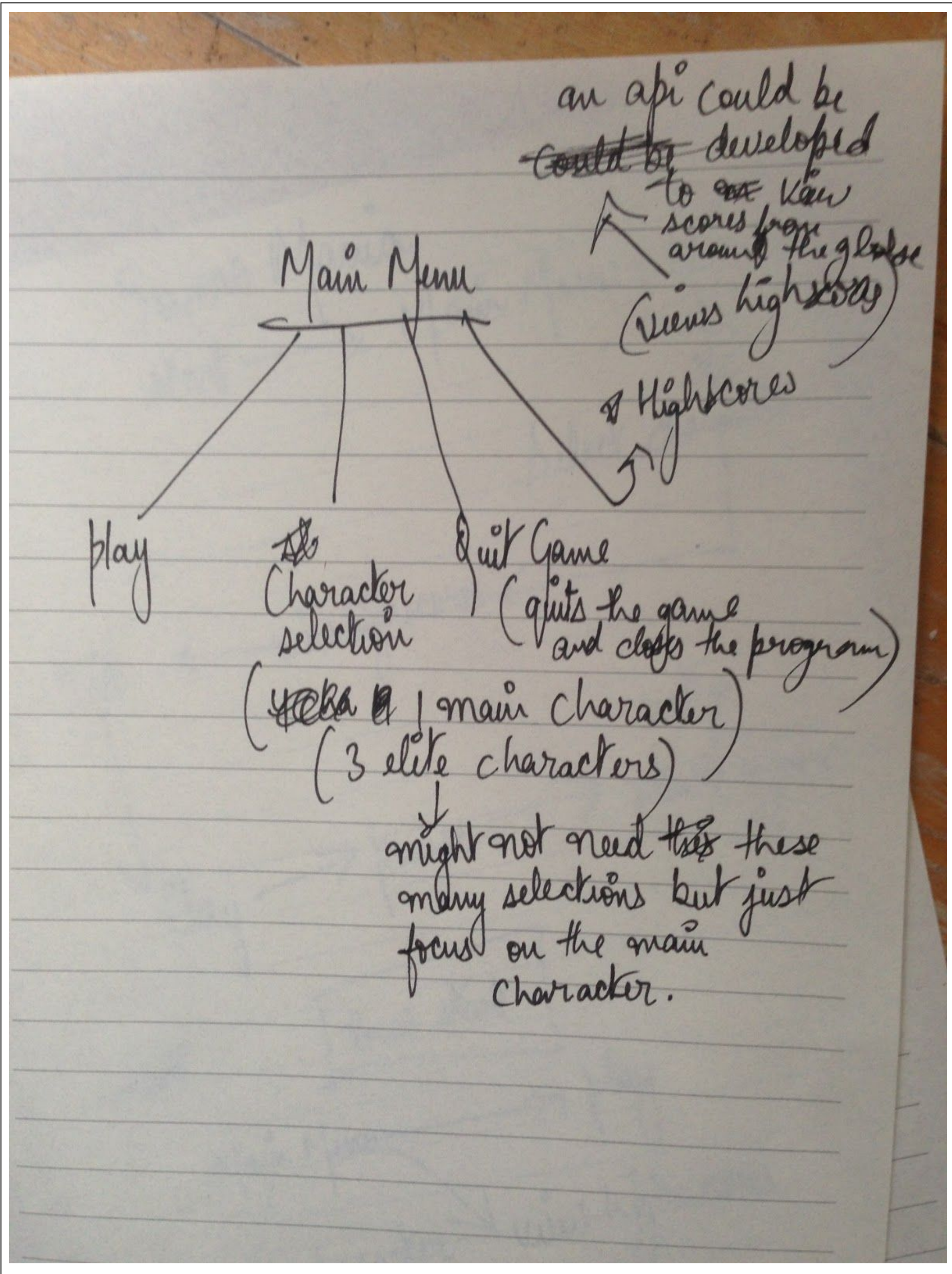


Menu flowchart



Menu Screens

Main menu diagram



Main menu description

MAIN MENU - brings up four icons but more can be added with time.

Game Over screen diagram

Game over if you lose all your lives and you’d come back to the start menu again but your last gameplay score is saved and can be viewed in the highscores tab.

Game Over description

You can quit the game or start again (User dependant)

Game screen diagram

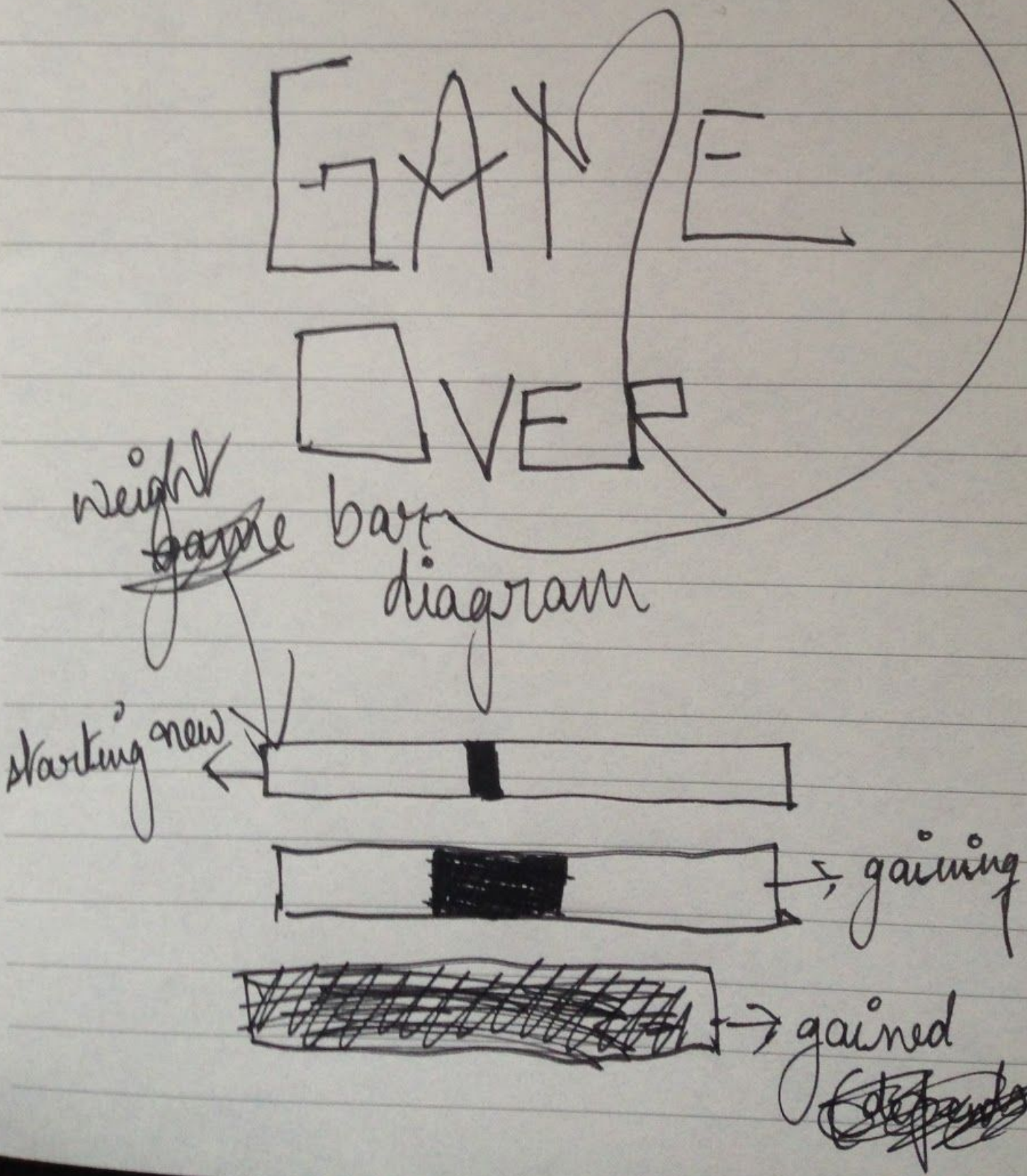
Player Weight

- Displays a bar which shrinks when rotten food is consumed

- Increases the color in the bar when good food is consumed by the sumo

Game screen diagram

Bar diagram gets
~~shrinked~~ ~~when~~ ~~the user~~
~~interacts~~ ~~with~~ ~~rotten~~ ~~or~~ ~~foods.~~



Game Elements

Player Character

Character name	Graphics
Ryogoku	

Property	Description	Type
Weight	Gain weight	int
Speed	Movement is set to exact	float
Turn Right	Turn sumo right	
Turn Left	Turn sumo left	
Turn Up	Turn sumo up	
Turn Down	Turn sumo Down	

Sound name	Description (how does the sound interact with the game)
Highscore sound	Plays japanese dojo style music
Getting hit by piranha	Plays a heavenly death sound
Eating good food	Plays a boxing sound to gain weight (like a smack when you eat consecutively)
Eating bad food	Plays a bad stomach sound (farts, stomach growling etc)

Enemies

Enemy name	Graphics
Kaiho	

Property	Description	Type
Enemy	Avoid him in order to not get deflected out of bounds in the arena	

Sound name	Description (how does the sound interact with the game)
Getting hit by other enemy sumos	Deflection like a bouncing ball sound

Blocks

Block name	Graphics
Kaiho	
Rikishi	
MoriMoto	

Property	Description	Type
Hitting enemies	deflects you back and if there is a rotten food behind you, damages your weight gained	float

Sound name	Description (how does the sound interact with the game)
Bouncing ball	Like a liquid hitting ball sound

Collectibles

Collectible name	Graphics
Grapes	
Rotten Fish	
Rotten Apple	
Good Apple	
Good Fish	

Property	Description	Type
Rotten Fish	Depletes Weight	int
Rotten Apple	Depletes Weight	int
Grape	Gains Weight	int
Good Apple	Gains Weight	int
Good Fish	Gains Weight	int
		int

Sound name	Description (how does the sound interact with the game)
Rotten Food	Plays a smack (upset stomach sound or a fart)
Good Food	Plays a eating sound

Level plan

Sound design

Key

Key

Rotten food (R)

Player (User)

Food items coming from all directions
(randomly generated)

ES

← Enemy Sumos (spanning on the arena)

Pvianha (P)

movement is
left or right

$$\vec{E} S \rightarrow$$
$$F \rightarrow F \rightarrow$$

R

$$F \rightarrow R \leftarrow R \leftarrow R$$
$$F \rightarrow \leftarrow R$$
$$f \rightarrow R \rightarrow$$

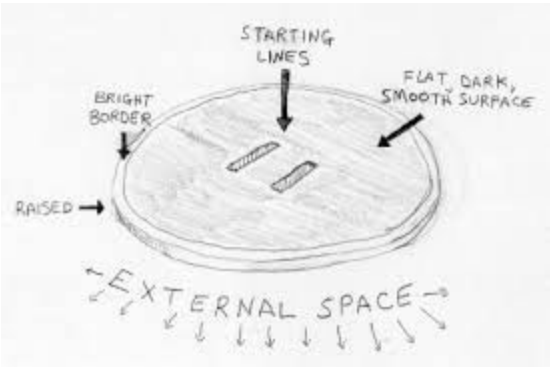
A hand-drawn diagram consisting of a vertical line that forms a loop at the top, with an arrow pointing to the right from the middle of the loop.

 $\leftarrow E S$

CS →

Level Diagrams

Lore objects spawn with more levels.



Game Breakdown

Space

Top Down (Dodge and navigate) Fixed Camera Out of bounds
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Rules

Player <ul style="list-style-type: none">- Loses health with rotten food- Gains health with good food
Enemy Sumo <ul style="list-style-type: none">- Deflects you out of bounds not fully but to some degree
Health <ul style="list-style-type: none">- Three lives at start- -1 if you consume piranha- Your weight bar gets too thin you lose a life

Goal

Gain weight to become an elite sumo wrestler
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Game Elements

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Mechanics

Run and navigate

In game controls

Keys <ul style="list-style-type: none">- W = Move Up- S = Move Down- A = Move Left- D = Move Right- ESC = Pause

Game Systems

Document any game systems included.

Examples:

- Level timer (do something before the timer runs out)
- Survival (Player survives sustained attack)
- Dialogue (other characters talk to the player in popup windows)
- Character selection
- Inventory system
- Player attributes (e.g. energy, mana, stamina, strength etc)

Press Kit

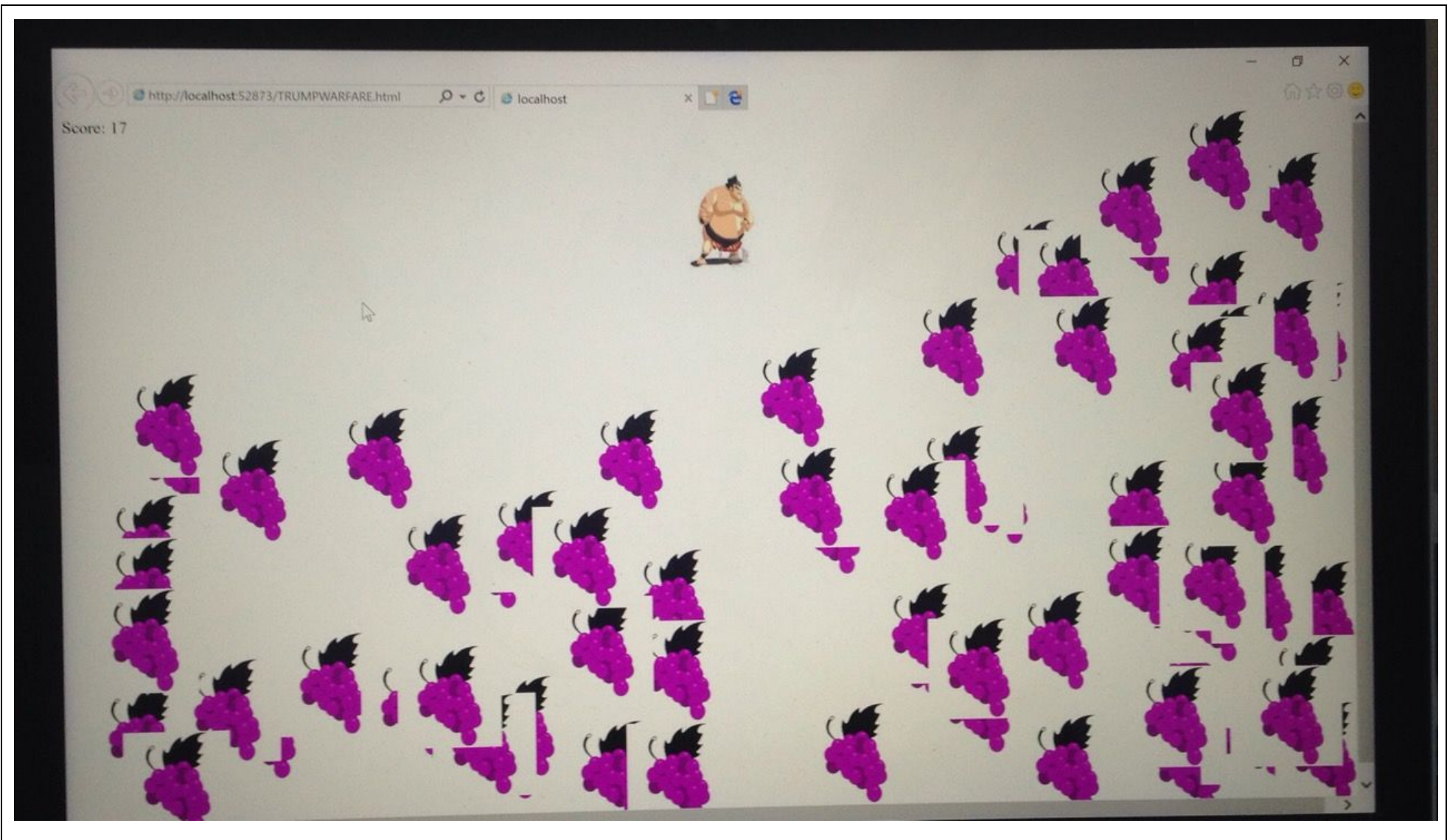
Store icon/Logo



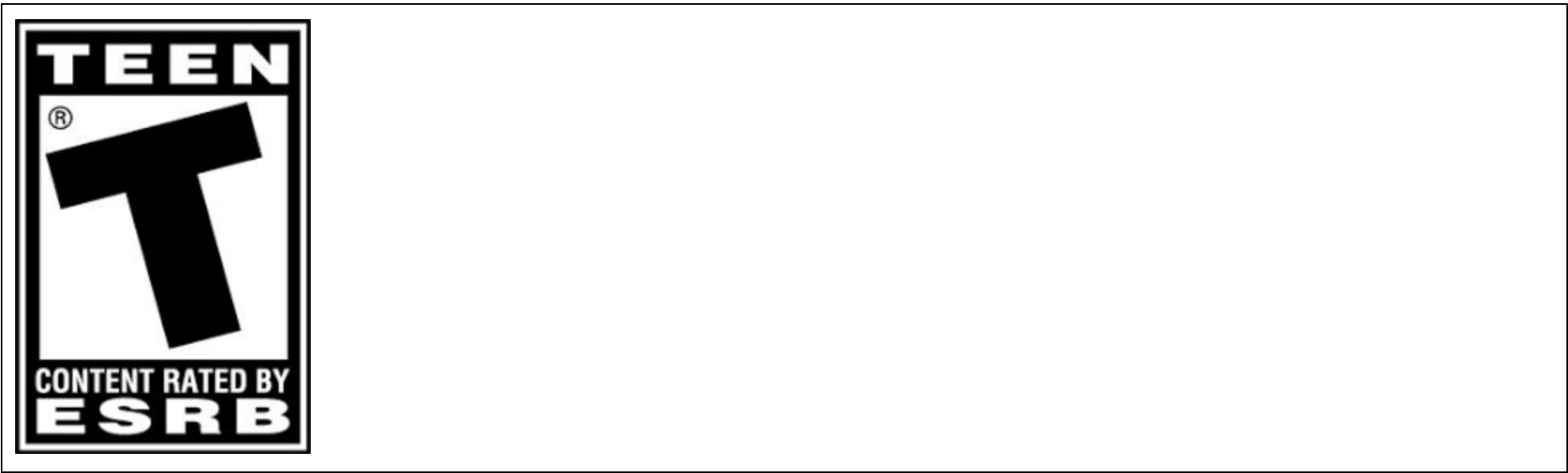
Core features

- Top Down
- Sumo Game to dodge and run and gain weight

Screenshots



Rating



Similar games

Game name

House Cleaner

Game link

A top-down view of a 2D game level. The floor is a dark grey grid. There are several wooden crates of different sizes scattered across the level. A character, a small figure with a backpack, is at the bottom center. The screen is filled with red and yellow particles, suggesting a fast-paced action or shooter game. In the top left corner, the text "Level 3" is visible. A small white square with the number "6" is in the center.

<https://community.clickteam.com/threads/100752-House-Cleaner-A-top-down-fast-paced-slow-motion-shooter>

Game name

Sparklite

Game link

<https://blog.redbluegames.com/animating-top-down-2d-games-in-unity-5e966b81790e>

A top-down view of a 2D game level. The background is dark with some green and yellow elements. A character with red hair is in the center. There are some mechanical or technological structures on the left and right. The text "#SPARKLITE" is in the bottom left corner.


Game name

Crosscode

Game link

<https://www.alphabetagamer.com/crosscode-alpha-demo/>



Press  repeatedly to hold down the enemies in a rapid fire.

ALPHA
BETA
GAMER

INFO

Youtube review channels

Channel name

PixelProspector

Channel link

<https://www.youtube.com/channel/UCn9mFskNmFo81vwKnBUZFdg>

Channel name

TheRPGMinx

Channel link

<https://www.youtube.com/user/TheRPGMinx/about>

Channel name

Kiwo

Channel link

<https://www.youtube.com/user/Kiwioni>