

# 306-Game Design Document

***Project name:***

**REDACTED/EDGEBREACKER**

## **Concept**

*In search of a tiebreaker amidst the corporate war of 2XXX, the megacorporation Ultima Caelum sent out its cyber agents to attain redacted files from the dying government's department of defence, tasked with infiltrating the DOD, Agent Zexis and Agent Ferummous are tasked to acquire the redacted files by any means possible.*

**Genre**

**2d/gun&run**

## **Player Experience**

The player will be provided with a familiar arcade experience, the aim is to make a highly replayable gameloop, mainly centered around player's skill level and how they will become better the more they are familiar with the

game's mechanics, there is no upward progression in term of actual content that will be provided to the playr, the tool that are presented at the beginning will suffice till the end of the game.

### **Visual and Audio Style**

The game's theme is a cyberpunk dystopian and gritty. However, we will incorporate the charm of the arcade's visual design, in contrasting colors and vibrancy, while still aiming to keep the core visual identity of dark sci-fi.

### **Eraly characters concept art**



### **Platform(s), Technology, and Scope (brief)**

*The game will be developed to be ultimately played first on an arcade, and to put into consideration the*

*limits of a traditional arcade machine.*

### **Objectives and Progression**

- *The main objective within the storyline will be the acquisition of the redacted files, which will be placed at the end of each level.*
- *Redacted files will be of two kinds, the ones at the end of a level, and a collectable type of files, which players can treat as a collectable type that will enhance a player's run score.*
- *level will be leaner in design, the player's objectives will be to reach the end of the level alive, some levels' completion will be locked behind a boss fight.*

### **Game Systems**

The systems that the player will engage with will be limited, as to encourage play time, we will not bombard the player with informations or activities that are not gameplay in nature, the player gameloop that we will aim for is one where a player will get into a level get as far as they can, if they win they will be presented the a score based on multiable parameters such as clear time, collectables, damage taken, etc, the core gameplay should be the priority a player engages with tha game.

### **Interactivity**

- 8 directional input.
- 3 buttons maximum(fire,block)
- Auto pick ups of collectables.
- Reserved hit points, gameplay that awards skill and repetition till perfection.

