

DGD306-Game Design Document

Project name:

REDACTED/EDGEBREAKER

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 **Fallen states of America's** DOD(Department of Defense) HQ, tasked with infiltrating the **F.S.A**, Agent **Zexis**, and Agent **Ferummous** are tasked with **Operation: Edgebreaker** 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 game loop, mainly centered around the 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 the actual content that will be provided to the player, the tool that is presented at the beginning will suffice till the end of the game.

Visual and Audio Style

The game's theme is **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 a dark sci-fi.

Early character's concept art



Platform(s), Technology, and Scope

The game will be developed to be played first in an arcade, taking 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 collectible type of files, which players can treat as collectible type that will enhance a player's run score.*
- *Levels will be leaner in design, the player's objectives will be to reach the end of the level alive, and 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 playtime, we will not bombard the player with information

or activities that are not gameplay in nature, the player game loop 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 score based on multiple parameters such as clear time, collectibles, the damage is taken, etc, the core gameplay should be the priority a player engages with the game.

Interactivity

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

Game elements

Enemy Faction: The F.S.A FALLEN STATES OF AMERICA



The last remnants of a fallen empire stand as the weakest link in a war over the divided states, spearheaded by megacorporations seeking nothing but profit and the scraps of a shattered nation. Informants relay that the F.S.A. has acquired the means to tip the scales in its favor. Every attempt by the megacorporations to infiltrate its strongholds has failed. The identity of the F.S.A.'s weapon remains concealed till now.

This is what **Operation: Edgebreaker** aims to unveil.

F.S.A combatants:

Type1_Hound: most common enemy type with 8 directional hits toward the player, dies in one hit.



Type2_Rhino: Heavy infantry armed with an obliterating laser canon, they deal high damage in horizontal bursts and take more damage to die.



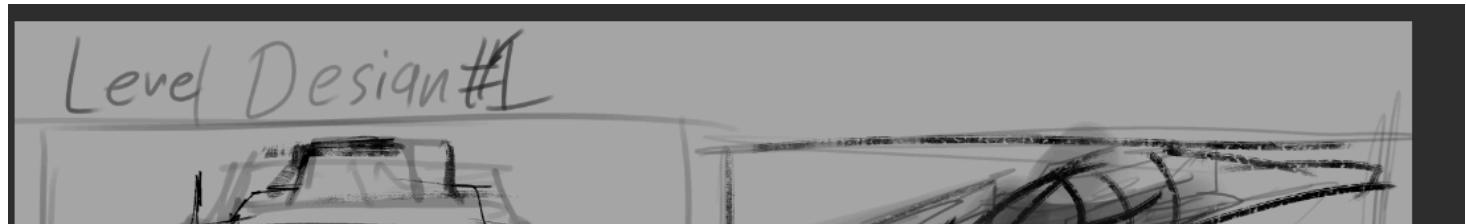
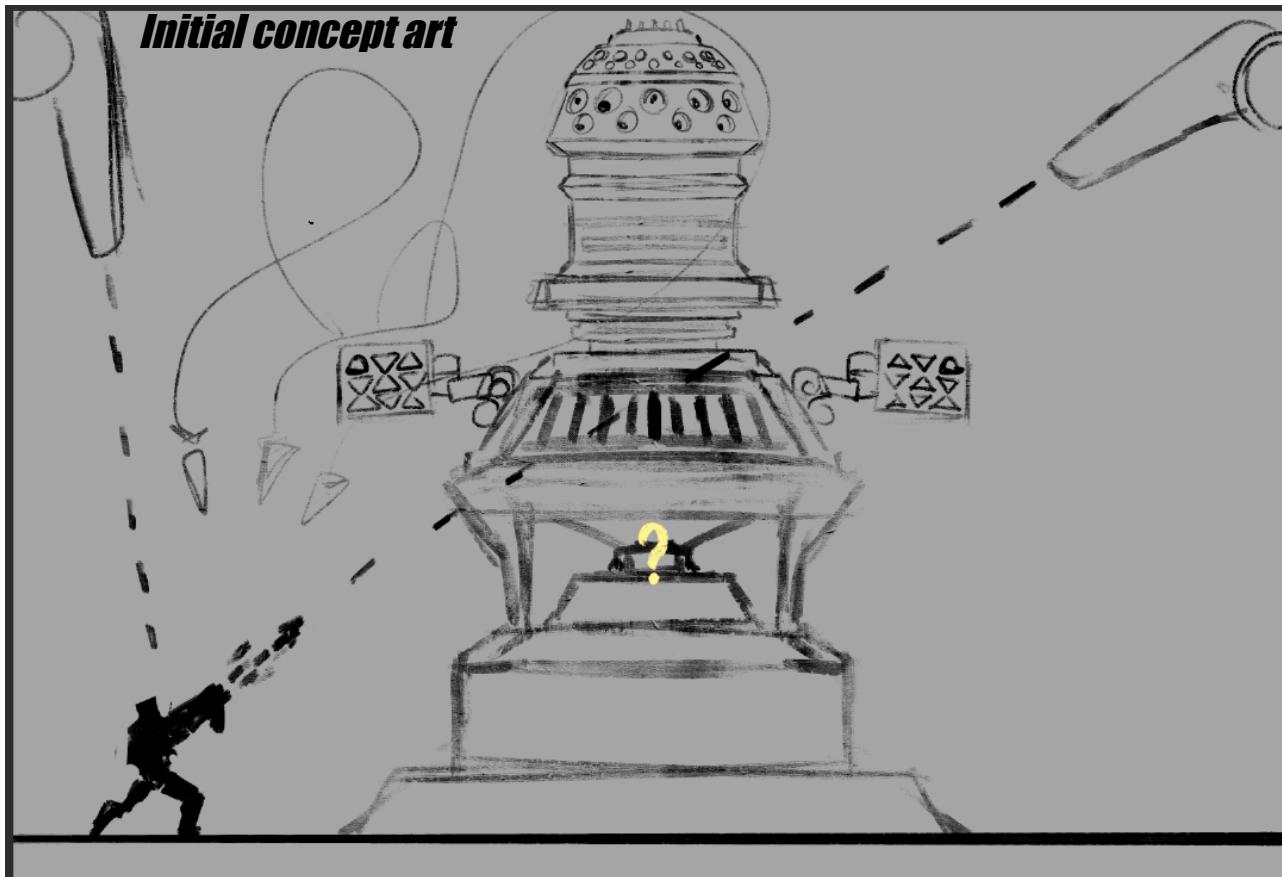
Type_3: Bomber

A Weak and slow enemy that will support fire with its allies, and when it dies, it will explode.



Boss_Concept_1: The Vault

The vault is the AI tasked with storing and protecting the first of the redacted files
Ultima Caelum is after.



Development Update/roadmap.

We have created the two players type and the gunner type is functional to an extinct all what it needs is to add animations to support 8AXIS directions, melee type is still behind.

Animation Melee Gunner

Idle	DONE	DONE
Run	DONE	DONE
Attack	-	DONE
Jump	DONE	DONE
Death	-	-

Coop Play

Adding a local multiplayer system.

Is essential.

Key feature:

Character selection menu

When a game run is started players will be prompted to choose their characters.

SINGLE PLAYER

Conceptually, if there is no P2, a single player should be able to start a run.

Enemies

Hound is able to track and shoot the player.

Rhino: not started yet.

Boomer: not started yet.

BOSS the vault: not started yet.

Animation	Hound	Rhino	Boomer
Idle	done	-	-
Run	done	-	-
Attack	done	-	-
Jump	-X	-X	-

Death

-DONE

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SCORE SYSTEM

The score system is set in place, and now enemies and collectables are added to the score.

In the future, we need to take into account 3 **variables**.

1-Collectables.

2 enemies killed.
3-time to clear the game.

They will determine the final score of each run.

And complementary to it we need to add a profile system that will give every run a profile and a name that will display each run/player score in a **hierarchy**.

progress into character selection system
able to go from selection screen into active level, but players selections dont carry over enemy 1 idle,walk,death anims r done
primary progress into coop play