



KNUCKLES BATTLE

GAME DESIGN DOCUMENT

CS596S18Team9

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Game Overview

Title: *KNUCKLES BATTLE*

Platform: PC Standalone

Genre: Top-down Shooter, Protect the King

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: May 2018

Publisher: CS596S18Team9

KNUCKLES BATTLE is a game where you take the role as Pickle Rick, with the outstanding ally of Mr. Meeseeks, to battle the incoming Knuckles that have come to find their “queen”. Using your weapons and power-ups, you must defeat the tribe of Knuckles onslaught as best you can.

High Concept

KNUCKLES BATTLE is to be set in a set level where the player must protect their tower from the advancing enemies. To reload, one must touch the tower, but if one wants to ease the battling, one must go out and collect power-ups that offer health, more damage, better bullets, etc.

Synopsis

The player takes on Pickle Rick with the ally of Mr. Meeseeks who must fight advancing enemies.

Game Objectives

The objective of the game is to not let the player nor tower reach 0 hit points while eliminating all advancing enemies.

Game Rules

The player has 150 regular bullets to use on the enemy, must stay within bounds of the level, survive till all enemies are eliminated.

Game Play

Game Controls

Mouse to change direction of the player and to scroll the screen.

WASD to move the player.

Left mouse button to fire bullets.

HUD



Figure 1: Overall level design, with HUD displaying hitpoints of user and tower, amount of bullets.



Figure 2: Main Menu

Players

Characters

- Pickle Rick
 - Main character that the player uses to navigate through the game.
- Mr. Meeseeks
 - Allied character that follows the player and attacks by circling the player creating a barrier.
- Knuckles
 - The enemy, there are various kinds within the game. Distinguished by their coat, each knuckles has a different ability.
 - Red Knuckles - short range, melee, average speed, average damage, average hp
 - Blue Knuckles - short range, big guy, melee, low speed, huge damage, huge hp
 - Orange Knuckles - short range, melee, fast speed, average damage, low hp
 - Green Knuckles - long range, average speed, big damage, low hp
- Tower
 - The objective to be protected.

Art

Setting

The game takes place in an ancient battlefield with a tower in the middle.

Game Design

The game consists of a level that contains a single plane with a single tower within the middle.

Audio

Name	Category	Description

Game Development Team Members

- Brian Vo
- Kevin Do
- Martin Engelskjerd
- Nathan Danque
- AC De Leon

Credits

- The Internet

Development Log

- Check repository at <http://rijeka.sdsu.edu/CS596S18Team9/KnucklesBattle>