

Ascend and Annihilate: Game Design Document

“Experience the thrill”



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Game Programming

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v1.0

Executive Summary

The game takes place in your old workplace. It's a top down shooter, which means you have vision of the whole level to locate the enemies you have to go against. The game includes a level up system, which means you unlock new weapons after killing every enemy and leveling up to finally reach your ex-boss. Our top down shooter is a fast-paced and strategic combat game that gets quickly addictive.

Overview

Core Concept:

Ascend and Annihilate is a fast-paced, top-down shooter that throws players into a brutal, revenge mission. You (player) take on the role of an ex-worker, you must navigate across your old workplace level by level, trying to get revenge on your ex-boss. Starting with basic weapons, you battle your way through security forces, hostile workers. Each level brings you closer to the top floor where your ex-boss awaits, and as you advance, you unlock increasingly powerful weapons to help with your mission. Our video game has an engaging story and character development throughout the whole game and environmental storytelling encourages exploration and strategic planning.

Core mechanics:

In this top down shooter, you have the ability to have an overview of the whole level including all the enemies you have to fight against. Therefore, the player will be able to adapt to the environment where he's located.

The game also includes a level up system designed for the user to upgrade through weapons after finishing a level. After every level, you unlock a new type of weapon,

starting with a bat to a pistol to a shotgun and finally to an AR to go against your ex-boss. These weapons fit the levels and are designed for different playstyles of gameplay.

Major qualities:

The combat aspect of our game is fast and tactical. You begin with simple weapons, but as you ascend through each level, you gain access to better weapons like shotguns and assault rifles that will allow you to takedown more efficiently your enemies and finally try to take down your old boss. Each floor/level will present the player with a different and diverse set of challenges, making the user adapt to new environments and forcing them to think of different tactics with the weapon they have, as enemies become more and more stronger. Each level of the office is complex and unique with tight corridors, open spaces, etc. Players must think thoroughly before committing to an action and timing it perfectly as it could get them killed if thought poorly about it. The narrative is straightforward but compelling, you want to get revenge.

Comparison to Other Games

Ascend and Annihilate has similar gaming experience to Hotline Miami, while incorporating a more fulfilling storytelling and diverse combat options. Players of Hotline Miami and Katana Zero will enjoy the mix of action and story telling and players of John Wick Hex will adore the revenge narrative, where every encounter feels like a calculated step towards vengeance. However, players of Enter the Gungeon will appreciate the variety of weapons and upgrades available.

Mental Image

Picture going up a corporate office building, floor by floor. The building is filled with armed security and hostile employees who are all trying to stop you. You are using whatever weapon you find from a bat, to a pistol to a shotgun and finally an AR. As you progress through levels, everything gets harder, the security and workers are better, but

as you go along, you get better weapons and you get more and more prepared to get revenge on the man who betrayed you.

Related Games

Hotline Miami 1 & 2: Both of these games, which are a part of the same franchise, have a top down shooter gameplay style, which is the same gameplay style we are going to be using in the game. This style essentially makes it so that you work on clearing every level and then proceed to the next level. This method of gameplay makes the game very hard and forces the viewer to beat every level very surgically and methodically.

We can see here that, when starting the level, you would have to deal with both the door guards (P) to then enter the level. After you've done that however, you have multiple choices you can make, whether you go left, right or straight is up to you, but you must clear these levels methodically. For instance, if you go straight, you'd probably need to shoot the guy directly in front of you (R) to keep on clearing the level.



Player Composites

Ryan Robert is a single 29 year old, vice president of finance, graduated from John Molson School of Business. He lays his console at his house during his free time on his 60 inch hd smart tv. The player buys games for himself and occasionally receives games as a gift. The player likes to alternate gaming platforms between PC, Playstation, and Xbox. He spends 2 to 4 hours during his gaming sessions, and he plays 2 times per week. He likes to play alone, and sometimes plays online with random people. The player likes to play games because it is fun, likes the problem solving side of games, ethical decision scenario (i.e life and death decision), the storyline and the characters as well as using video games as a means to escape from reality and the real world. The person enjoys watching sports like basketball, soccer, and American football a couple times a week, watches anime, and enjoys alcohol once in a while. He has more or less around \$85 000 USD of income. Games such as Half life 1 & 2, hotline miami 1 & 2, metal gear rising, and fallout are the types of games that interest the player. Things that compete with the players' gaming time includes his stressful job, his social life, and his familial responsibilities.

World

The world this game takes place in is a realistic world where you get fired by your boss. Enraged by this, you decide to enter the office building and kill everyone. The setting would mainly be the office building you used to work at, and will most likely feature things such as office rooms, lounges where the employees relax, presentation rooms and bathrooms.

Characters

The characters in the game are as follows:

The main character(Michael): Michael is a normal guy who used to work at the office building (LLEH industries) for his boss Mr. Natas when he was randomly fired from his work. Frustrated by this, he decides to go like a vigilante and get revenge on his boss who fired him.

Office Workers and security: The office workers and the securities are the main enemies of this game, and are equipped with different types of weapons like SMGs, shotguns and rifles. These workers are scattered around the map and have the goal of killing the main character to prevent him from killing the boss.

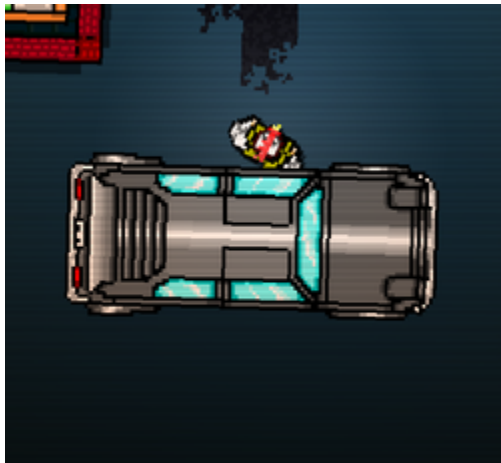
The boss (Mr. Natas): The boss is the final boss of the entire game and is very hard to beat. He has a health bar and has very different attacks. Such as splash attacks and precise attacks.

Progression Graph

Enter Building	Clear First Level	Go from Pistol>Bat	Go to Second Level	Clear Second level	Go from Pistol>Shotgun
Enter Third level	Clear Third level	Go from Shotgun to Rifle	Go into elevator to top level	Begin Bossfight with Mr. Natas	Defeat Mr. Natas (conclusion)

Art Direction

The art direction for the game is very futuristic and retro-futuristic aesthetic, combining neon-soaked color palettes with a gritty, surreal tone. Bright pinks, deep purples, electric blues, and pixelated graphics dominate the visual. Yet, this vibrancy is contrasted with the gritty violence present within the game. Its very violent yet very colourful at the same time.



UI Storyboards



Main menu:

Elements: Ascend and Annihilate (title), start (begin the game),

Gameplay Screen:

Weapons: you can see the weapon you are carrying by looking at the character

Levels: levels show entrances and exit as well as enemies and their weapons(including how many there are).

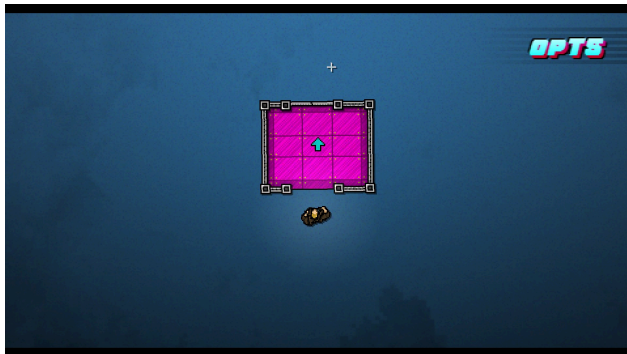
Visual style: very pixelated but vibrant in colour.

Playstyle: very strategic and surgical (must actually use your brain)

Level transition:

Elements: Going to the stairs leads you to the next level, and on the third floor you end up taking the elevator to the highest floor.

Visual; They look like stairs. (what did you expect?) There's also an elevator at the 3rd floor.



Tags and Dialogue

The game will have several things that you can do to make your character do different actions

ATTACK: A button that will swing your weapon or shoot depending on the weapon you have.

MOVE: The keys that will allow you to move up, down, left or right.

SWING: An audio that will play specifically when you swing the bat weapon

SHOOT: An audio that will play once you shoot the gun, the audio will vary depending on the weapon being used in that moment, this also applies for the enemies shooting.

GOT SHOT: An audio that will play when you as the player gets shot.

ENEMY KILLED: An audio that will play when you kill an enemy, this will be different from the player getting shot

DEATH SOUND: An audio that will play when the player character dies.

START SOUND: A sound that will play when you start the game on the home screen.

Technology Plan

Will be using the game programming software Greenfoot. Using softwares like photoshop or paint, we will be making the different sprites for the game (Player, enemies, weapons, etc).

We will be making the code on pc's running Windows 10 or higher to make the game. To collaborate on the coding part, we will be using github to make changes to the code and pushing it back to the repository so we can all work on it.



Software Architecture

Since the game will be made on greenfoot, the coding language will be made in either Java or Stride depending on which we choose to use for this specific project.

Controls

Since the game will be playable on a Windows PC, the input will be using the keyboard and mouse, using WASD or the arrow keys, you will be able to move Up, Down, Left or Right using the corresponding key. Using the mouse, the player model will point towards the cursor and once clicking the left click, you will be able to shoot / swing your weapon in that direction to aim towards the enemy.

Level Design

The game will have a start screen, which is not considered a level but will have a button to start the game

The levels will always be designed to work with the weapon that you currently have unlocked.

For example the first level you start off with a melee weapon so the first level will be built around that. With tight corners and short hallways.

The second level is when you unlock the machine pistol. The level will be made to be close range but with more open rooms to capitalize off how you can now shoot the enemies from a distance instead of needing to be up close with the bat.

The third level you unlock a shotgun, this level will be designed to be similar to the second level but with more enemies, you will be able to capitalize off the shotgun's slow fire rate with a large spread to kill multiple enemies in quick succession.

The fourth level you unlock the Assault Rifle, this level will have long range encounters with large office rooms and long hallways, this will allow you to take advantage of the AR's ability to take longer engagements with a faster fire rate. The AR will be a mix of the pistol's accuracy and the shotgun's ability to shoot multiple bullets so you can shoot fast and with the ability to kill multiple enemies.

The fifth level will be the boss level, this will take place in a large open room with different sprites for cover (desks, chairs, etc) The boss will be a sort of "bullet hell" using cover and movement you have to dodge the boss's attacks, between shots you'll have to go in and out of cover and shoot the boss who will be at the top of the screen with a huge health pool.

Once beating the boss there will be a screen that shows to say how you beat the game.

Mechanics Analysis

Fast-Paced Combat

- This mechanic emphasizes speed and precision. Players must quickly react to enemies, balancing between offense and defense. Every second matters, demanding quick reflexes and tactical thinking.
- Strategic Conflict: Players must decide when to attack, dodge, or switch weapons, often in the blink of an eye. Mistakes are punished harshly, forcing players to restart sections if they die.

Weapon Variety and Progression

- As the game progresses, the protagonist gains access to better weapons, each with unique strengths and drawbacks (e.g., shotguns for close combat, rifles for range). This encourages players to adapt their playstyle to fit the tools available.

Schedules and Related Elements

Schedules

Game Proposal + Team members	- October 3
Game Design Document	- October 17
Game Project Implementation	- November 28
Project Presentation + PPT Slides	- December 3 & 5
Group meeting	- Once/Week
First Meeting	- October 21
Second Meeting	- October 28
Third Meeting	- November 4
Fourth Meeting	- November 11
Fifth Meeting	- November 18
Sixth Meeting	- November 25

Staffing plan

Phase 1: Pre-production (2 weeks)

- Main Task
 - Come up with the game vision, brainstorm
 - Team formation
 - Game proposal
 - Design documents
 - Technical foundation
- Focus
 - Setting up the project and first gameplay design

Phase 2: Early Development (2 weeks)

- Main Task

- Build the foundational gameplay system and level design
- Focus
 - Implement player mechanics, enemy behaviors, level difficulty and user interface

Phase 3: Mid Development (2 weeks)

- Main Task
 - Expand the contents of the game, finalize the mechanics
- Focus
 - Adding more details to the game world such as features, design, audio, and musics

Phase 4: Final Development and Finalization of the game (2 weeks)

- Main Task
 - Finalize the game
 - Fix bugs
 - Prepare for game launch
- Focus
 - Get feedback from others such as family and friends and test game
 - Optimization of the game

Key developers

Team leads qualifications

- Strong problem solving skills
- Active listener and effective communication skills
- Ability to guide team members on technical task
- Ability to prioritize task and manage deadline effectively

Producers qualifications

- Capacity to plan and execute project effectively
- Excellent communication skills
- Ability to motivate and inspire team members
- Ability to negotiate contracts and deals with different parties
- Aware of industry and regulations and best practices

Managers qualification

- Knowledge about industry trends and competitive aspects
- Time management skills
- Experience with planning events and projects
- Experience in sales and/or knowledge of sales techniques
- Ability to adapt to changing events and/or unexpected challenges

Status

The game is currently in the pre-production phase where we focus on shaping the game design and establishing the core elements of the game. The concept of the game has been elaborate as well as the game mechanics. The Game Design Document has been written covering the story, the characters, the controls, software architecture and the tags and dialogue. The mechanics such as the combats, resources, weapons have been defined but not yet implemented. The art concepts for the world as well as the characters are in development.

Budget

We aren't spending any money on the game since we are college students and very broke.

Change Log

Date	Version	Description	Reason	Author
2024-10-03	1.0	First version of the game completed	Initial complete version of the game design document	Nicolas Steve Lucas Andrew