De-Akumatize!

GAME DESIGN DOCUMENT

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February 17, 2016

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**CHAPTER 1**

**OVERVIEW**

1. **Title:** De-Akumatize!
2. **Genre:** Casual, arcade game
3. **Perspective:** Third person
4. **Game mode:** Single player
5. **Target audience:** Everyone

**CHAPTER 2**

**BACKGROUND STORY AND FLOW**

1. **Setting:** Video-game version of Paris.
2. **Main playable characters:**
   1. Chat Noir  
      Chat Noir is one of the two luck-based heroes of Paris. He has loosely styled blond hair, black cat ears, green cat-like eyes, black mask that covers the area around his eyes and a black suit with clawed gloves and a belt that acts like a tail. He represents bad luck as his costume resembles a black cat which is one of its most popular icons.
   2. Ladybug  
      Ladybug is one of the two luck-based heroes of Paris. She has dark blue hair styled into two pigtails held by two red ribbons and a similar mask to Chat Noir’s but is red with black spots and shows her sky blue eyes. Her suit has the similar style to her mask. She’s the symbol of good luck as her costume represents on the most popular symbols for it: the ladybug.
3. **Background story:** Hawkmoth made another gamer a pawn of his schemes to capture Ladybug and Chat Noir’s Miraculous. Chat Noir and Ladybug rush to the new villain—the Game Developer--and they were then sucked into a video game world where they’re only chance of escape is to clear the level they’re stuck in!

**CHAPTER 3**

**GAMEPLAY**

1. **Player goals and objectives**
   1. **Main goal**
      1. Clear the level of the “akuma” blocks.
2. **Challenges**
   1. Make sure that the ball stays up in the air for as long as possible.
3. **Game logic**
   1. Players must use the paddle in order to let the ball destroy the blocks.
   2. The ball bounces at the north, west and east edges of the screen.
   3. When the ball hits the “akuma” blocks, the ball bounces off it and is destroyed.
   4. When the ball falls to the south edge of the screen, the player has to redo the entire level.
4. **Rules and mechanics**
   1. **Player rules**
      1. Players must destroy all the blocks in order to win the level.
      2. Player can only use the paddle to maneuver the ball.
   2. **Ball & paddle mechanics**
      1. The ball bounces off the paddle, blocks and the north, east and west edges of the screen.
      2. The paddle can move only left or right.
   3. **Navigation and view**
      1. The game is viewed from top-down.
   4. **Environment**
      1. Blocks are destroyed when the ball hits them.
      2. The player can only move the paddle.
5. **In-game player assistance**
   1. The player can opt to read the game rules and from the “Help” option in the main menu or will be read after the player has selected a main character to play with but before the game starts.
   2. The following points will be discussed in either the aforementioned scenarios:
      1. How to control the paddle.
      2. The main goal of the game.

**CHAPTER 4**

**ELEMENTS**

1. **Environment**
   1. The game environment
2. **Interactive objects**

**CHAPTER 5**

**I/O CONTROLS AND GUI INTERFACES**

1. **Control system**

|  |  |
| --- | --- |
| **Key control** | **Action** |
| A / <- | Moves paddle to the left. |
| D / -> | Moves paddle to the right. |
| Space bar | Launches the ball from the paddle. |

1. **Interfaces**

|  |  |
| --- | --- |
| **Main Menu** | **Description** |
| New Game | Start the game. |
| Choose Character | Before starting the game, player has to choose between Chat Noir or Ladybug as their main character. |
| Help | Shows how to play the game and how to win it. |
| Exit | Exit the game. |

**CHAPTER 6**

**VISUAL AND AUDIO FEATURES**

1. **Visual and audio style**
2. **Environment and character effects**
3. **Soundtrack**

**CHAPTER 7**

**CONCEPT ART**