RAMAYANA :

STORY OF RAMA AND SHINTA

PROPOSAL / GAME DESIGN DOCUMENT

V 0.3

Authored by Ardiawan Bagus Harisa

CURVESKIDS

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I. Game Design

a. Title

i.   Game Title   : Ramayana : Story of Rama and Shinta

ii. Target   : 10+ , Android

iii. Team   : Curveskids

iv. Member   : Ardiawan Bagus Harisa (kertaskids@gmail.com)

  Husain Ali (join.curves@gmail.com)

  Yusuf Galih Aji Putra (yusuf.galih.spensa@gmail.com)

b. Summary

Get inspired by the story of Ramayana, where Rama was incarnation of God Krishna who looking for her wife, Shinta, that kidnapped by evil Rahwana, evil giant from Ngalengka. On his adventure to save Shinta, a white miracle monkey called Anoman come and help him. It's not that easy to save Shinta, Rahwana troops would always hunting for Rama and Anoman. There would be stats and equipment that Rama can upgrades by collecting wisdom point and trade it on the wisdom shop. In order to save Shinta, Rama have to destroy all of the Rahwana troops and defeat the boss, Rahwana.

c. Objectives

Through this game, we want to pursue the player to do kindness / goodness in the real world. This game will showing us, the player, words of wisdom by collecting certain items. We believe with this way we can achieve what we want to achieve, pursue the players to do goodness. Beside, this game contains traditional and famous-cultural indonesian story, Ramayana. We want to give education outside the textbooks. We believe that the interest of traditional puppets would be increased.

d. Gameplay

Player control a character (Rama) inside the game world. Ramayana : Story of Rama and Shinta is 2D Action-Platformer game. Player should survive and reach finish point in every stage of game. There would be 8 stages in prototype. At the last stage of game Rama should battling boss. During the adventure, player can collects wisdom point that would be used as trading point to buy equipment such as Armour and Weapon and

upgrade character stats i.e Health Point. Every time player collect wisdom point, there would be wisdom words shown on the screen.

In order to make that happened, player can do :

i.   Action

1.   Moving

Player can do both moving right and left. There are buttons that would be triggers how player can achieve this action.

2.   Jumping

In order to pass a gap, player should jump by pressing jump button. Some collectible items are up above the character so player should jump up.

3.   Shooting

Player can shoot enemies to get wisdom point and win the stages.

ii.   Upgrade

1.   Stats

Player can trade out his/her wisdom points to upgrade his/her stats ie. Health Point, Strength, Intelligence, Agility.

2.   Equipment

Player can buy armor and weapon. It would increase stats of the character.

II. Technical Design

a. Screen Flow

*design is not finish yet

b. Screen

*design is not finish yet

i. Splash screen

Showing the logo of the creator of this game.

ii. Loading screen

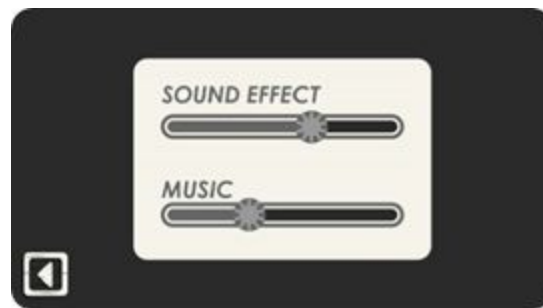Showing the status / progress of game.

iii. Main Menu screen

This is the main menu of the game. Player press play button to play, or press option button to set the game preference, or press info button to get information about this game. The main title would be animated moving up and down.

iv. Option & Info screen

Player can set audio volume option screen.

Player get info about how to action on the game here, in this info screen.

v. Level Menu screen

Player have to play and win a previous stage before a next stage unlocked. Some stages have story to entertain and give hints to player to play the game.

vi. Game screen

This is the main screen of the game. There are 4 layered parallax background to increase the aesthetic element. Fogs would bring the player amazing jungle environment.

c. **Mechanic**

i. Player

1. Move left & right

Player can move the character left or right as which movement button he/she pressed.

2. Jump

Player can jump to pass a terrain gap or to get wisdom point above the character.

3. Stoop

Character can stoop to avoid enemies fire.

4. Shoot

Player can shoot the enemies to get wisdom points and to complete stage.

ii. UI

1. Bounce in / Fade in

Every time screen changed, UI of this game would bouncing into the screen. This is to increase the interest of the players.

2. Bounce out / Fade out

UI will bouncing out as player do an action i.e pressed a button.

3. Shake

UI will shakes as player do an action i.e pressed a button.

iii. Enemies

   1. Chase the character

      Enemies will prevent the character to reach finish point. The enemies will chase the character in a certain range.

   2. Shoot

      Rahwana can spawn arrows. If Rama get hit by this arrow, it would reduce Rama's health point.

   3. Spawn wisdom point

      If an enemy dead, it will spawn a wisdom point.

iv. Environment

   1. Terrain

      The platform on the game is uneven terrains and in some cases, player have to jump to pass a terrain. There will be moving terrain, so the player should jump in the right time.

   2. Parallax Background

      There are 6 layered rendered environment images.

v. ARD (Auto Ramayana Difficulty)

   This is auto difficulty system that would determine the difficulty of the game. We want bring immersivity to every player by giving difficulty that fit to player.

vi. Items

   1. Wisdom points

      Player collects this item and used it to upgrade stats and buy equipment. Every time player get wisdom points, words of wisdom would be shown on the screen. That words would pursue the player to do goodness.

   2. Armor

      Armor will increase the defense of player by reducing enemies arrows damage.

   3. Weapon

      This will increase character damage so player can beat the enemies easier.

III. *Visual Arts*

a. Style attributes

The characters in this game are chibi to fit any ages using vector images.

*Image above is only a reference.

b. Art needed

i. Characters

1. Rama

Rama is the main character of this game. Holding a weapon, holy bow.

2. Shinta

*design is not finish yet

3. Rahwana

Rahwana is the main antagonist character of this game. He was kidnapping Shinta, the wife of Rama.

4. Rahwana Troops

*design is not finish yet

ii. Environment

    1. Theme

        Theme of this game is jungle in the Ngalengka Kingdom.

    2. Platform

        The platform that character can standing up is uneven terrain.

    3. Effect
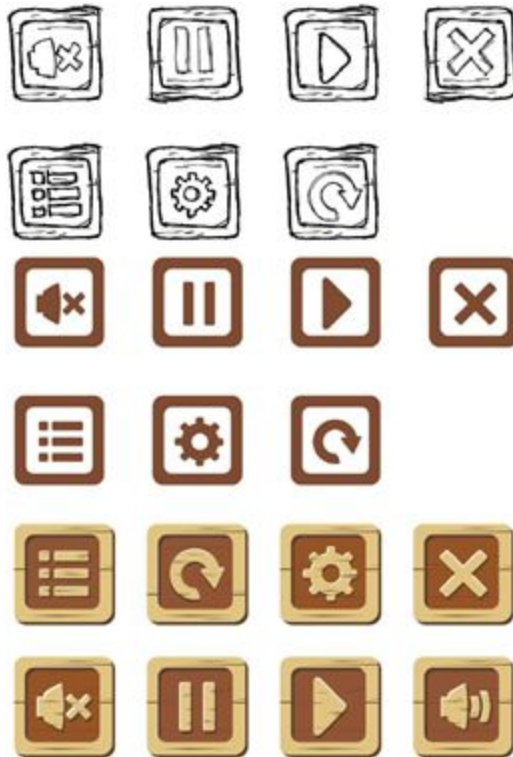
        *design is not finish yet

    4. Items

        *Image above is only a reference.

    There would be 3 types of items. One is widom points, secondly is weapon, last is armor. Player can buy this item with wisdom points.

iii. UI

    1. Button

2. HUD & Bar

3. Board

IV. Sound / Music

a. Sound Needed

  i.   Foot step

  ii. Jump

  iii. Shoot

  iv. Get hurts

  v.   Getting wisdom points

  vi. Button Clicked

b. Music Needed

For the environment music, this game use fast and medium beat for background music.

The combination of traditional javanese and modern beat melody.

*design is not finish yet

Note : all of those art designed and polished by Husain Ali.