Game Design Document

1. Title Page
   - Game Name – Monkey Mania.

2. Story
   - Backstory – Abu our hero was captured and taken from his home by hunters. Somehow, he has managed to escape and is now trying to find his way back home. Abu found a Map with the hunters, a map that will lead Abu home to his family. Abu has a long journey ahead of him with many obstacles to face.

3. Game Overview
   - Game Concept- Monkey Mania is similar to the classic 2D platformer Contra and Mario. This game is aimed at players who like to complete challenging obstacle courses that find joy in completing complex levels which require careful movement. This game is made for a general audience and does not contain any sensitive content.
   - Genre- Action-Adventure
   - Target Audience- 3+ years
   - Look and Feel – Visuals are of various types. Depending on the levels and Abu's choices there will be multiple themes. Themes range from Forests, Magical Lands, Dungeons and even Seas.

4. Characters and objects in the Game
   - Abu – The hero of our game, is a playful monkey Abu. He is a strong promising monkey who will do anything in his control to find his way back home. Hence, he has to travel through forest and unfamiliar locations to try and find his way back home.

     - Objects
       - Bananas – Abu while moving through the levels, has to collect bananas to provide life. He has 5 health points to start with but loses one for each hit by the enemies. Each banana collected grants him an extra health point. Each level has different numbers of available bananas to collect for Abu. Level 1 has 3 bananas to collect, whereas, Level 2 has 4.

       - Gems – These provide Abu a ticket to the next level. Gems are placed randomly throughout the levels. Level 1 has 40 gems and level 2 has 80 gems. To successfully complete a level and move to the next, Abu has to collect at least 70% of the gems for each level.
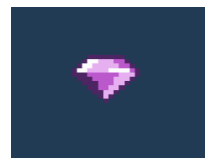
   - Enemies - There are varying enemies in the game who are placed randomly throughout the game and aim at attacking Abu in different ways. They all have one life and die if Abu jumps on them.

       - Hunter - A man with a blade looking to strike Abu is shown in level 1 and kills Abu with his blade if he gets too close. Once Abu collides with the hunter and if the hunter survives, he follows Abu for a certain distance to attack before giving up the chase. There are about 9

hunters shown in level 1.

- Dungeon Fire Zombie – A mindless dungeon zombie, which is on fire, runs around aimlessly in the dungeon. If Abu gets too close, he loses one health point and is pushed back. Zombies, similar to hunters if hit by Abu and survives, follows him for a certain distance to attack before giving up the chase. There are about 9 zombies shown in level 2.

- Wizard - A mystical man lurking in dungeons and throwing fireballs. If the fireball or the Wizard touches Abu, he loses one health point. Wizards have lost the ability to move and have their feet rooted deep inside the ground, hence attacks by throwing fireballs. There are about 13 wizards shown in level 2.
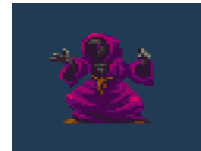

5. Gameplay

- Objectives – The main objective is to survive and complete each level. But there is a catch - to successfully complete any level, Abu needs to collect 70% of the available gems and not lose all health points. If Abu fails to collect 70% of the gems or his health point hits 0 he will have to start the level again.

- Play Flow – Abu will move in all directions in a 2D environment where he will collect bananas and Gems. Abu will have to traverse the ever-changing terrain to destroy or doge all his enemies and collect Gems and bananas. Each time Abu is attacked, he gets hurt and is pushed back and he also loses a health point. If the health point hits 0, Game Over.

- Rules - Abu starts with 5 Health points, with each fall outside the map or each hit of any enemy or obstacle, Abu will lose one health point. Abu can also collect bananas scattered throughout his journey to increase his health points by one for each banana he collects. Abu also needs to collect 70% of the available gems to complete each level.

6. Levels
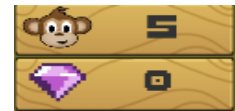- Level 1 - A basic forest with only one type of enemy. There are some hidden passages to be explored here.

- Level 2 - A more elaborate and complex environment with Dungeons and multiple different types of enemies. These enemies have the ability to shoot fireballs as well.
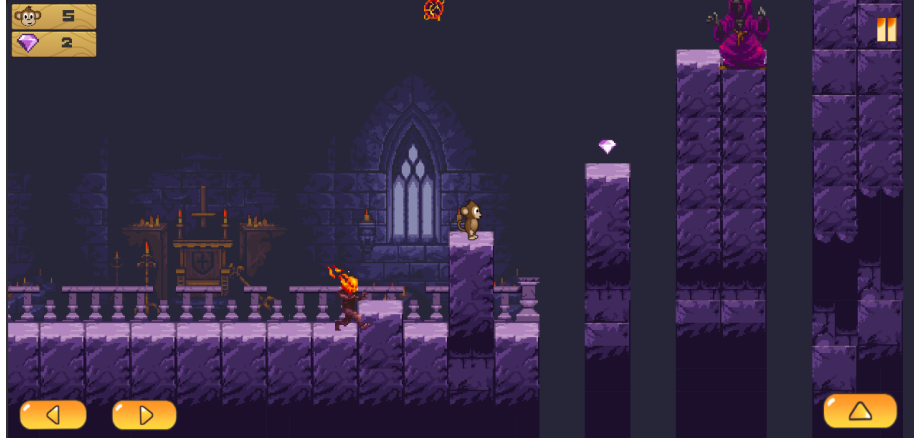
7.   HUD and Mechanics
- HUD
  - Top left – Number of health points left, and Number of gems collected.

- Controls
  - Movement in the game –
    - There are 2 directional keys one for forward and one for backwards on lower left of the screen.

    - Abu can jump using the jump key located on the lower right of the screen.

  - Top right – Pause button.

8.   Game Flowchart