

Frog's Adventure



Project Type: 2D Platformer

Batuhan Solcan - 24060005064



The Story

Game Developer Batuhan Salcan

Frog's Adventure



Help Frobert to save his love

🍒 May 25 🍒

The Main Character : Frobert



Idle



Run



Jump



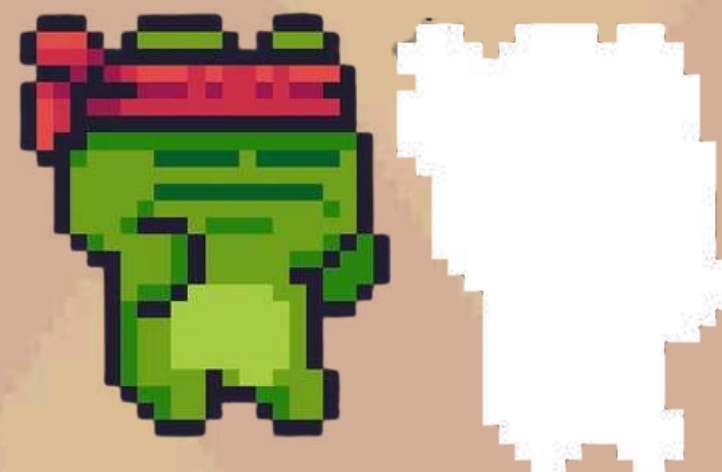
Double Jump



Wall Jump



Dash



Hurt



Attack

Princess Lily



Dragon Lord : Drako



The Dragon Lord, comes from a more detailed world, different from our monotonous one.

Traps

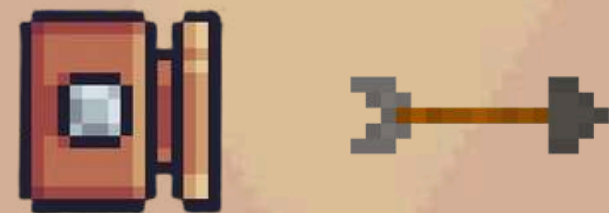
Spikes



Fire Trap



Arrow Trap



Spike Head



Soilder



Planning to add more mobs

Interactive Platforms

Moving Platform



Timed Platform

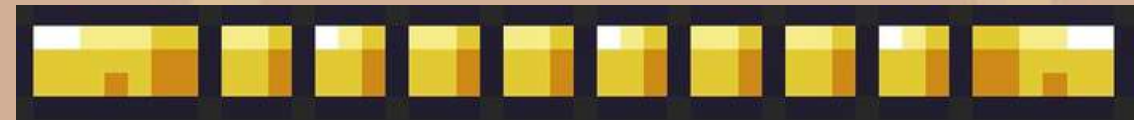


Falling Platform



Breakable Platform

(Works with a special fruit
power-up)



Power-up Fruits



Kiwi : Cherry Magnet



Strawberry : Makes the
player invisible



Banana : Makes the
players size smaller



Watermelon : Makes the
player heavy



Cherry : Collect cherries in the levels and buy skills



Pineapple : Collect 9 of them and enter the secret room for a special alternate ending

The Skill System



SKILLS



Movement



Req. Level
5



Req. Level
7



Req. Level
11

Attack



Req. Level
3



Req. Level
13


Health



Req. Level
2



Req. Level
9



Worlds

The Whispering Forest



The main world of Frobert and Princess Lily. It has less detail and it is monotonous.

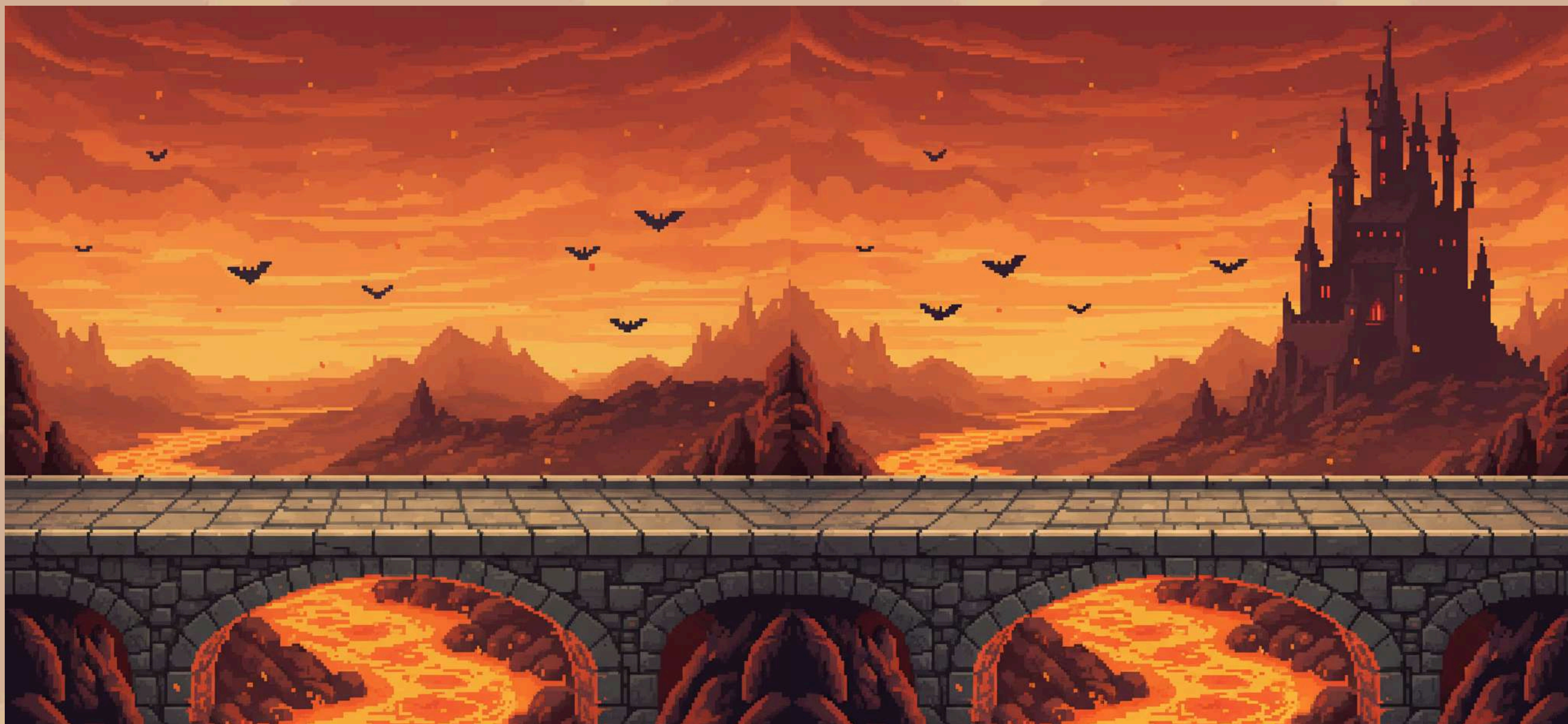
The Pink Lands



The lands Frobert must pass through to reach the Dragon's World. It has more details than the previous world.

The Dragon's Castle

The world of the Dragon Lord Drako. It is the most detailed world of the game. Player can feel that it is a different and challenging world.







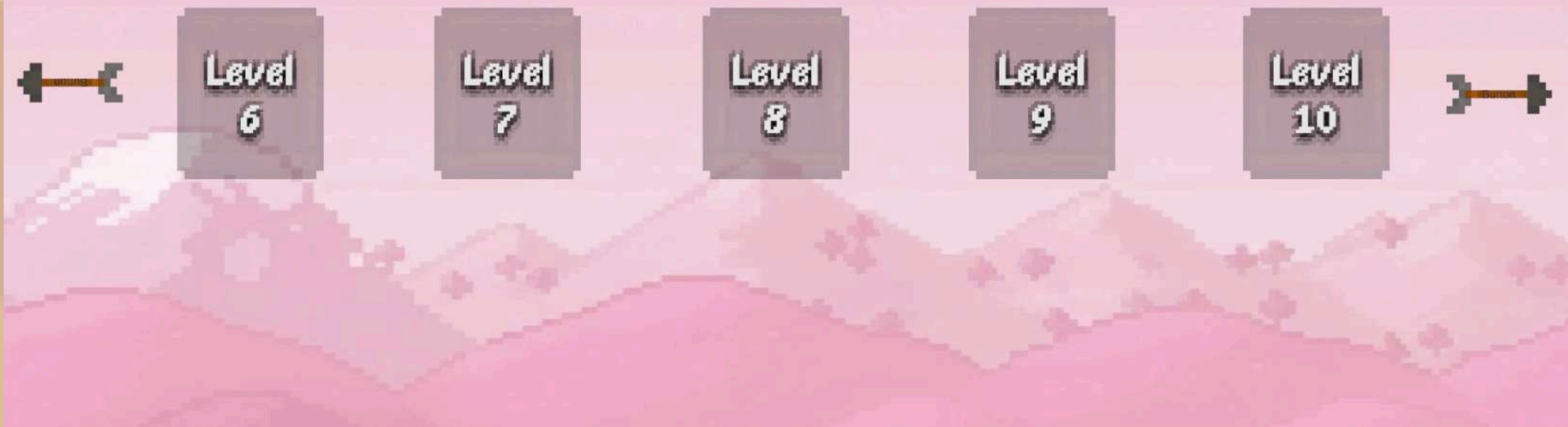


The Level Selection Menu

The Whispering Forest



The Pink Lands



The Dragon's Castle

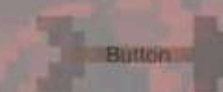
Level
11

Level
12

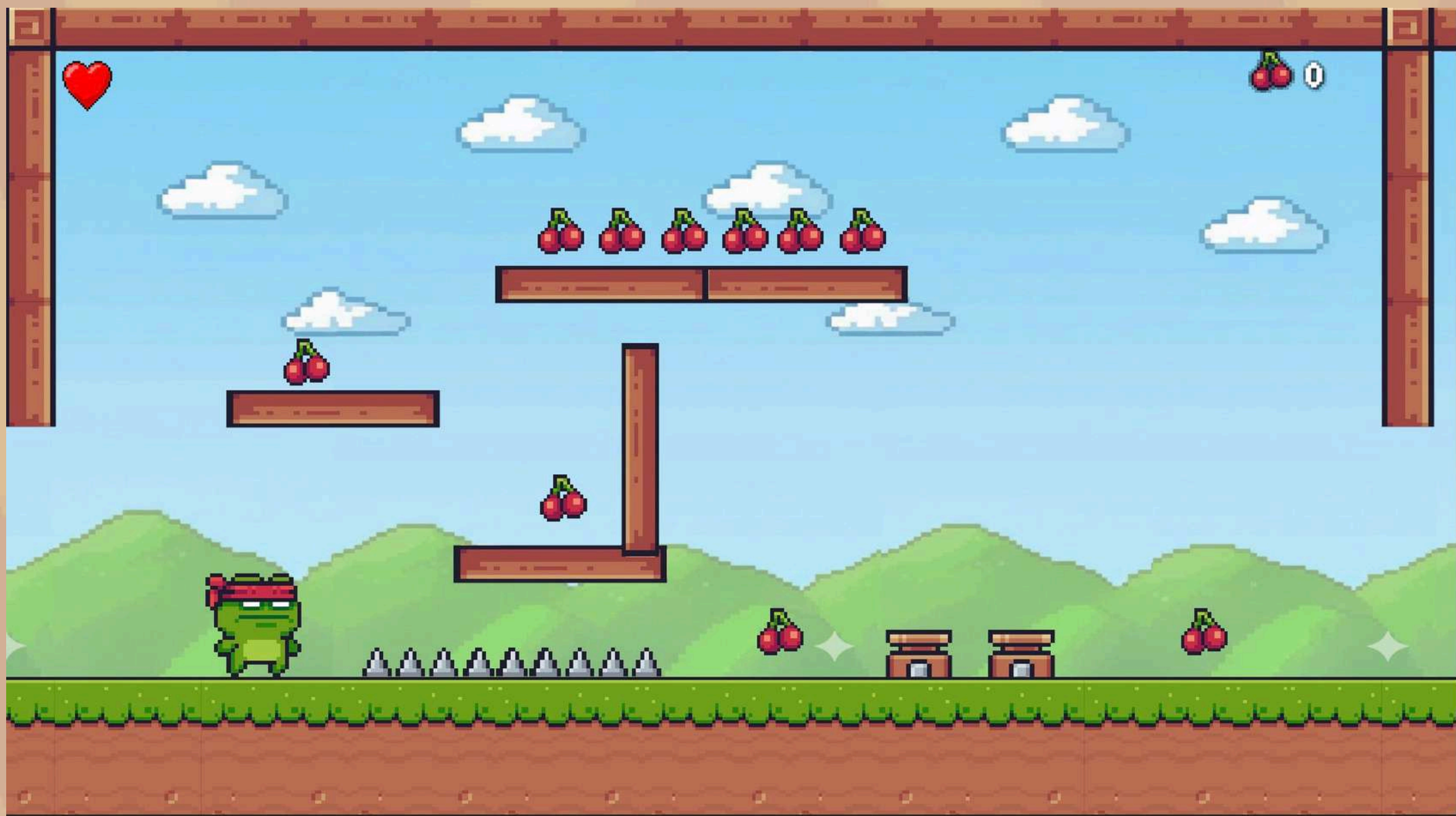
Level
13

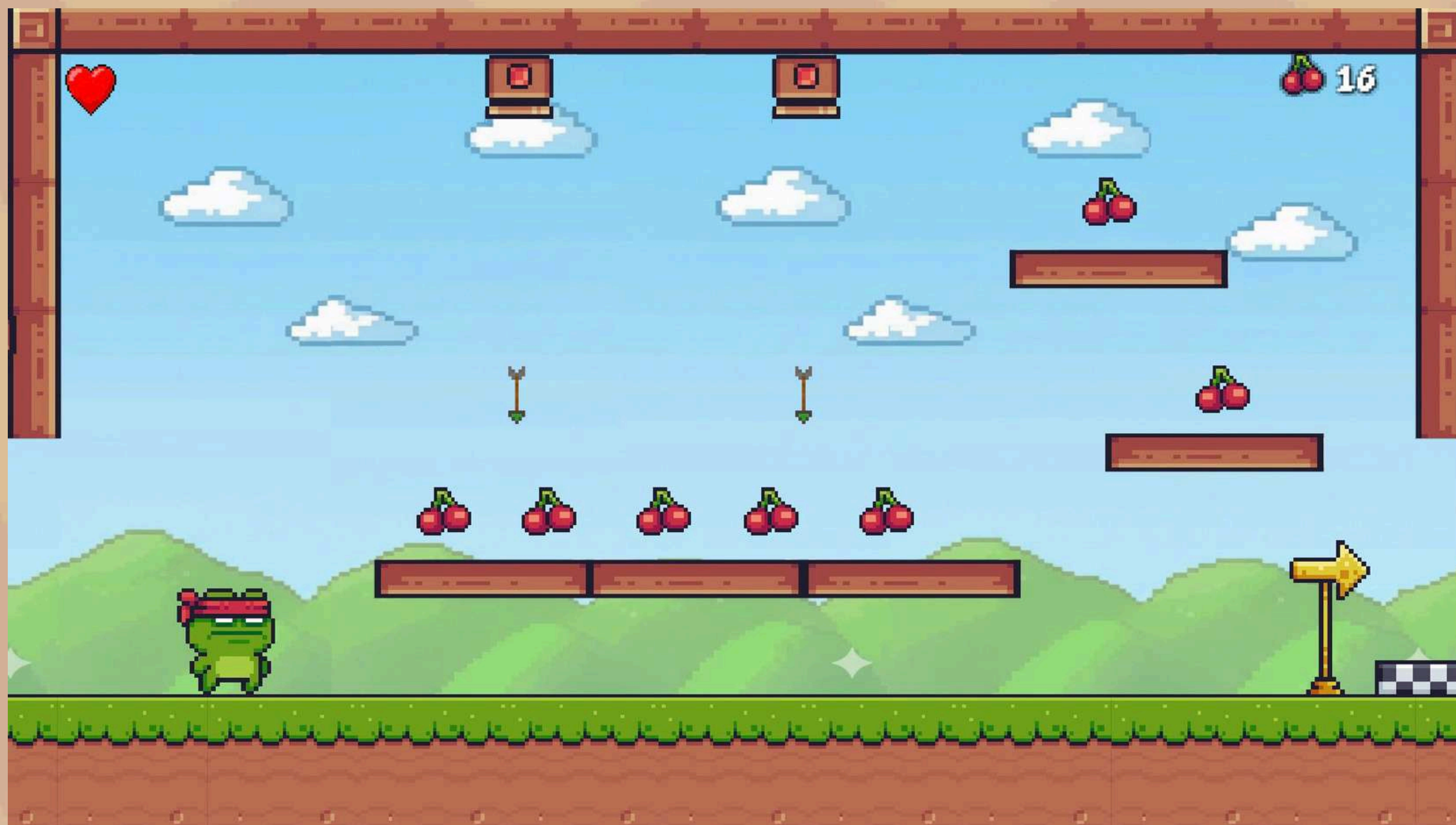
Level
14

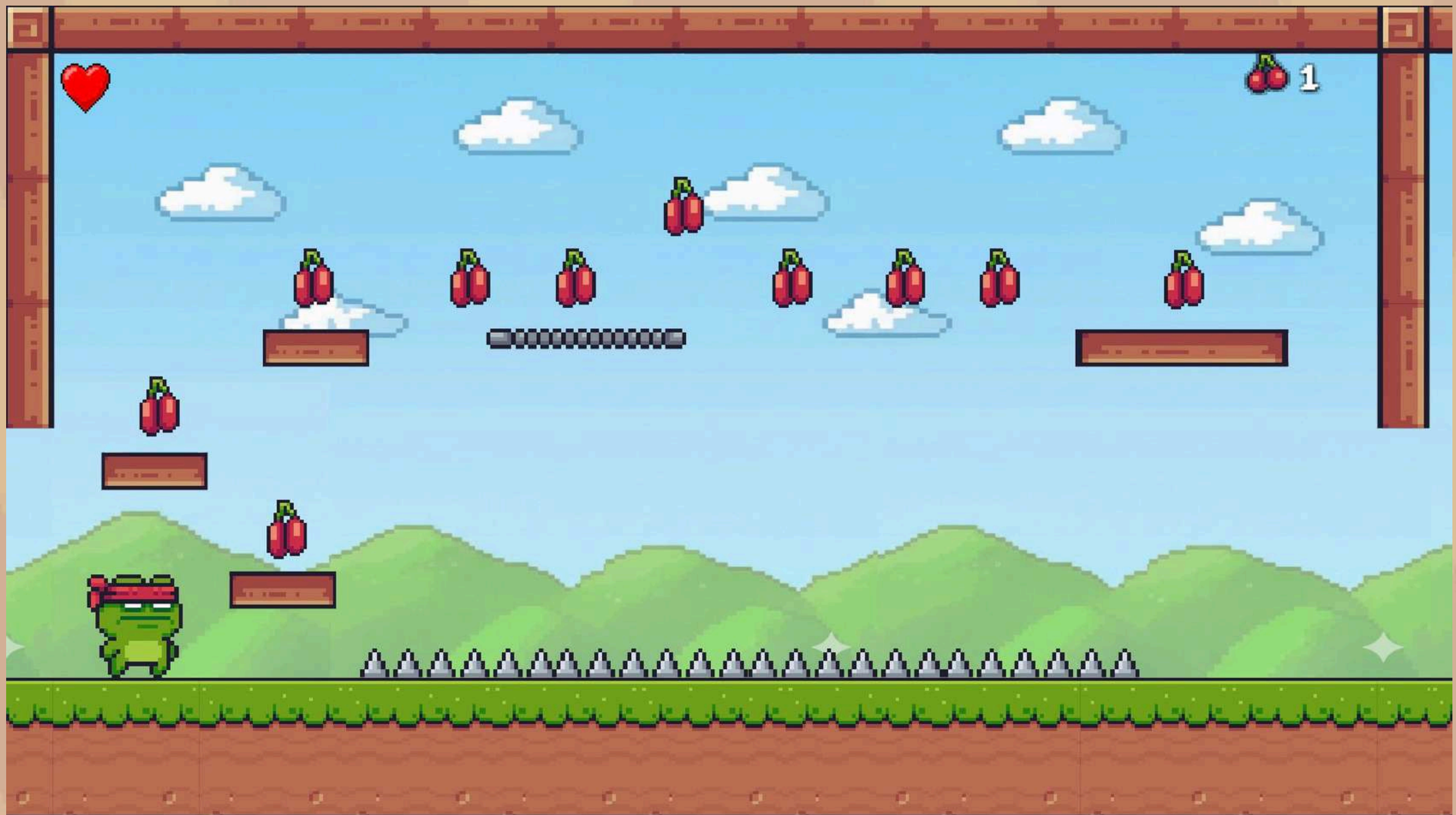
Level
15

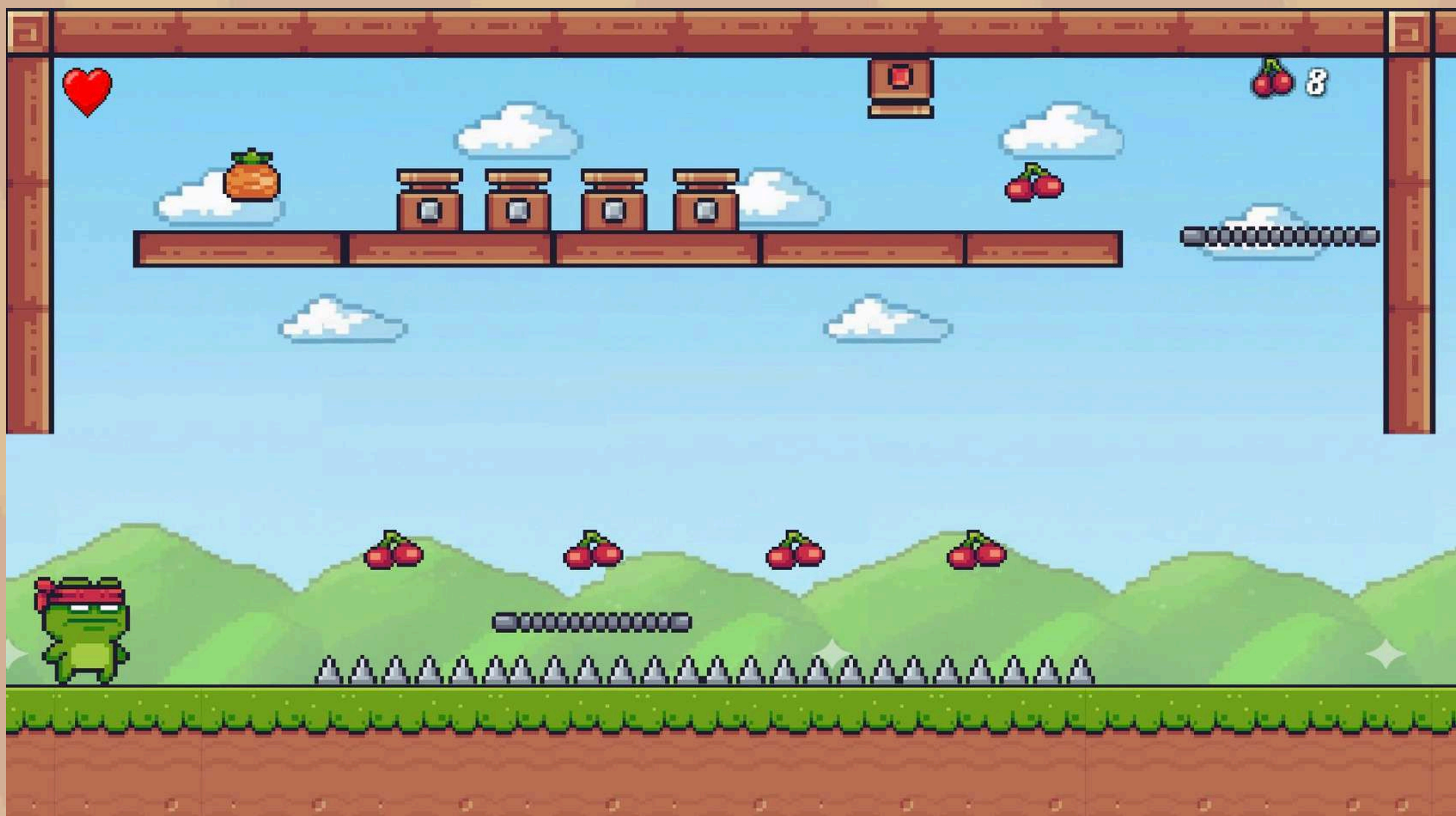


Level Examples















GDD Elements

Game Design Document: Frog's Adventure

1. Game Summary

1.1. What is the Game?

Frog's Adventure is a 2D platformer with pixel-art graphics. Players control a hero frog, running, jumping, and fighting enemies. As the game progresses, our frog gets stronger by learning new abilities from a Skill Tree.

1.2. Genre

2D Adventure & Platformer

1.3. Who is this Game For?

For anyone who loves fun, challenging, and old-school style platformer games.

2. Story and World

2.1. Story

The peaceful Lilypad Kingdom is attacked by the evil Dragon Lord, Drako. Drako kidnaps Princess Lily, the source of the kingdom's magic, and takes her to his castle. The kingdom's only hope is its bravest warrior, our frog, Frobert.

2.2. Characters

- **Frobert (The Hero):** Our brave frog who starts his adventure with only a simple jump.
- **Princess Lily (The one to be rescued):** The heart and soul of the kingdom.
- **Drako (The Villain):** An evil Dragon Lord who loves power. He is the final boss of the game.

2.3. Game Worlds

The game is split into 3 different worlds. Each world will introduce new mechanics, puzzles, and enemies.

4. Progression System: "The Frog's Path"

The system that makes the player stronger is the **Skill Tree**.

4.1. How to Get a New Ability?

There are **two conditions** to unlock a new ability:

1. You must have finished a specific level (Example: "Complete Level 3").
2. You must have enough Cherries to buy it.

4.2. Sample Skill Tree

- **SURVIVAL:** 1st Extra Health (Requires: Level 2, 50 Cherries)
 - **MOVEMENT:** Wall Jump (Requires: Level 5, 100 Cherries)
 - **COMBAT:** Finite Shuriken (Throwing Star) (Requires: Level 3, 75 Cherries)
-

5. Enemies and Bosses

5.1. Currently Implemented Enemies & Hazards

The project includes a wide variety of enemies and traps that are fully functional. These will be distributed across the 3 Worlds to create a smooth difficulty curve.

Static & Dynamic Traps

- **Arrow Trap (ArrowTrap.cs)**: A trap that fires projectiles on a set timer, using an object pool for its arrows.
- **Firetrap (Firetrap.cs)**: A trap that activates with a short delay when the player steps on it, creating a temporary damage zone.
- **Spikehead (Spikehead)**: A "smart" trap that uses Raycasts to check for the player and charges at them in one of four directions.
- **Spikes**: A trap that when the player touches, it will damage the player.

Enemy Types

- **Patrolling Enemy (Enemy_Sideways.cs, EnemyPatrol.cs)**: Simple enemies that move back and forth between two set points. The EnemyPatrol version includes an "idle" state for more complex behavior.
- **Melee Enemy (Enemy.cs)**: Uses a.cs:
- BoxCast to detect the player in a short range. When the player is in sight, it stops patrolling and attempts a melee attack on a cooldown.
- **Ranged Enemy (RangedEnemy.cs)**: Similar to the Melee Enemy, but attacks from a distance by firing projectiles.

5.2. Final Boss: Dragon Lord Drako

The fight with Drako will have multiple stages.

6. Secret Reward: The "True Ending" Room

This is the ultimate reward for players who find all secrets in the game.


6.1. How It Works

- There is a locked door at the beginning of the game, marked with a Pineapple symbol.
- The door's lock opens only when the player has collected **all 9 Pineapples**.
- However, what's inside the room depends on one other condition: the player must have also **completed the game** (defeated Drako and rescued Princess Lily).

6.2. What's Inside the Room? (The True Ending)

- A lot of cherries as a reward.
- If the player enters the room *after* finishing the game, they will find Princess Lily waiting inside.
- When the player approaches her, it triggers a special cutscene:
 1. The Princess thanks Frobert for his bravery.
 2. She leans in and kisses him.
 3. A magical effect plays (a flash of light, a sound effect).
 4. Frobert (the frog) transforms into a prince.
- This reveals the "True Ending" of the game: our hero was a prince under a curse all along, and the kiss breaks the spell.
- The scene ends with the new Prince and Princess together, followed by a "Happily Ever After" message.

- This game is being developed using Unity and C#
- The assets used were obtained from the Unity Asset Store



Thank You!