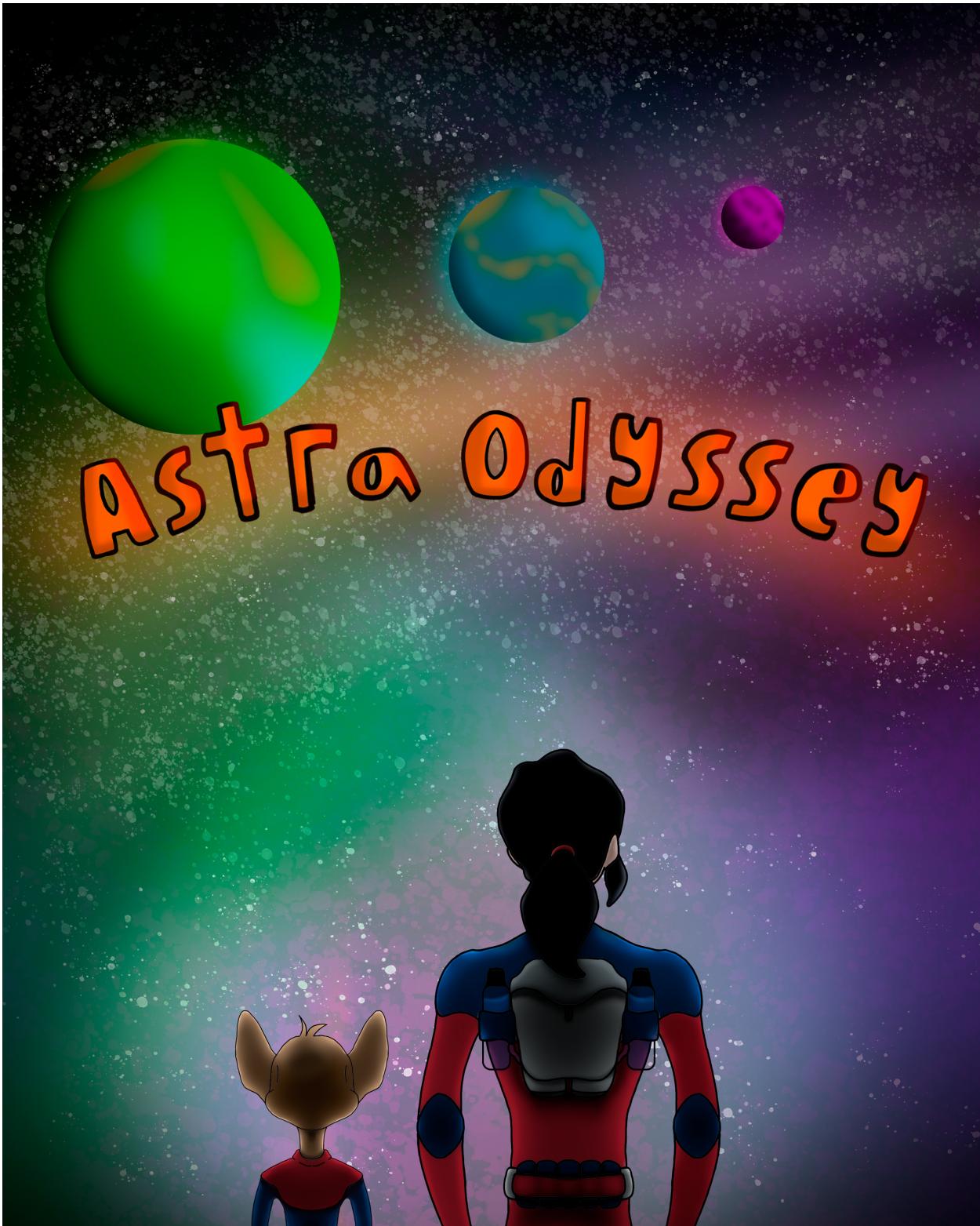


AstraOdyssey

Game Design Document



Concept genre: Space exploration

Action Adventure 2D Platformer

Gameplay Objectives and Progression

- Traverse Planet, Fight monsters, Find Parts, Fly Home

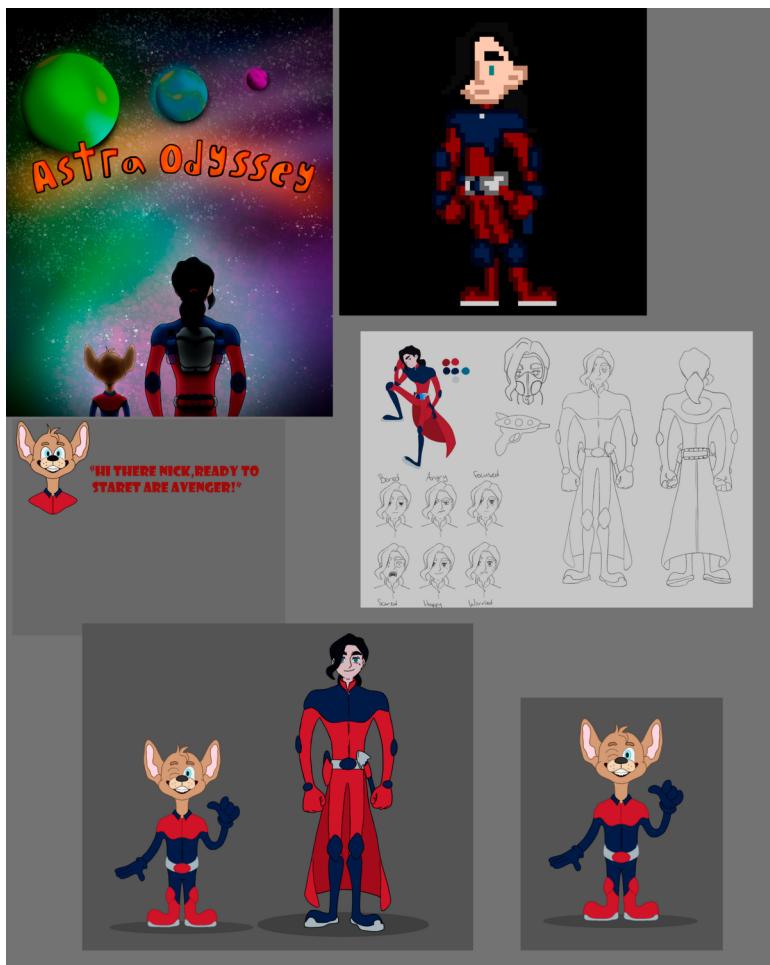
Rules

- If Player gets hit by enemy attacks, the player loses health.
- If the Player reaches 0 health the player will die.
- If player dies, he respawns at the start of the level.

Characters

- Nicholas Burmont (Player Character)
- Murphy (Useless sidekick)

Player



Health

20 HP

Player Movement

- W / Up arrow / Spacebar: Jump (swimming)
- A / Left arrow: Move Left
- D / Right arrow: Move Right
- S / Down arrow: Butt Bounce
- F: Water Jet pack
- Left Mouse: Attack (hold to charge boomerang hatchet)
- Mouse Scroll: Switch Weapons
- Right Mouse: Dash attack

Player Weapons and attacks

Weapons

1. Hatchet (Upgradeable) - 4.5 Damage
2. Pistol - 2 Damage
3. Water Jetpack - 1 Damage + enhanced mobility

Attacks

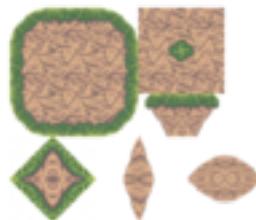
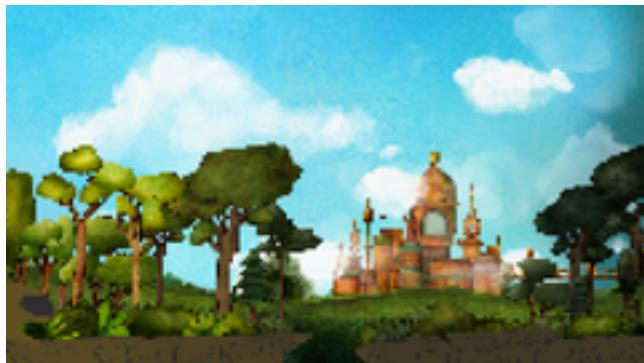
- Default: Melee attack
- 1st additional attack: Dash attack - 4 Dmg
- 2nd additional attack: Butt Bounce AOE - 4 Dmg
- Special Attack 1: Water Jet Pack that does damage and increases mobility
- Special attack 2: Upgrade Hatchet into boomerang that knockback enemies
 - Dmg: 2/s + Increase Knockback

Interface



Levels

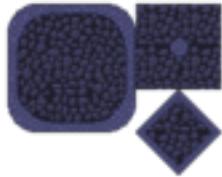
Cyborg forest planet: Mossball-342



Water planet: Mega Blue

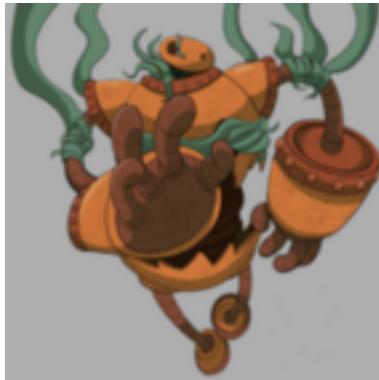


Toxic Planet: (Unknown)

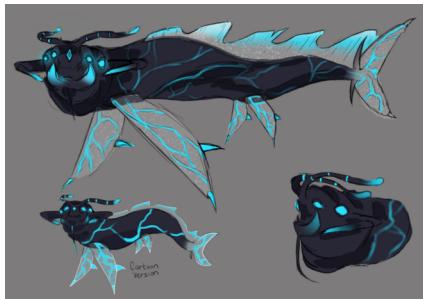


Bosses

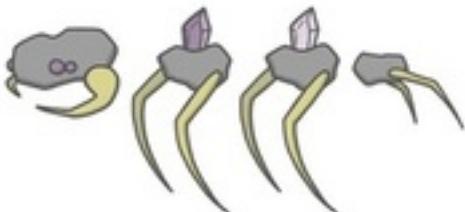
- Vine Puppeteer - Vine whip mid range attack.



- Sea Leviathan - Sonar Attack, Electric Projectile (Widespread), ink on the screen.



- Crystal Centipede - Poison projectile and strike like a snake.



Name	Level	Health	Damage	Movement Type
Vine Puppeteer	1	100.0	3	Left/Right
Sea Leviathan	2	100.0	3	Left/Right
Crystal Centipede	3	100.0	3	Left/Right

Enemies

Name	Level	Health	Damage	AI Type
Kicker	1	8.0	2	Left/Right
GearMonkey	1	4.0	1	Turret
Bear Trap	1	1.0	4	Stationary
Seaweed monst	2	12.0	1/s	Stationary
Jellyfish	2	N/A	2	Left/Right
Axlotl	2	15.0	3	Melee
Bug Swarm	3	4.0	2/s	Left/Right
Jumpy Spider	3	7.0	1	Left/Right
Orb Monster	3	20.0	3	Projectile

Sound Effects & Music

Custom Sound Effects and Music

Enhanced Features

- Gas Mask
 - Oxygen Tank
 - Grappling hook
 - Sidekick Dialogue
 - Volcano Random Hazards
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