Rad. Randy

Game Design Document

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Game Design

## Summary

Randy Sparks is task will be clearing up the nuclear fallout in the United States. Randy must navigate the ruins of American, jumping over pits, and climbing debris. Randy must collect nuclear waste and samples from defeated enemies. After collecting most of the waste American will be able to rebuild and Randy will be a hero.

## Gameplay Summary

The goal of the game is to collect Nuclear fallout. Obstacles that randy faces is large pits, Mutant, animals, animative objects, FBI agents, Debris and lasers.

## Mindset

Player is energized and excited to explore as the character faces large pits, Mutants, FBI agents, Debris and lasers. While using their gadgets like radioactive stretch hands, Anti-rad gun, and hover boots

## Specifications

**Intended System: Play Station, Xbox, PC**

**Target Age of Players: 13-20**

**Intended ESRB Rating: Teen**

**Genre: 3D Action Exploration Game**

Narrative Design

*(Note : You’ll need to come up with a background story to your game and character(s))*

## World Story

In an effort of disarming America’s nuclear warheads instead of pressing the off button they hit the self-destruction button. Leaving American in ruins and disarray, but because of the nuclear blast, Randy Sparks, develop a super intellect and Radioactive stretch hands. Only he can collect all the nuclear waste and return American back to normal. Unfortunately, American being as prideful as they are cannot allow the public to learn of how this happen and must stop Randy from knowing the truth and capture him to study him and creature Radioactive soldiers.

Randy must make this way through California, South Dakota, Texas, New York, and Washington D.C. Randy will face the hot weathers and busy streets of California. The bitter cold and wildlife of South Dakota pass mount Rushmore. The open and unpredictability of Texas. The ruins and large building New York and finally the Secret FBI base of Washington D.C.

## Characters

1. Randy Sparks

Confident, free-spirited, witty, skater vibes

He was bored out of his mind tired of his boring life. He was playing with silly puddy when the blast happened. From the blast gained Radioactive stretch hands and a spilt personally only he can see. He uses this as a chance to fill his life with excitement

Radioactive stretch hands that he used to defeat enemies, grab objects to swing from or pull things out of a normal person reach,

2. President Warrant Arthur Robinson

Short, angry, Self-center, wants complete power

He did not want to disarm the warheads, but because of the public breathing down his neck he had to disarm them. So, he took matters into his own hands a pressed the self-destruction button instead and now plans to raise a perfect America from the ashes.

He orders around the FBI agents to defeat Randy and while cover up the mess. He acts as the final boss because he was the closes to the blast it made him more angry, more self-center.

Technical

## Screens

1. Title Screen

a. Start Game, Options, Quit

1. Game
   1. Inventory
   2. Next World
2. You Escaped with End Credits

## Controls

Consul controls (X/A Button) Jump, (Square/X Button) Punch, (triangle/Y) Grab, (circle/B Button) Sleep gun, (Left analog stick) Movement Forward/left/right/backward, (Right analog stick) Camera Up/Down/left/right.

PC controls direction buttons (Forward/left/right/backward) action button (punch and grab) Camera mouse.

## Mechanics

Jumping: I will set holes in the levels and platforms that will cost the player to jump to process through the level.

Movement: A lay out that is guiding the player to move with the level design that feels simple and not confusing.

Punching: I will place enemies that can be defeated easily to remove them along with objects just as cracks in walls and boxes.

Collecting nuclear waste: they will be flowing above the ground and by running over the waste it will be collected

Grab: I want to make large pits where the player will swing over the gap with the radioactive stretch hands. Or pull to open a new path.

Anti-rad gun allows him to save mutated animals and people. Because he is trying to save people.

Level Design

*You will have a minimum of two levels. One level will be an interior and one level will be an exterior area.*

## Levels

1. Overworld
   1. Mood
      1. Home, excitement, curious
   2. Objects,
      1. Entrances to levels
      2. Basic understanding of what the level is going to be
2. California
   1. Mood
      1. Hot, simple, melting (fire, beginner level)
   2. Objects
      1. Ambience

1.Cars

2. building

3. Ocean.

4. road

5. pit

6. platforms

7. swings

ii. Interactive

1.Cars

2. road.

3. pits

4. platform

5. trash

6. swings

3. South Dakota (ice-forest level)

a. Mood

i. Cold, forest, nature

b. Object

i. Ambience

1. Trees

2. Pits

3. Icey paths

4. Platforms

5. swings

ii. Interactive

1.Wolves

2.trash

3.pits

4.platforms

5.swings

4. Texas (Earth level)

a. mood

i. angry, fast pace, a lot of movement

b. Objects

i. Ambience

1. American flags

2. Cowboy hats

3. bull skulls

4. tumble weeds

5. trees

ii. Interactive

* + - 1. Bulls
      2. Pits
      3. Platforms
      4. Swings
      5. Tumble weeds

5.New York (Air Level a lot of pits)

a. mood

i. dark, ruins, falling apart

b. Objects

i. Ambience

1. light poles

2. Cars

3. pits

4. platforms

5. swings

6. building

7. Pipes

ii. Interactive

1.Light poles

2. Cars

3. Pits

4. platforms

5. swings

6. Washington (final level)

a. mood

i. does or die, finally, world ending

b. Objects

i. Ambience

1. Pits

2. platform

3. wires

4. pipes

5. filing cabinets

6. lasers

7. ice

8. bulls

ii. Interactive

1.Pits

2.platforms

3.laser

4. bulls

5. ice

Game Flow

* Player spawns into the Overworld
* There will be controls places on the wall allowing the player to get used to controls and mechanics.
* The player will be able to choose 1 of 4 maps California, South Dakota, Texas, New York (There is no order the player is free to enter any level expect the 5th)
* Entering the California level
* The player will be on the beach next to the ocean with a street next to it. With building blocking the player from move any further to the right. With the ocean blocking them from going left. An invisible wall from behind stopping them from going backwards forcing the player to go forward.
* They will see multiple holes in the ground they can choose to jump over them or run around them. Nuclear waste will be placed across the levels as the player avoids the pits.
* The area with become closed off by a wall of cars forcing the player to platform over pits.
* Then they will come to an area with tin cans that have come alive and they’ll attack the player, using the punch button the player ill beat them in 1 hit.
* At the end of the level will be a large tube that’ll collect all of the nuclear waste that the player had collected and end the level. Returning to the overworld
* Entering South Dakota
* The player will be placed in a snowy forest
* They will have open space to move in any direction
* There will be pits place across the map as well as nuclear waste.
* To the left will be an iced over lake where the player will slide to collect nuclear waste
* To the right there will be a tree maze with nuclear waste played inside
* Behind will be a large wall blocking off the player forcing them to go each other direction before leaving the level
* Forward from the start will be a cave with tin cans and soda bottles that’ll attack the player and nuclear waste inside
* Once the player has gone to each area, they will be able to break the wall and leave the level with a large test tube that’ll collect all the nuclear waste that they’ve collected Returning to the overworld
* Entering the Texas level
* The player will spawn in a fence in area and they will have to dodge bulls while collecting nuclear waste.
* Then they’ll make their way out of the fence area where it’ll be an open field with pits inside and swings. They’ll make their way beating tin cans soda bottles and dodging bulls and at the back of the open field there will be a large test tube that’ll collect all of
* Entering New York
* The player in spawn in the middle of a street with cars all the the side of them as they
* Building will block their path to the left and the right with a invisible wall blocking off behind them.
* They will make their way over pits
* Swinging off light poles
* Collecting nuclear waste
* Jumping over pits on platforms
* Till they reach the large test tube at the end of the level collecting all of the nuclear waste they had collected through the level.
* Return to the overworld
* After finishing the other 4 levels the 5th level will open up in the center of the overworld
* The player will fall into the level
* This level will use everything that they have learned in the other levels
* They will run through the secret base
* Jump over pits
* Bulls with run in from the left and then the right
* Which will lead to a platform section with moving platforms they have to jump on
* Some will have ice
* After that will fight more tin cans and soda bottles
* Then swing off hooks over a massive pit
* Then they get to the safety bunker
* Where they will fight with Warrant Arthur Robinson

Graphics

## Style Attributes

The main color used will be light green for the radioactive nuclear world. The game will use basic colors that match the environments with the light green standing out form the normal environment. The palette is limited to not making it too out there not to take away the player.

The style is going to be cartoony. Detail enough to know what you are looking at, but cartoony to where you know its fake and makes sense in the world. Its going to have solid, thick outlines to make the characters pop off of the environment. The general rule is to use the cartoony style to make it fun to look like and give a feeling of freedom and care-free. Just trying to have fun

When the player is damage the player model’s outline will flash red, after 2 points of damage he won’t stand up straight and will be hunched over when standing still. Any object that the player can interact with will have a light green outline showing that the character can punch/grab/use. There will be option in the overworld for the player to explore each of the mechanic they will use through the game.

## Graphics Needed

1. Characters
   1. Human-like
      1. President Warren Arthur Robinson (idle, walking, bouncing, taking damage, taking damage, defeated)
      2. FBI, (idle, walking, running, hitting, defeated)
   2. Other
      1. Tin can (idle, hopping, attacking, defeated)
      2. Soda bottle (idle, hopping, attacking, defeated)
      3. Bull (idle, walking, charging)
2. Blocks
   1. water
   2. sand
   3. Asphalt (road)
   4. Cement (sidewalk)
   5. Snow
   6. Ice
   7. Snowy grass
   8. Unclear waste
   9. Dirt
   10. Dirt/mud
   11. pipe
   12. carpet
   13. tumbleweed
3. Ambient
   1. Trees
   2. Streetlights
   3. Office lights
   4. Car
4. Other
   1. Test tubes
   2. Hooks
   3. Platforms
   4. Nuclear waste

Sounds/Music

## Style Attributes

The main instruments will be guitar. The guitar can provide fast pace high energy music to make the player feel like they are doing more than they really are. Also so being able to slow down and give the feeling of upcoming action. Rock is the genre more of an all-round sound that fits in any environment bring energy to the world. Mood is energetic and free-spirited.

A main sound effect will be a stretching or elastic sound that gives more or a gelatin gloopy sound. For the radiation and the attack for the main character. The jumping will have the sound of a person jumping and landing. The footsteps will match with the floor that he is walking on street, sand, dirt, carpet.

The music will be place where it is hearable clearly but not overpowering the sound effects of the environment and characters.

## Sounds Needed

1. Effects
   1. Soft Footsteps (dirt/snow floor)
   2. Sharper Footsteps (street/sidewalk floor)
   3. Soft Landing (low vertical velocity)
   4. Hard Landing (high vertical velocity)
   5. Ice skating
   6. Unclear waste collecting
   7. Trash hitting the ground
   8. Bull noises
   9. Ocean
   10. Pipes
   11. Wistle of falling into a pit
2. Feedback
   1. Excitement “alright” (healing)
   2. Pain “ AAAHH” (hit)
   3. Happy chime (extra life)
   4. Falling “ wwwwaaaaaaaa” (falling in pit)
   5. Dying “Not cool” (death)

## Music Needed

1. Beach theme (California)

2. Snowy, winter theme (South Dakota)

3. Western, country (Texas)

4. Intense, dangers (New York)

5. World ending, finally chance, action pack (Washington D.C)

Marketing

1. Unique Selling Points
   1. List two things that makes your game unique. Imagine what you would write on the Steam website or the back of the box, basically anything with an exclamation point that would make you want to play/buy it.
2. Competitive or Influential Products
   1. List products that are similar to yours in theme or gameplay.
   2. List products that influenced the making of the game.