

DESIGN DOCUMENT

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# ../Documents/UL/Year%201%20-%20Semester%202/CS4043%20-%20Games%20Modelling%20Design/Assignments/Game/Art/VerticalCorridorConcept.pnIntroduction

## High Concept

BOOM is an isometric dungeon runner through the bowels of hell where the player has to avoid traps and shoot monsters while being chased by Satan.

The Core of the game is Speed. The core loop runs as follows:

1. Shoot monsters
2. Collect Power-ups from dead monsters to move faster
3. Get to the next checkpoint without being caught by Satan

## Summarium (Summary)

### Core aspects of Gameplay:



BOOM is an isometric dungeon runner game of Speed and Punishment.

The player’s goal is to get to the end as fast as possible without dying. Ahead are various monsters and traps. Satan’s on your heel and gaining on you, and there is no time to stop and figure out how a trap works or how a monster behaves. instead you’ll have to learn by trial and error.

The player is given a shotgun and can use it to kill monsters at close range. On killing monsters, power-ups will be dropped to increase your speed or increase the range and damage of your shotgun.

Each lap is recorded from the time it takes to run between checkpoints without dying. The lap timer is reset on dying and the final run time is determined by combining the total lap times. This time is submitted to the leaderboard along with the number of deaths stacked up during the run.

### Game Style and Setting

You play an accountant who signed up for a charity run and somehow ended up in hell. Now you’re desperately running to escape.

BOOM combines cute and cartoony with graphic and violent. Killing monsters utilizes the Corona physics engine for monster guts exploding. Torture devices and corpses line the walls and corridors. Boom is what toon nightmares are made of.



## Feature Sets

* Corona’s powerful Physics Engine utilized for sending monster guts flying on shotgun impact.
* Particle system used to enhance hell’s fiery aesthetic.
* Satan chasing player to keep player moving.
* Monsters and traps ahead of player as obstacles to dodge or shoot.
* Close range shotgun for removing monsters.
* Art style combining intense gore and cute cartoon characters

# Gameplay

This section is designed to describe how the game will effectively work, describing the game’s objective as well as its elements (menus, victory conditions, enemies, powerups, stages, …), and the interaction between each one of these elements with the player. If you feel like one subsection, such as “Enemies”, has too much content to be just a subsection you may promote it to a section of its own.

## First Minute

On opening the game, the intro cinematic (see cinematics) will play, leading in to the title screen. On clicking “Play” the game will begin, starting with the camera on Satan walking toward Bob for 2 seconds and then panning over to Bob over 2 more seconds. The word “RUN” will flash on screen for one second with a voiceover of Satan saying “Run Mortal” and the HUD will appear, showing your speed, shotgun power, and how close Satan is to you. The player will then have control of Bob and begin running.

// Once the first level is designed, please write up a run-through.

## Gameflow

Main Menu

## Victory Conditions

Here you state what is required for the player to clear a stage, win a match, or advance another level, whether your game is a puzzle, where the player advances to the next level when all pieces are combined in a certain way, or a side-scrolling shooter where the player advances a stage when he defeats the boss at the end, or whatever. Obviously, this depends entirely on what kind of game you’re designing.

Example:

In Space Invaders, the player advances to a new wave each time he destroys all enemies from the current wave. Since the waves are endless, the game will keep going until the player runs out of lives.

### Score keeping

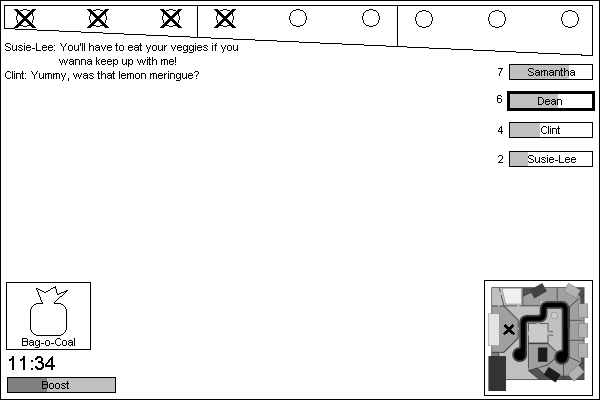
Paragraph about the score-keeping aspects of the game.

## Graphics and Art Style

You can’t really provide the reader with screenshots or video footage of something you may haven’t even designed yet, so in this subsection you should simply describe how do you plan to handle your graphical engine and maybe show some sketches of your game or a few drawings in the art style you intend to use. Planning the game HUD from the beginning will save you a lot of time later on, for example.

## Game HUD

The *heads-up-display* is the in-game interface the player will have when playing the game. Rather than in-game menus like settings or inventory screens, this refers specifically to the floating windows and bars which don’t normally interact with the game and serve a information-only purpose. This includes health bars, mini-maps, time counters, equipped items and their amounts, money and etc. Although the size of the HUD will vary according to the game type (MMORPGs and RTSs will have big HUDs while sidescrollers and puzzles will have very small ones) keep in mind that a HUD shouldn’t occupy too much of the screen.



## Sound

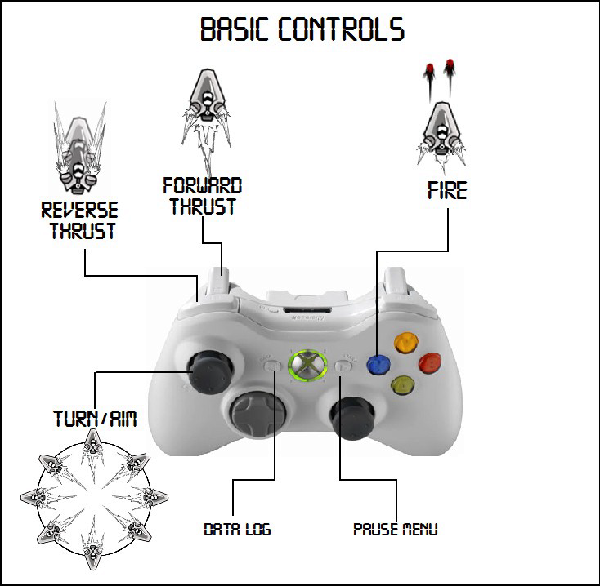
On the other hand, one cannot sketch sounds, so you’ll just have to detail your sound engine here, and maybe the style of songs your game will use. Although for most games you will simply state that there will be different background music for different situations, it goes without saying that this subsection is most important for a rhythm game.

## Music

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## Controls

Stating which buttons/keys do what can be troublesome in the case where a single button does more than one action (i.e. The ‘A’ button in any 3D Zelda). Start by putting a simple picture of a controller or a keyboard with each button highlighted with their function in a more general sense. After that, if your game has advanced combos or something similar to that, explain them carefully, stating under which conditions each combo is “activated”.



## Timer and Chasing

Game-Specific Subsections

Puzzles could have a “Pieces” subsection, sidescrollers will probably have a “Level Design” one, space shooters may have “Enemies” and so on. As the title in bold above says, each game will have their own specific subsections, and since we can’t compose a subsection for all the possible ones that one GDD can have, we will provide you with the three bold subsections presented here as examples.

### Satan’s Chase Timer

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## Monsters

Monsters will be inactively placed around the map at the start of the level. Once the player’s screen comes within 10 pixels, the monster will be activated and will start attacking the player. If a monster’s attack lands the character is instantly killed switching to the death screen for that monster.

### Horny the Imp

Horny the imp is a small impish creature that will stand still and throw balls of fire in a straight line at the player. The speed and frequency of the fireball blasts will be based on the current game time, growing faster as the game progresses. Horny will take one shotgun blast to kill. The fireball will be destroyed upon hitting a wall.

### Spot the Hell-pup

Spot the hell pup will excitedly run in a straight line towards the player. When Spot enters the torchlight of the player it will transform into a hell hound and maul the player. Spot will take one shotgun blast to kill and will appear on the ground as a sad dead puppy with its intestines pouring out of its twitching body.

### Rosy the Demon

Rosy the demon is a minotaur is the slowest monster and can take the most damage. Rosy will take 3 shotgun blasts to kill. Upon activation Rosy will slowly walk towards the player shielding herself with her axe. Once within 2 character lengths she will begin swinging her axe in a deadly arc. On pulling her axe back for a swing the player has the opportunity to kill Rosy as she is exposed.

## Traps

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### Death Traps

#### Static Fire Trap

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### Slow Traps

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## Power-Ups

Drop rate of power-ups: Every monster killed has a chance to drop either a…

1. Speed Power-up 45% chance
2. Shotgun Power-up 25% chance
3. Nothing 30% chance

When colliding with a power-up the power-up is consumed/collected/gone.

### Speed

Max velocity starts at 10 pixels per tick. When collecting a speed power-up, your velocity is permanently increased by 1. There is no upper bound to how many power-ups you may collect. In the HUD your speedometer begins at 1 and is updated at a count of 1 with each power-up collected.

### Shotgun

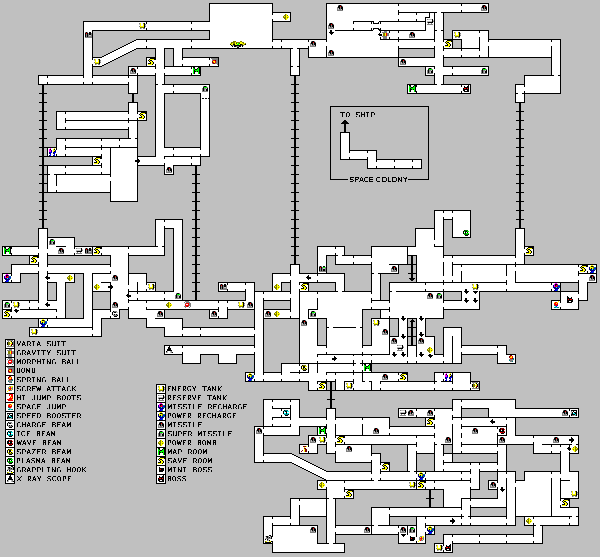
Initial length of shotgun blast is the length of the character height. When collecting a shotgun power-up, your blast length is increased by 10% of the original size. In the HUD your Shotgun-o-meter begins at 1 and is updated at a count of 1 with each power-up collected. The max number of shotgun power-ups you can collect is 20.

## Level Design

Now let’s pretend we have a typical 2D platformer. One of the core elements of the game is the stages the player has to go through. It’s important that each stage feels unique so the player won’t feel like he’s just repeating the same thing over and over again. On the other hand, the player should still be familiar with the flow of the stage, i.e. if there’s always a checkpoint somewhere halfway through it, or some collectible items along the way.

What are the different types of enemies, terrains, doodads and power ups and do they allow the level designers to come with many different stages? You could present some beta stage diagrams to illustrate how will they be carried out.

Example:



## Plot

You’re no marine. You’re Bob, an accountant, who happened to sign up for a local charity run. You thought you’d take a shortcut but ended up in the bowels of hell. Now, armed with a conveniently discarded shotgun, you have to fight your way through to the other side and make it in time for at least 3rd place prize: a toaster!

## Cinematics

Cinematics to the game will be shown in slides with bits of animation thrown in

Introduction Cinematic (launching the game):

1. “Cure for (insert joke here) Charity Run.” banner establishing shot
   1. Show prizes.
2. Bob running, arrow pointing to him: “Bob, the accountant”
3. Gary running, arrow pointing to him: “Gary, five time winner employee of the month at bob’s accounting firm, Bob’s arch-nemesis.”
4. Gary: “Don’t get lost, Bob”
5. Bob thought bubble: “Fuck you Gary. Pfft, get lost… I’ll show you get lost.”
6. “5 minutes later”
7. Bob in the bowels of hell: “I think I might be lost”
8. Satan: “Bob, for your sins of being a really boring accountant, your soul is now MINE!”
9. Bob running: aaaaahhhhhhh! Satan laughing: hahahahahahaha
10. Bob sees monsters ahead
11. Bob falls to his knees: “God help me!” Light shines, shotgun drops from above.
12. Note on shotgun: “Here have this, would help but I’m kind of busy.”
13. Bob begins running, turns into BOOM logo and menu.

Ending Cinematic:

1. Yes! I’ve escaped, and there’s the finish line!
2. Bob runs past the finish line.
3. Announcer: “Well done Bob, you’ve won…”
4. “… (Bronze/Silver/Gold)!” (Gary in first place if you don’t win first place)
5. (If not first place:) Gary: “So what happened, slow poke? Got lost?” Bob: “Fuck you Gary.”
6. (If in first place:) Gary: “Well done Bob!” Bob: “Fuck you Gary.”

## Optional (Nice to Have’s)

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### Additional Monsters

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### Additional Traps

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### Additional Power-Ups

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