

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(TODO)

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 (TODO)

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(TODO)

Main Menu

## Victory Condition

The victory conditions are very simple: ***survive and reach the end of the level without rage quitting.***

### Score keeping

The score keeping will be divided amongst three aspects:

1. Time taken to complete level
2. Kill count
3. Total deaths.

Time is the most important aspect of your score, your position on the leaderboard will be determined by the amount of time it took you to complete the level (less time is better). On death you will lose all of your power-ups (See power-ups) Which will make you slower/less powerful and hence affect your time score. (For every ten monsters killed you will be awarded -1 second to your final time optional). Each level will be given a default set of three times based on the length of the level and amount of monsters: bronze silver and gold, Your time, medal, name, deaths, and kills will be displayed on a leaderboard at the end.

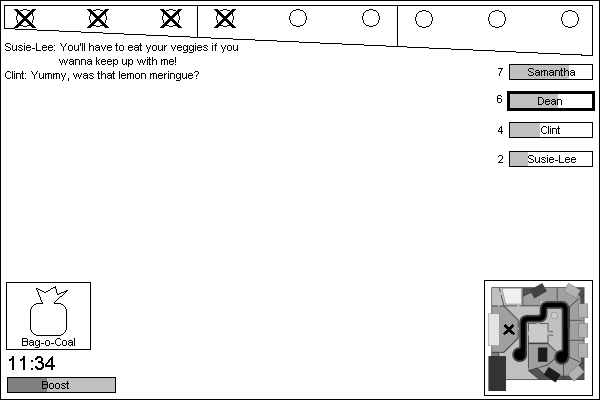
Before the game has been played for the first time all leaderboards for each level will have a best score belonging to Gary (see cinematics).

## Graphics and Art Style (TODO)

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 (TODO)

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 (TODO)

The game’s sounds will be handled by corona’s built-in sound engine.

* Paragraph about directional sound.

Character sounds:

* Shotgun blast
* Footsteps
* Panting
* Torch sounds
* Death sounds

Enemy sounds:

* Satan
  + Maniacal evil laughter
  + Voice FX?
* Horny the imp
  + Fireball sounds
  + Laughing sounds
  + Death sounds
* Rosy the Demon
  + Axe swing
  + Puffing
  + Death sounds
* Spot the hell pup
  + Excited puppy noises
  + Transformation sound
  + Death sounds

Environmental sounds:

* Fire
* Traps
* Pick-ups
* Ambient hell sounds

## Music

Being based around hell and speed, the game’s music will be mostly based around creepy metal music to immerse the player in the fast paced bloodfest that will begin when the player starts the game.

* Title: Boom’s theme tune
* Cinematics: variety of comic tunes
* In game: Creepy metal-like music

## Controls (TODO)

Keyboard: W,A,S,D to move, Arrow keys to aim, SPACEBAR to shoot.

Controller: Thumbsticks to move and aim, right trigger to shoot.

(NEED IMAGE TO SHOW CONTROLS FOR BOTH CONTROLLER AND MOBILE)

## Timer and Chasing (TODO)

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 (TODO)

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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

Traps will be placed around each level for the player to avoid, touching traps will cause a variety of effects as explained below.

#### Static Fire Trap

A patch of fire on the ground the size of the character. This trap will instantly kill the player if touched but does not change making it relatively easy to dodge.

#### Slow Traps

When walked over these stationary traps will slow you down by 70% when you walk over them. Once out of the trap your speed returns to normal.

#### Moving Traps

These traps will move back and forth and will instantly kill the player, must use careful timing to avoid. (swinging axes, retracting spikes, etc.)

## 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

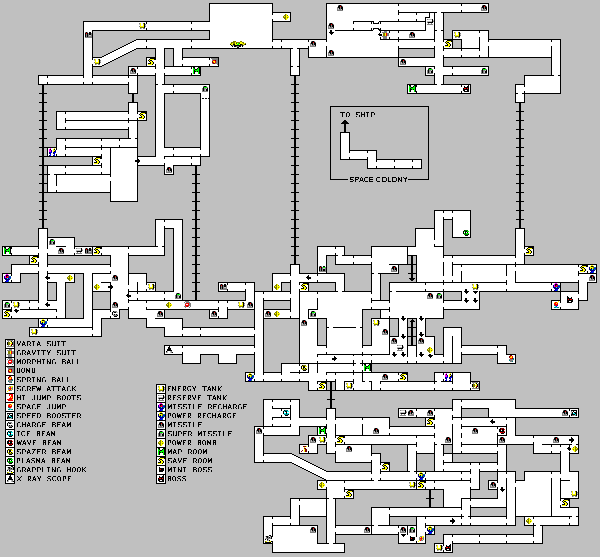
Initial length of shotgun blast is the length of the character height. When collecting a shotgun power-up, your blast length is increased by 10% of the original size. In the HUD your Shotgun-o-meter begins at 1 and is updated at a count of 1 with each power-up collected. The max number of shotgun power-ups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

## Level Design (toDO)

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 holy 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 athletes’ foot 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) (TODO)

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### Additional Monsters (TODO)

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### Additional Traps (TODO)

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### Additional Power-Ups (TODO)

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### Additional Cinematics (TODO)

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