

Game Design Document

Game Overview

Game Summary

Play as Samus, a bounty hunter for the Galactic Federation as she infiltrates the alien planet Zebes to defeat the evil Metroid and their despicable Mother Brain.

High Concept (Elevator Pitch)

Unknown territory, evil invasive alien species, and enough upgrades to finish the mission. You are Samus, the space marine, sent to eradicate the mother brain and her minions off the maze-like planet, Zebes

Gameplay

Game Flow

We envision the game to have a progression, as this game has a story of its own. For the second level, we plan to add power ups with obstacles to use these power ups to simulate this progression

Victory Condition

Victory is marked if the player successfully explores the entire level and enters a door that would theoretically lead to the next level. Since we are only doing two, the last door will lead to a victory screen.

For the master copy in specific, the win condition will simply be if the player shoots and enters through a door.

Asset List

Art:

- Floor and environment tiles (10-12)
- Skree sprites
- Zoomer Sprites
- Samus base sprite
- Samus move sprites
- Samus damage animation
- Samus death animation
- Skree and Zoomer death animations
- Projectile animations
- Doors
- Point meter
- Opening

Tech:

- Player Movement
- Player Shooting
- Door Physics
- Crawler Ai/Movement
- Skree Ai/Movement
- Swooper Ai/Movement
- Flyer Ai/Movement
- Swarp Ai/Movement
- Damage on Contact
- Pick-Up Scripts
- HUD Scripts

Main Screen (?)

Sound Assets:

- Intro music
- Level music
- Footsteps
- Music for power up
- Door open sound
- Bloop sound for shooting
- Hurt sound
- Music before the game starts
- Death sound
- Level 2 Music

History Research

Metroid was released in 1986, originally in Japan. It was produced by Gunpei Yokoi and directed by both Satoru Okada and Masao Yamamoto. The game was released in North America in 1987, and Europe released it in 1988. The original Metroid was released for the Family Computer Disk System and the Nintendo Entertainment System, and in 2004, a version for the Game Boy Advance was also available. In 2007, the game was released for the Wii Virtual Console, and is now available today on the Nintendo Switch.

Its name combines the words “metro” and “android”, and the idea of Samus being female came halfway into development, where someone suggested the idea. The idea of aliens was inspired by Ridley Scott’s iconic sci-fi horror movie, *Alien* (hence Ridley being one of the enemies). Nintendo wanted to create a unique adventure game with exploration being the most important component. They also wanted the powerups in the game to be unique, and unlike most powerups in previous games (Super Mario Bros., Gauntlet, etc.), the powerups gained in Metroid were permanent. The music composer, Hirokazu Tanaka, also wanted to stray away from “hummmable tunes” and made the only melodic theme appear upon victory.

Today, Metroid is considered to be one of the first games that featured a female protagonist, though the protagonist would only be shown if the game was completed under 5 hours. This concept also made the game a popular target for speedrunners, especially since there were multiple possible endings based on completion time.

Schedule

Milestone 1 - Alpha

Functional, Player Mount, Enemy AI (both don’t have to be perfect), Main Character placeholder (Samus), enemy entities placeholder, at least the jump animation. At Least one sound implemented

Assets:

Art:

Metroid Tiles:

Fancy Rock

Chompy Man
Rock Tile
Rock Tile 2
Door Bubble
Door Asset
Bush Tile
Pipe Tile
Pipe Tile 2
Lil Pipe
Hypnoblock
Grate Tile
Samus base sprite
Samus Walking Animation (Left and Right)
Samus Transformation into Morph Ball Animation
Samus Shooting Animation
Zoomer
Skree
Morph Ball Animation
Entrance Animation

Tech Assets:

Player movement
Pause Button Script
Player mount
Functional Menu Screen
Damage on Contact code
Timed Death
Setup Level Settings
Morph Ball
Zoomers basic AI/Movement
One audio asset implemented
One Art asset Implemented
One animation implemented
Metroid Font
Art Tiles implemented
Pick up scripts
Door transition code (To menu)
Samus Shooting Script

Sound Asset: At least one sound effect

Jump Sound

Milestone 2 - Beta

Everything is implemented, all the art, tech and sound assets are polished, and all the plus assets are implemented and functional.

Art:

All Assets reskinned to Fantasy theme

Samus Reskin

Samus Animations Reskinned

Power up ability art

Reskin all environment tiles

Skree Reskin

Zoomer Reskin

Samus Reskin

Enemy Orb Design

Tech:

Power up scripts

Damage on contact

Pick-up scripts

HUD scripts

Functional Door Transition Code

Health and Damage Script

Audio Implementation

Camera Work

Proper Morph Ball script

Swap Controller

Plus: Magical powerups (Speed Boost and Jump boots)

Sound: Sound Effect = SE

Damage SE

Menu SE

Power Up SE

Death SE

Intro SE

Shooting SE

Level Music SE

Footsteps SE

Door SE

Level 2 Plus Music

Milestone 3 – Release Candidate

Thursday 4/4/19

The Beta plus assets should be finished and playable without bugs. The Release candidate should have a demo finished with OBS. The presentation should consist of side by side comparisons between the original game assets and our plus assets. The second level of our game should also be explained, as we would add new features in the game. (i.e Jump Height or Speed upgrades) The Presentation should be finished and rehearsed thoroughly.