ACID Game Design Document

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Version: 1.0

Acid GDD
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Disclaimer

This is a live document any game features, mechanics and assets are subject to change.
Please refer to the version log for information about any major modifications made to this
document:

Version log

Version	Justification
1.0	The initial showcase of the Acid game design document.

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Overview

Story

In the year is 5056, the world has changed. The entire human race has built mega cities the size of continents. Not one bit of spare land is left in the world and as such, humanity has doomed itself once again. The world is scorching hot and most of the people live in mass towers that protect them from the rays of the sun.

Each tower holds everything they need to live inside. Governments have fallen and military law is in place. Each mega tower hosting a different mascot.

You are in tower HZ1B in the center of Uostupnard, a place once known in the history books as Yggdrasil. Although no one knows what that is any more, as places are now named after the mascots that runs them.

Life is hard in tower HZ1B you are drafted when you are 10 years old to work at a job that is assigned to you, you have been assigned as a Mouse. Your job is to run on a treadmill all day to generate power for the tower, you have no friends apart from your pet skunk: Acid (You met one day when you were running down in the lower floors of the tower). But he has been kidnapped and taken by the leader Sgt. Arnold, knowing your only friend is in trouble you set out to try and find him.

Main Characters

There will be 3 characters the player can choose from.

(Melee)
This character is strong and big. Surprisingly quick. He will utilize his prowess and strength to shove his opponents aside or smash them in to giblets.

(Range)
This character is nimble and fast. She will utilise her nail gun to to shoot enemies from afar and pin them to the wall allowing her to escape and tactical gameplay.

(Mage)
This character is old and frail but what he lacks is strength and speed he makes up for in the power of his brain as he is able to move objects with his mind placing them in the way of oncoming enemies blocking there path and the projectiles, he can also throw stuff how fun is that.

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Main Gameplay Loop

Visual Style

The game will use a 2.5D perspective.
The visuals will utilise saturated colours in contrast with dark backgrounds.

Audio Style

Over the top audio to convey a comedic atmosphere with some dark tones and some elements of light a fluffy to convey a what's going on feel to keep the player guessing as to why its playing that sound

Core Concept

Initial Gameplay

The player will start at the bottom of the tower next to the treadmill he/she works with. They will proceed to climb tower facing enemies and hazards along the way. Once at the top they will face a boss (Sgt. Arnold), he takes your skunk down to the first floor which prompts you to chase after him. Once getting to back down the tower you will see the final boss (Sgt. Arnold (on acid)) . You will face him again and beating him will finish the game. This is also when you find out that you have been hallucinating the whole thing and that none of it is real and you find out someone has killed your dog.

Main Gameplay

You will climb through 5 different levels and descend through another set of 5 levels. The enemies will be basic and plentiful in the first 5 levels to get you used to the game with each level being randomly generated.
When you descend the levels will change (this is because you are hallucinating) and the enemies will become harder and there will be more of them.

Each enemy you kill will have a chance of dropping some loot modified by the type of enemy you kill. You have limited life but there will be drops that can heal you in the world as well as buff drops.
The game ends either when you finish the story or when your health is reduced to 0.

Game Mechanics and Features

Randomly Generated Rooms

With each level, the player will start off in a default room which has nothing on it. Everytime the map is different with random generated rooms, enemies and items.

Class-based Gameplay

Melee:

Character Name: Brawlzerker
Movement Speed: 1.5
Base Health:500 points
Base Mana: 160 points
Weight: 250kg

Abilities (Damage)				
Name:	**Effect**	**Damage**	**Force**	**Resource Cost**
Basic attack	Hits all the enemies in the arc	10 points	No force	No cost
Heavy attack	Hits all the enemies in the arc and stuns them for .5 seconds	35 points	No force	60 stm
Charge	Player charges forward in a semi controlled line at double movement speed hitting all enemies in his path. For 2 seconds player will be invulnerable and in that time all enemies hit will be pushed back.	50 points	2mps	80 stm

Abilities (Utility)

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Name	Effect	Force	Resource Cost
Throw grenade	You throw a grenade that hits all the enemies in a radius. You can only throw a grenade if you have one to throw.	20mps	No cost limited supply

All weapons will modify the base attack damage

Weapons				
Weapons	**Description**	**Damage**	**Force**	**Attack Speed**
Stick	A basic stick like one lying on the ground	80%	No force	5 liters per second
Baseball bat	A wooden baseball bat	100%	.1 force	5 liters per second
Aluminum baseball bat	An aluminium baseball bat	105%	.5 force	5 liters per second
Katana	A katana	140%	.3 force	7 liters per second
axe	An fireman's axe	160%	.6 force	3 liters per second

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Caster:

Character Name: Maginifiagus Prime
Movement Speed: .8
Base Health: 250
Base Mana: 600
Weight: 70kg

Abilities (Damage)				
Name	**Effect**	**Damage**	**Force**	**Resource Cost**
Basic attack	This attack only deals damage when the enemy comes into range	5	No force	No Cost
Heavy attack	This attack pushes units back	15	.1 force	60 stam
Move object	You pick up an object in the game and move it around the world. While moving an object, you move at ½ movement speed	Damage changes based on the object moved	2x force of the object	2mp per second channeled

Abilities (Utility)			
Name	**Effect**	**Force**	**Resource Cost**
Push	Pushes all enemies in 360 degree arc away from the caster and stuns them for .5 sec 1 sec cooldown	20 force	50
Burn	Fire comes out in front of you in a 90 degree arc for approximately 90 pixels anything in the arc takes damage continuously until it dies anything that leaves the arc if not dead will take burn damage equal to ¼ of the damage taken for 2 seconds damage is 20 points per second	10 force	30 mp per second

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Weapons				
Weapons	**Description**	**Damage**	**Force**	**Attack Speed**
stick	A stick	80%	0	5
Wooden bat	A wooden baseball bat	100%	.1	5
cane	A wooden cane* the cane increases magic damage 50%	100%	.1	6
Ivory cane	An ivory cane * the cane increases magic damage by 100%	110%	.3	5

Ranger:

Character Name: Steriotipycalphemail protagonist
Movement Speed: 1
Base Health: 350
Base Mana: 350
Weight: 50kg

Abilities (Damage)				
Name	**Effect**	**Damage**	**Force**	**Resource Cost**
Basic shot	Shoots a nail	8	0	free
Charged shot	Shoots a charged nail. If it comes in contact with a wall, any enemy hit will be stuck for 2 sec.	24	1	50 mp
Drop nails	Drops some nails on the ground in front slowing enemies that walk though allowing for the player to made an escape 3 sec Cool down	5 per pixel moved though	0	80 mp

Abilities (Utility)			
Name	**Effect**	**Force**	**Resource Cost**
Trap freeze	Freezes the enemies in the radius enemies take extra damage whilst in here	0	Limited supply
Burn trap	Burns all the enemies in the radius and they take burn damage when they leave equal to ¼ the damage taken	0	Limited supply

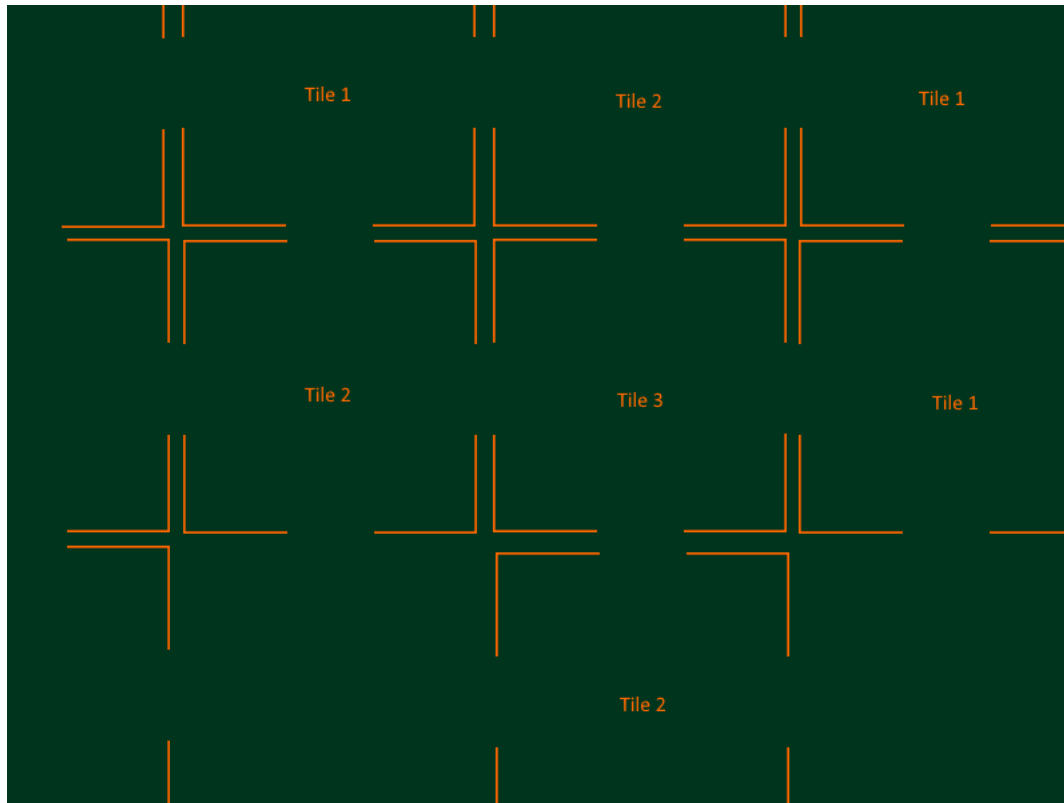| Weapons				
Weapons	**Description**	**Damage**	**Force**	**Attack Speed**
Rusted nail gun	Your trustly old nail gun its shit but it works	80%	0	5
Makita nail gun	A nail gun but its better	100%	1	5
Red nail gun	A red nail gun it goes faster	120%	2	3
Hand gun	A hand gun now we are talking	150%	0	4

Combo Counter

Combo counter that adds the number of Kills the player does, but resets as soon as the player takes damage.

Physics-based Combat

Depending on what character you choose depends on how the physics world reacts for example, the mage character can move objects in the world depending on the objects. There will be moveable objects that also have weight and the characters them self

Levels/Rooms

A level will be comprised of random tilesets(rooms) each connected by doorways. The player will navigate through each one until the end of the level is reached.

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Loot

- All items are dropped from enemies depending on the enemy the chance will be modified

Items (Damage)			
Name	**Description**	**Drop Chance**	**Rarity**
Damage up	Adds a static multiplier to your damage	0.05	Very rare
Health up	Adds to your hp	0.05	Very rare
Defence up	Adds to your defence	0.05	Very rare
Stam up	Adds to your stam bar	.1	Common
Mp up	Adds to your mana bar	.1	Common

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Items (Utility)			
Name	**Description**	**Drop Chance**	**Rarity**
Trap freeze	A frozen trap for the ranger	0.1	Common
Immolation trap	A burn trap for the ranger	0.1	Common
grenade	The genade for the melee	0.1	Common
Steaks	Replenish player's health	0.1	Common
Burger	Replenish player's health	0.05	Very Rare
Banana	Replenish player's mana	0.1	Common
Havana (drink)	Replenish player's mana	0.05	Very Rare

Enemies

Name	Description	Damage	Behaviour
Sgt. Arnold (on Acid)	The final boss of the game Stg. Arnold on steroids hit harder and faster	70 per hit (punch) 50 to hit (gun)	The same A.I. as Sgt. Arnold (Alpha) but deals more damage
Sgt. Arnold (Alpha)	The boss of the game	50 per hit (punch) 30 per hit (gun)	Advanced A.I. able to track the player with higher accuracy than other mobs. He can shoot his gun or punch you in the face depending on how far away you are
LT. B I G G	Midway boss of the game a big dumb brute (female)	25 per hit (spin)	The A.I. of this boss is dumb and will sometimes get confused as to what it attacks (can attack its

			own allies). Melee character
Soldier (Melee)	A basic solder	10 per hit	Basic A.I. will move towards the player trying to get in contact with them so it will do damage
Soldier (Ranged)	A basic solder	10 per hit	Will shoot the play in range with a 40 % miss chance
Drunk Citizen	A citizen	4 per hit	Will move towards target to do damage can sometimes attack soldiers
Dog	A dog	8 per hit	Will run towards the player(s) and mobs with other dogs

Control Scheme
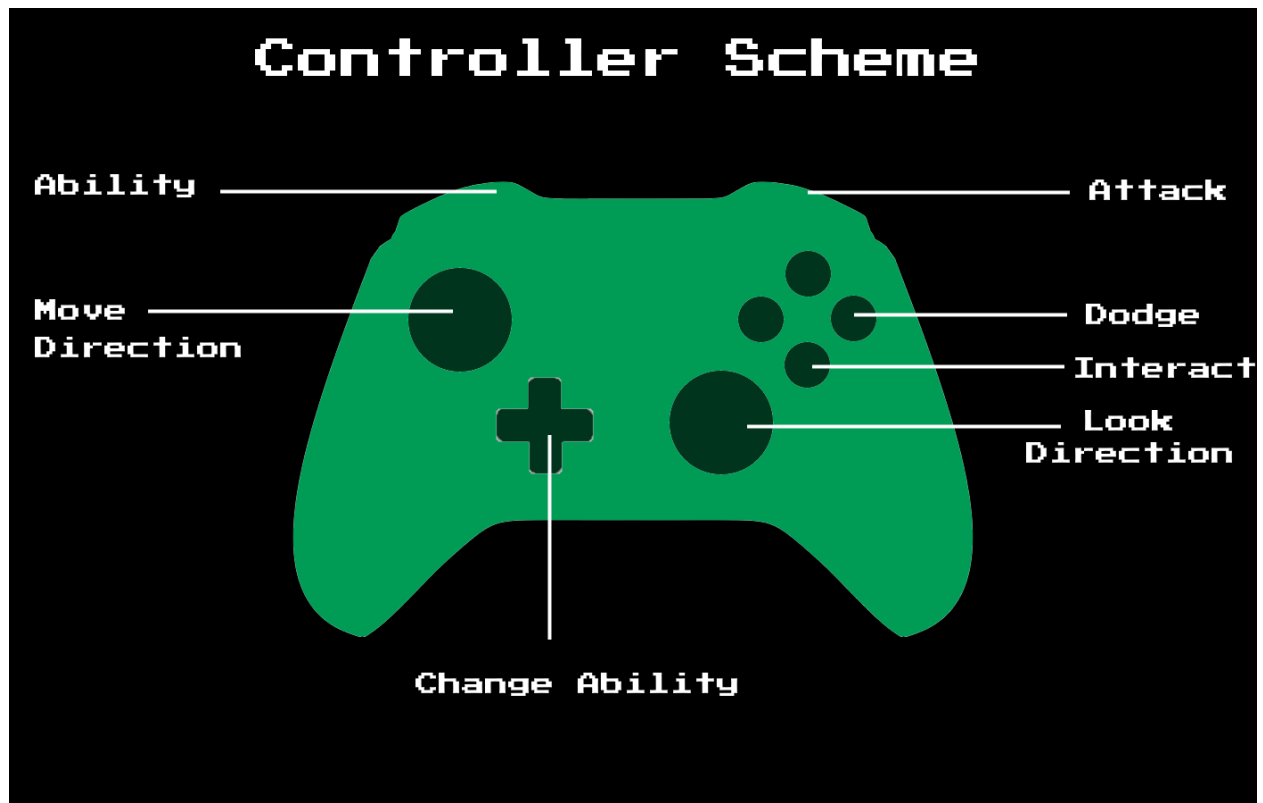
Mouse and Keyboard:

Key	Function
Player Controls	
Mouse	Player character faces in direction of the mouse
W	Player character moves up
A	Player character moves left
S	Player character moves down
D	Player character moves right
E + Mouse	Inspects/pick-up when mouse hover over interactable surface
Space + (WASD)	Dash in moving direction
Abilities	
Left Click	Normal Attack
Right click	Use special
Hold Left Click	Charge Attack
1	Slot 1 for utility ability
2	Slot 2 for utility ability
Pause	
Esc	Pause menu
Mouse + Click	Select buttons

User Interface

Main Menu

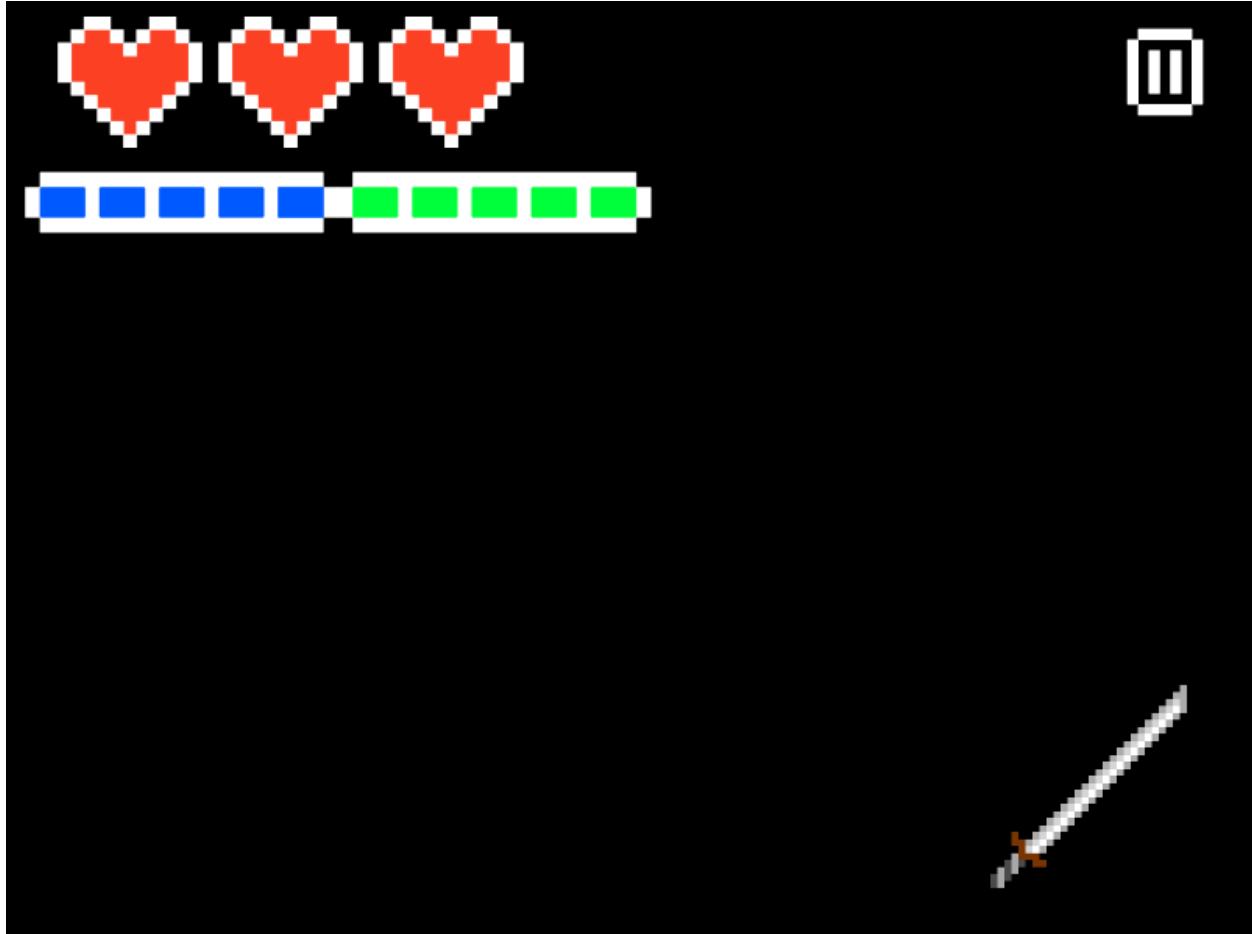| Object	Function
Play Button	Starts the game
How-to Button	Goes into a new page and explains what the game is, how to play the game, functionality of each key (keyboard and console) and credit the creators
Quit Button	Closes the application
Background image (Title)	An image in the background

Controls Selection Screen

When the game detects one controller or none at all, only single mode is available.
When the game detects two controller, both single and co-op mode is available.

Gameplay User Interface

Objects	Function
Player	- Move Up, Down, Left, Right (keyboard or joystick) - Attack - Pick up item
Pause Button	When pressed the game pauses
Player's health points	Bar and number to indicate how many health points the player has
Player's mana points	Bar and number to indicate how many mana points the player has
Player's stamina	Bar level to indicate how much stamina the player has, it replenishes over time
Current level	Current level out of how many

Debug Mode Interface

In game:
While in game we can toggle the debug feature mode that shows a list of hidden variables and what data they are holding, this real-time debug feature makes it easier to narrow down where the problem in the game is.

Out of game:
We will print statements to the console log to check for failures as well as using it to help fix any error that arise.

Cheats

God mode

Super speed

Win level

Kill all enemies on level

Assets

Sprites	
Asset	**Type**
Melee character spreadsheet	Player
Range character spreadsheet	Player
Mage character spreadsheet	Player
Enemy 1 melee	Enemy
Enemy 2 range	Enemy
Enemy 3 Area of effect	Enemy
Splash screen (AUT)	Menu
Menu Background	Menu
Menu Title	Menu
Menu spreadsheet (UI)	Menu
Drops spreadsheet	Item
Wall spreadsheet	Environment
Ground tile spreadsheet	Environment
Treadmill	Environment
Blood spreadsheet (red)	Gore

Blood spreadsheet (neon green)	Gore
Banana	item
burger	item
havana	item
steak	item
Mp up	Item
Hp up	item
Freeze trap	item
Immolation trap	item
grenade	item
Damage up	item
Defence up	item
***********PLAYER WEAPONS***********	
Rusted nail gun	weapons
Makita nail gun	weapons
Red nail gun	weapons
Hand gun	weapons
stick	weapons
Wooden bat	weapons
cane	weapons
Ivory cane	weapons
Stick	weapons
Baseball bat	weapons
Aluminum baseball bat	weapons
Katana	weapons
axe	weapons

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Animated Sprites		
Asset	**Type**	**Frames of Animation**
Melee, Range , Mage	Idle	infinite
Melee, Range , Mage	Attack	6
Melee, Range , Mage	Die	5
Melee, Range, Mage	Walking Up	4
Melee, Range, Mage	Walking Down	4
Melee, Range, Mage	Walking Left	4
Melee, Range, Mage	Walking Right	4
Melee, Range, Mage	Dodge	5
Enemy(range), Enemy(melee),	Walking Up	4
Enemy(range), Enemy(melee),	Walking Down	4
Enemy(range), Enemy(melee),	Walking Left	4
Enemy(range), Enemy(melee),	Walking Right	4
BOSS		
Sgt. Arnald	Walking Up	4
Sgt. Arnald	Walking Down	4
Sgt. Arnald	Walking Left	4

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Sgt. Arnald	Walking Right	4
Sgt. Arnold (acid)	Walking Up	4
Sgt. Arnold (acid)	Walking Down	4
Sgt. Arnold (acid)	Walking Left	4
Sgt. Arnold (acid)	Walking Right	4

Particles
Asset
Blood splatter (Blood Red Gore)
Blood Splatter (Neon Green Gore)
Blood puddle (Gore)
Foot steps

Audio				
Asset	**Sound Type**	**Looping**	**Duration (Seconds)**	**File Type**
Menu soundtrack	Music	True	12	.wav
In game soundtrack	Music	True	30	.wav
Boss soundtrack	Music	True	10	.wav
Final Boss soundtrack	Music	True	10	.wav
Generic hit sound	Attack	False	1	.wav

Swing sword sound 1	Attack	False	1	.wav
Swing sword sound 2	Attack	False	1	.wav
Swing stick sound 1	Attack	False	1	.wav
Swing stick sound 2	Attack	False	1	.wav
Shoot sound 1	Attack	False	1	.wav
Shoot sound 2	Attack	False	1	.wav
Charge sound 1	Attack	False	1	.wav
Explosion sound 1	Environment	False	3	.wav
Loot sound 1	Environment	False	1	.wav
Splatter sound 1	Environment	False	1	.wav
Glass breaking	Environment	False	1	.wav
Wood breaking	Environment	False	1	.wav
Marble breaking	Environment	False	1	.wav

Team Sign-Off

Alvin Tang	
Ian Christopher Apino	
David Tea	
Callum Drennan	