

Game Design Studio-Game Design Document

Capturium: Unleash the Power

SUMMARY:

Genre: Side Scroller, Arcade, Shooter

Story: A story set in a universe where individuals with supernatural powers are experimented on in a laboratory called Capturium.

The game begins with one of the characters breaking their chains and attempting to escape.

From this moment on, the test subject stands against the organization called Capturium and begins to face the dangers ahead.

- **Mechanics**

- **1.1) Character Controller:**

1. 8 directional Shooting and Movement System
2. Each character has 1 unique skill

- **1.4) Enemy Controller:**

1. Follow Player or Move to prearranged location

- **2 Level Structure**

- **2.1) levels:**

- **3) Enemies/Bosses**

- **4) Main Menu**

- **5) Sounds**

- **6) Assets**

- 6.1) Playable Characters:

Noura: Light Shield – Noura gains a shield by using her light energy.

Samuel: Dark Explosion – Samuel gathers dark energy and releases a powerful blast, stunning or damaging enemies in a wide area.

2X Character should have at least 14 (Run, Idle, 8 Directional Attack, Start Jump, Air Jump, End Jump, Die) animations.

- 6.2) Non Playable Characters:

Enemy 1: Capturium Guard

Enemy 2: Capturium Special Agents

Enemy 3: Marine Corps

Boss 1: **CPM-001 (Huge Robot)**

Boss 2: **Bartzabel (Godlike Creature)**