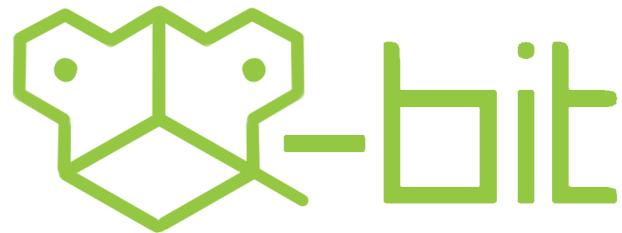


A Q-BIT™ PRODUCTION



CATFISH'D

Game Design Document (DRAFT)

Version #4

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Thursday November 25th 2021

(click underlined links for quicker access)

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Version History

VERSION I	October 7 th 2021
VERSION II	November 11 th 2021
VERSION III	November 18 th 2021
VERSION IV	November 25 th 2021

I. Game Overview

(ensure you mention the goal of the game and how to win if applicable)

For years, the creatures of the land and the spirits of the sea have lived in harmony, both maintaining an aetheric balance.

One day, an evil sea spirit steals a sacred relic and corrupts the ocean's energy, transforming the spirits into monsters and threatening the safety of both realms.

One young spirit must leave the sea and make pilgrimage to the Shrine of Light, with the help of a young land dweller.

Go through three different levels fighting harder and harder ocean based monsters in a battle for life itself.

At the end of it all, the evil spirit finally presents itself as its final form: A spirit kraken. Will you defeat this monstrosity and restore the relic to ensure the safety of the realms, or will the world fall into an eternal darkness?

Priority: **ESSENTIAL**



initial concept art for the genre and setting



II. Game Play Mechanics

(How does your game work?)

General Gameplay Mechanics:

Gameplay will be set in 3 levels with 3 waves of enemies per level and 1 final boss level. There will be short breaks between each wave where a health pick-up will appear for the player to gain back some health.

Priority: ESSENTIAL

Movement Mechanics:

Movement based on the WASD keys on the keyboard.

W key movement - upwards/forwards movement.

A key movement - downwards/backwards movement.

S key movement - left movement.

D key movement - right movement.

Priority: ESSENTIAL

Dodge roll based on the MOUSE2 key on the mouse.

Dodge rolling direction is based on directional keys pressed(WASD) while clicking the MOUSE2 button on the mouse simultaneously.

Priority: HIGH PRIORITY

Offensive Mechanics:

Offensive attack '1 click 1 bullet' gun based on the MOUSE1 key on the mouse.

Priority: ESSENTIAL

Offensive attack '1 click 3-5 bullet' burst gun based on the MOUSE1 key on the mouse.

Priority: HIGH PRIORITY

Offensive attack '1 click damage zone' area of effect gun based on the MOUSE1 key on the mouse.

Priority: MEDIUM PRIORITY

Offensive ability '1 click constant beam' gun based on the Q key on the keyboard. Offensive abilities can be swapped between each other using the TAB key on the keyboard. Offensive abilities can be charged by defeating enemies.

Priority: LOW PRIORITY

Offensive ability ‘1 click constant beam’ gun based on the Q key on the keyboard. Offensive abilities can be swapped between each other using the TAB key on the keyboard. Offensive abilities can be charged by defeating enemies.

Priority: LOW PRIORITY

Health/Damage Mechanics:

When damaged, you lose health. Health is based on water in a bowl that is displayed on your screen as a health bar.

Priority: ESSENTIAL

The health bar(or bowl) will display a small ‘crack and spill’ animation each time you get damaged and lose health until you heal back the damage you took.

Priority: LOW PRIORITY

Health pickups are flasks of water that will drop after the end of each wave of enemies to limit the sense of RNG(or luck).

Priority: ESSENTIAL

The health bar(or bowl) will display a small ‘flask emptying water into bowl and crack disappearing’ animation each time you receive a health pickup after you have taken damage to show that you are indeed healing.

Priority: LOW PRIORITY

Scoring System:

Scoring is calculated after each level based on the following: combos (enemies killed with <n seconds between), total health lost, total retries, time taken.

It will be displayed with a S, A, B, C, or D rank based on cumulative score.

When showing the final score after final level, player will be prompted to enter their name in 4 letters to see the scoreboard

III. Camera Point of View:

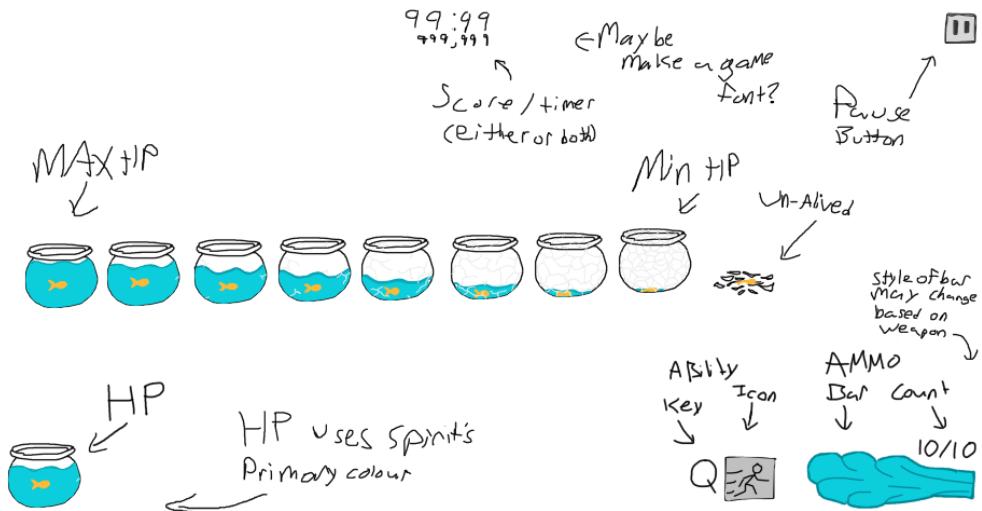
Game will have a top-down camera view. Camera is located in the sky at a slightly angled position facing downwards

Priority: ESSENTIAL

IV. User Interface

The user interface will include the following elements: dynamic HP meter (the fishbowl), dynamic ammo meter, score, timer, pause button, ability key and icon.

Time and resource permitting, we may implement an ammo bar that changes with different weapons and our own original game font.



V. Controls

(Which keys does your game use? Does it use the mouse or a joystick?)

Movement

W key movement - upwards/forwards movement.

A key movement - downwards/backwards movement.

S key movement - left movement.

D key movement - right movement.

Priority: ESSENTIAL

Abilities

Dodge roll based on the MOUSE2 key on the mouse.

Dodge rolling direction is based on directional keys pressed(WASD) while clicking the MOUSE2 button on the mouse simultaneously.

Priority: HIGH PRIORITY

Offensive attack based on the MOUSE1 key on the mouse.

Direction of attack is based on movement of the mouse while simultaneously clicking the MOUSE1 button on the mouse.

Priority: ESSENTIAL

Offensive abilities that can be used based on the Q key on the keyboard.

Priority: LOW PRIORITY

Offensive abilities can be swapped based on the TAB key on the keyboard.

Priority: LOW PRIORITY

Menu can be accessed by pressing the ESC key on the keyboard.

Priority: ESSENTIAL

VI. Level Progression:

Levels progress in difficulty with new enemies, soundtracks, and settings introduced with each one. The character moves up or right to head in the direction of the boss. Environmental obstacles are also added, with a flashing floor marker to indicate the unique time intervals to their attacks.

Level 0: Tutorial

Level is split by the shoreline. enemies do not cross over the water. Player learns how to aim, then move, prompted by a few rock/wildlife obstacles. Lastly, the enemy starts attacking, so player must do both.

intro cutscene: boy walks to beach and spirits arise.

Level 1: Seaside village

Level is larger, with a village huts, laundry lines, mailboxes, and bordered by trees.

Environmental obstacles include coconut trees with falling coconuts.

after: interact with villagers who tell you the spirits are heading inland/to the shrine.

Level 2: Forest

Level is larger with more obstacles: two or three diff plant species, mossy cat statues, lanterns, and with a worn-down path through the middle. Environmental obstacles include the coconut trees, and additionally, mushrooms with an AoE.

after: interact with statues that tell you about the lore.

Level 3: Shrine (outside)

Level is larger with ruin pillars and broken stone to limit movement more. The additional environmental obstacles are pillars that crack and fall.

after: search the shrine. the ground breaks and you fall into the boss level.

Level 4: Inside shrine (boss)

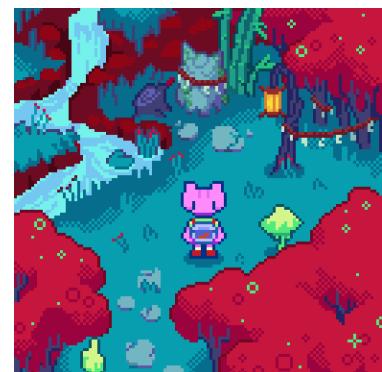
kraken. Transforming multi-stage boss.



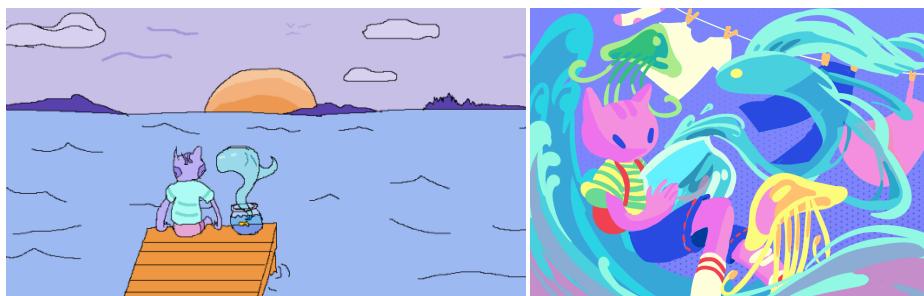
Unity prototypes for levels, from left to right: Tutorial level 0, beach level 1, forest level 2.

VII. Art Style

All sprites and environments will be drawn in a 32bit pixel style. The colours will be bright, bold, and childlike, with influences from ghibli movie *Ponyo* and pixel games such as *Hyper Light Drifter*, *Drawn to Life*, and more. Other art like the intro cutscene and title screen will be digitally painted.



Concept art for pixel art style (above)



a title screen and a loading screen (left)

→ Section 2: Rough Draft Suggestions

So we decided on the fishbowl concept! I highlighted the game design document to organize priorities. Mostly focus on the green and yellow ones, but orange and red are okay to comment on too.

1. **Pick a colour** to write in to make suggestions
2. We're keeping everything as **suggestions and comments**, as this is still our draft
3. Suggestions are suggestions. Comments are for **anything** (questions, criticism, conflict, notes)
4. Your ideas don't have to match up with others' (that's why it's colour-coded)
5. If you have cool ideas don't worry about how I highlighted and just add! You're also welcome to change how i prioritized things
6. I expect more of it to be done in the meeting than on your own, but please at least comment so we can bring things up!

Also feel free to add to the **#game-ideas** and **#concept-art** channels.

I hope our last meeting could give you guys inspiration!

PRIORITY LEGEND	
Finish	-Dan
Add Ideas	-Sydney
Will Discuss	-Taylor
Ignore	-Emma
Delete?	-Doris
	-Nigel
	-Jane
	-Yujie
	-Devin
	-Jesse

NN	Not Necessary
LP	Low Priority
MP	Medium Priority
HP	High Priority
E	Essential
TBD	To Be Decided

I. Controls

- Move: WASD. **E**
- Start Screen: ESC - Leave Match(Leave game?). **E**
- Left Mouse: SHOOT. **E**
- Right Mouse: DODGE ROLL. **HP**
- Space Bar Key: JUMP. **TBD**
- Left Shift: SPRINT. **NN**
- E Key: SPECIAL ABILITY/ITEM. **MP**
- F Key: INTERACT. **MP**
- Maybe we could add a joystick option? -- Or a controller mapping option in addition to the keyboard controls. Depending on programming difficulty... **LP**
- Multiple keys pressed at the same time for an ultimate ability(The ultimate ability charges by hitting normal abilities)? **NN**
- Shift Key: RUN FASTER. **NN**
- TAB: INVENTORY. **NN**
- R Key: RELOAD BULLETS/TOOLS. **HP**
- 1,2,3,4:Switch weapons(Main weapon, sub weapon, melee weapon, throwing props) **HP**
- have a screen in the opening or options that shows (and can maybe change) the controls **MP**

Saving and Loading

(Does your game include saving and loading? When? How?)

SAVING AND LOADING:

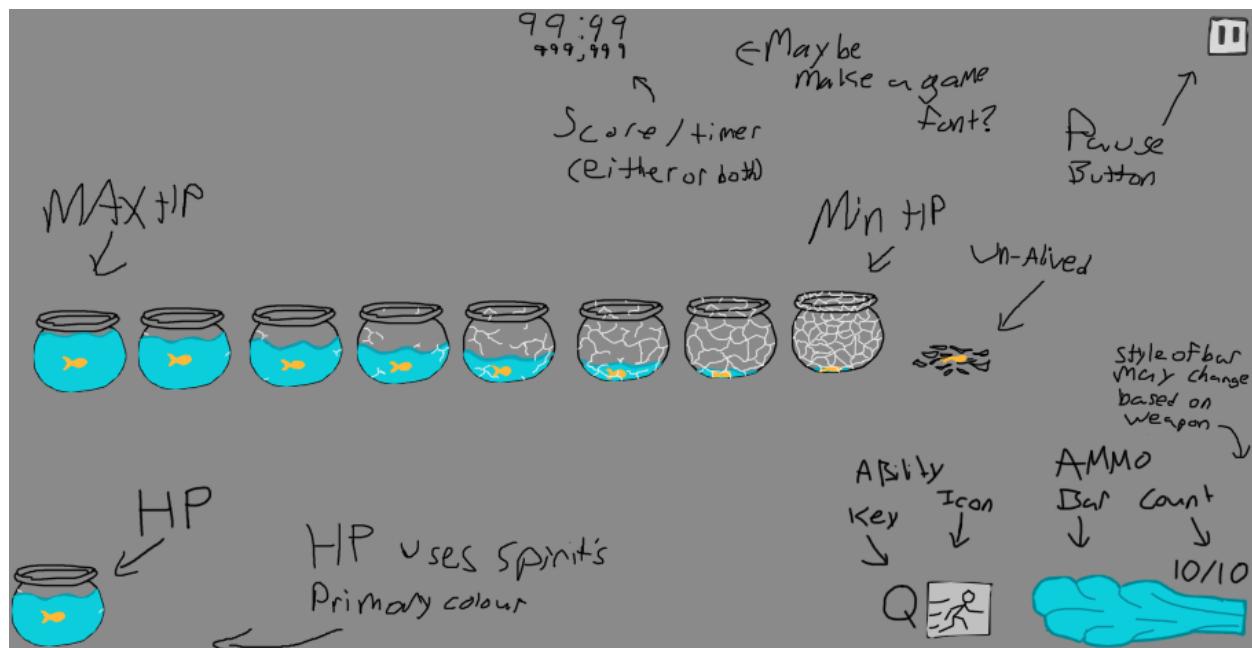
- Saves at the end of every level and can be loaded from the main menu. **HP**
- If a challenge mode is added, no saving or loading could be an option, and the game has to be completed in one run. **LP**

II. Interface Sketch

(What does the game interface look like? Provide a screenshot or sketch)

INTERFACE SKETCH:

- Fishbowl health bar with water spilling animation as health drains. **HP**
- Water tank or bowl slowly emptying as an ammo bar for water attacks. **HP**
- Separate or floating screens for pop-up menu, controls, saving(?), loading, game over, exiting game(?), opening game, level/difficulty select(?) **HP**



III. Menu and Screen Descriptions

(Include additional screen shots and accompanying descriptions for any menus and additional screen)

MENU AND SCREEN DESCRIPTIONS:

- Selection icons in menus could be fish. **HP**
- Volume settings for music + sfx. **HP**
- Retry level. **HP**
- Adjust Controls **HP**
- Save **HP**



IV. Game World

(Describe your game Environment)

GAME WORLD:

- 1800's to 1900's small Hispanic or Italian style town/island. **TBD**
- Scenic views, small mountains or hills. **TBD**
- Turquoise water, golden beaches. **TBD**
- Lush forests or verdant jungles. **TBD**
- Evil fish spirits. **TBD**

V. Levels

(Describe Each of your game levels)

LEVELS:

- Beach level. **E**
- Forest level/jungle level. **E**
- Small town level. **TBD**

- Hill/mountain level. **E**
- Underwater level(maybe as a bonus). **LP**
- Beach level(to wrap up?). **TBD**
- Bonus level hidden in regular level maps(player would have to find it in order to enter the bonus level).
- Levels would be side scrolling(similar to Mario Bros) but top-down(I think side scroll would be easiest to program and reduce the level design and artwork workload).
- Beach >> Forest >> Shrine

VI. Game Progression

GAME PROGRESSION:

- Added enemies with each level that are harder
- Kraken style boss enemy evolves for multi-stage attacks
- New or switchable abilities with each level
- Lore about the fish spirit religion discoverable throughout the levels

VII. Characters

(Describe Your game avatar if applicable)

CHARACTERS:

- A young boy(or cat boy). **E**
- Fish-person(or fish-like spirit being?) stuck in a fishbowl. **E**

VIII. Non-player Characters

(Describe Any Computer controlled Allies and how they work)

NON-PLAYER CHARACTERS:

- Townspeople(cat people?). **MP**
- Young children(cat children?). **MP**
- Fish-people(or fish-like spirit beings?) **MP**
- Fishermen. **MP**
- A mysterious frog person in a black suit -- wears sunglasses and a black hat and secretly follows the protagonist everywhere they go(could be a friendly NPC giving hints or a boss?). **LP**
- Gondola man -- gives you a movement speed boost or “ferries” you through waves of enemies (think like the bullet bill item in Mario Kart); if the game has currency you’d have to pay him for the boost. **LP**

IX. Enemies

(Describe computer-generated enemies and boss monsters)

ENEMIES:

- Townspeople(cat people?). **HP**
- Government officials. **HP**



-Animals. **HP**

-Natural obstacles(Cars, plants, wind, etc). **HP**

-Fishermen. **HP**

-Giant octopus boss(abilities be like: swinging tentacles, spitting rainbow coloured ink). **TBD**

-Leviathan boss. **TBD**

-A puppeteer boss that controls a frog puppet to play a piano that attacks you with musical notes(player would have to kill the puppet first in order to attack the puppeteer). **TBD**

-A witch(who has strong powers). Uses her abilities to attract the fishmen. **TBD**

-Murloc **TBD**

- Shrine boss spirit (What kind of spirit TBD with group if decided)

Phase 1: covered in rubble (maybe rubble starts falling off coorsponding with their health)

Phase 2: Rubble is fully/half gone revealing a dark spirit beneath

Phase 3: Spirit shows its full power in its final form

-spirit/witch doctor

PROJECTILES:

- Standard straight shot

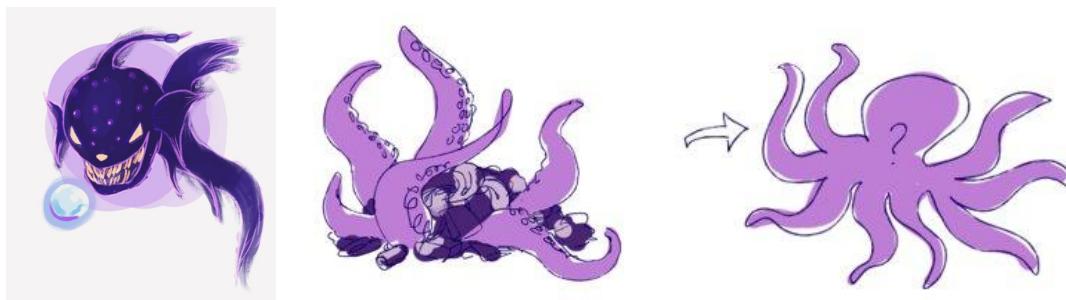
- 3-shot fan

- Standard shot towards player

- Slow big shot that bursts into 6 small projectiles evenly spaced in a circle



BOSS



X. Weapons

(Describe any weapons available to the user)

WEAPONS:

- Water spread attack. **HP**
- Water burst attack. **HP**
- Water AOE attack. **MP**
- Water jet. **E**

XI. Items

(Describe any in-game items that can help or hinder the user)

ITEMS:

- Health pickups. **E**
- Ammo for attacks. **NN**
- Power-up items. **TBD**
- Some type of coin currency. **LP**
- Food for health recovery. **E**
- Mana. **NN**
- buff and debuff **TBD**

XII. Abilities

ABILITIES:

- Invincibility. **HP**
- Dodge roll. **HP**
- Speed increase. **MP**
- Jump. **NN**
- Flight.~~ **NN**
- Multishot. **MP**
- Beam attack. **MP**
- Bursting/exploding attack. **MP**
- Icy attacks? **MP**
- Small teleport(dive in water, pop out somewhere else). **LP**
- Charge attack that increases the strength/area of the attack. **LP**
- Ultimate ability that charges by hitting normal abilities. **MP**
- SideKick like ability, small fish that shoots with you **LP**
- Dash attack, rush through enemies and it does damage **LP**

XIII. Vehicles

VEHICLES:

- Surfboard. **TBD**
- Boat? **TBD**
- Pets? **TBD**
- Domesticated fish? **TBD**
- beeg fish **TBD**



- Might cause conflict with the style of game **TBD**

XIV. Scoring

SCORING:

- Gain points per enemy defeated or item gained per level. **E**
- Score is useless, but is tallied at the end of each level to see how you did. - Maybe letter ranking (S+ - F) **E**
- Score could tie to a potential achievement system? **LP**
- Scoring based on: combos (enemies killed with <x seconds between), total health lost, total retries, time taken.
- S,A,B,C,D ranks for cumulative score.
- When showing the final score after last level, enter your name in x letters to see the scoreboard (like arcade)

XV. Bonuses

BONUSES:

- Easter egg featuring a frog being kissed(Maybe even a feature?)! **LP**
- Easter egg level (if possible) — underwater, the boy wears the fishbowl. **LP**
- Unlocking a hard/challenging mode after completing the game. Enemies hit harder or every time you lose you have to start from the very beginning -- less pickup options. **LP**
- Special treasure(which may have important/rare food, weapons, abilities, etc.) to kill the final boss. **LP**

XVI. Cheat Codes

CHEAT CODES:

- Entering a specific code grants access to some concept art (Or maybe just an EE or something)
- Entering a specific code in the main menu can give you a hidden special ability.
- Entering a specific code can give you special weapons(like Halloween weapons,Pumpkin sword?)
- Entering a specific code can make a alternate game mode with Bosses only, if bosses are in the game
- konami code reference

XVII. Sound Index

(Include an index of all your sound clips)

SOUND INDEX:

- tiny catboy voice noises. **E**
- sea creature has no voice-lines but communicates through magic **E**

XVIII. Story Index

(Outline your game story here)

STORY INDEX:

-We can base it on some kind of cartoon story for the main story of the game. Moreover, I have an idea. There was a war between fishmen and cat people just as an example. The catboy stole food and treasure. The fishmen have to get all their food back and kill the catboy in order to protect their world.. **NN**

-Immortal fish people are the keepers of the ocean. They drain dark aether from the ocean and store it in a crystal relic that they hold in safety. The fish people can only live under the sea, separated from life on land. One day, an evil fish wants to covet the dark aether in an attempt to conquer the land and sky, and he breaks open the crystal and unleashes dark aether that corrupts the fish people. A young fish spirit grabs the crystal and takes it to shore, and asks our protagonist catboy to take him to a shrine of light that can be used to restore aetherical balance to the land. They traverse through multiple levels to get to this shrine. The final boss is the evil fish; his first form is him as normal, his second form is dark aether enhanced, and his third form he covets both light and dark aether and forms a horrific monster. Upon defeating him, the world is saved! **E**

XIX. Art / Multimedia Index

(Include an index of all your graphic and video assets here)

ART/MULTIMEDIA INDEX:

-8-bit pixel style. **E**

-Color palette includes green or blue/turquoise, orange/coral & sandy yellow colors. **TBD**

- Maybe include an image sample or Hex codes on the decided colours **TBD**

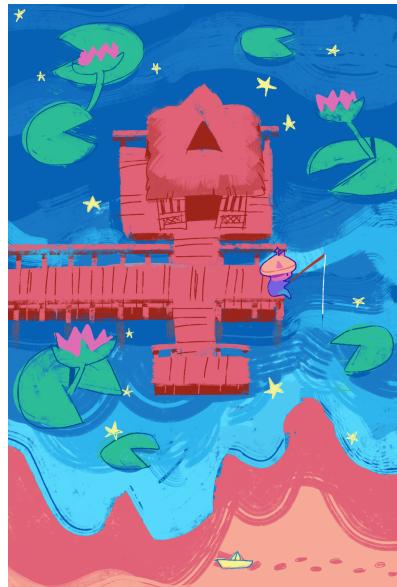
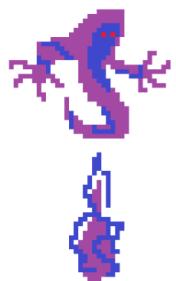
XX. Future Features

(Include any future features that are planned to be implemented)

FUTURE FEATURES:

- Depending on how character models are made/Bosses are implemented, if a boss is defeated we can then play a skin as that person **LP**

XXI. Concept Art



Concept art for the main menu of the game, I'll work on the buttons and see how it looks together. Fish spirit would be slightly translucent, and is facing away.