Q-BIT

CATFISH'D

Game Design Draft (GDD)

Version #2

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By Sydney Ocampo, Daniel Reyes, Yujie He, Emma Peters, Taylor Witten, Nigel Pannek, Thi Ngoc Oanh Le, Doris Yuan, Devin Mahadeo, Jesse Menard

Friday October 8th 2020

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Version History

VERSION 1 October 7 2021

VERSION 2 November 11 2021

[This is the body of your video game design document. You should add and delete sections as they pertain to your game's design.]

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. Game Overview

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

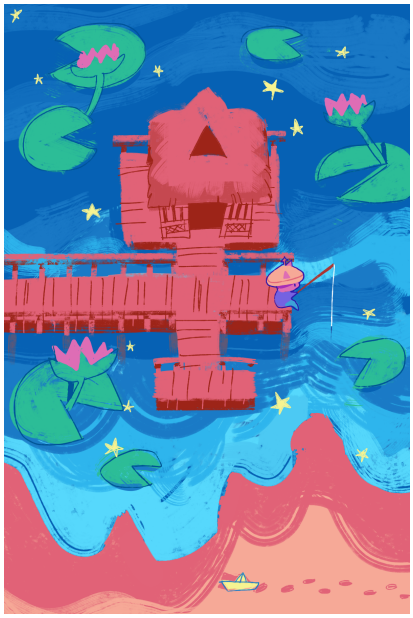
For years, the creatures of the land and the spirits of the sea have lived in harmony, both maintaining an aetheric balance.

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***



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***

III. Camera

(Point of View)

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. Controls

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

Controls:

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 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***

-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**

V. 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**

VI. Menu and Screen Descriptions

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

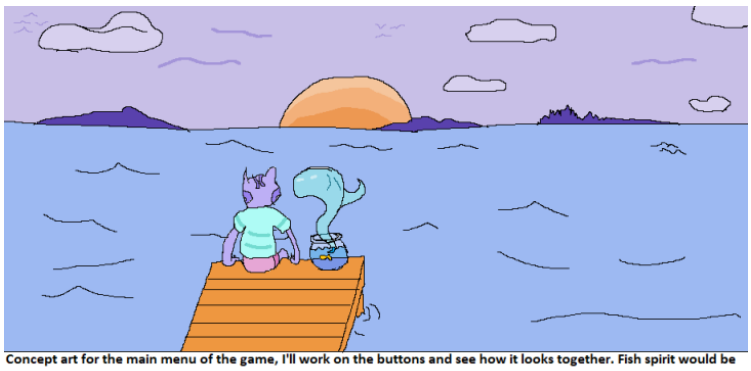
MENU AND SCREEN DESCRIPTIONS:

-Selection icons in menus could be fish. **HP**

-Volume settings for music + sfx. **HP**

-Retry level. HP

-Save(?). Controls(?) **HP**



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 teanslucent, and is facing away.

VII. 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**

-Parallax. **LP**

-Evil fish spirits. **TBD**

VIII. Levels

(Describe Each of your game levels)

LEVELS:

-Beach level. **E**

-Forest level/jungle level. **E**

-Small town level. **TBD**

-Hill/mountain level. **TBD**

-Shrine. **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).

IX. Game Progression

GAME PROGRESSION:

X. 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**

XI. 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**

XII. 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**

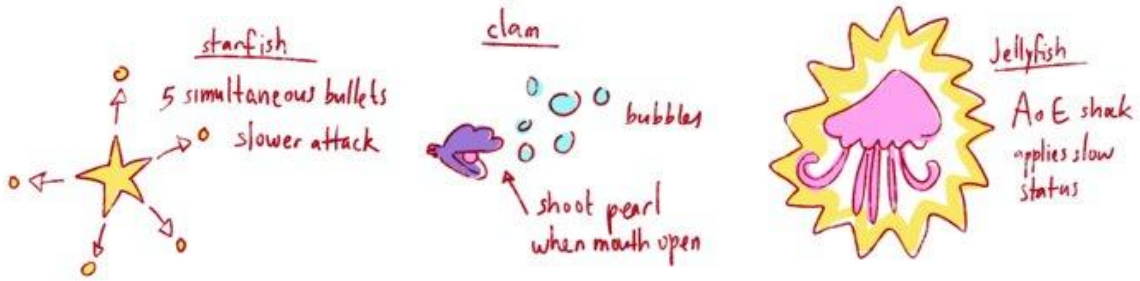
-Leviathan boss. **TBD**

-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**

ENEMY ATTACK IDEAS



BOSS

XIII. Weapons

(Describe any weapons available to the user)

WEAPONS:

-Water spread attack. **HP**

-Water burst attack. **HP**

-Water AOE attack. **MP**

-Water jet. **E**

XIV. 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**

XV. Abilities

ABILITIES:

-Invincibility. **HP**

-Dodge roll. **HP**

-Speed increase. **MP**

-Jump. NN

-Flight.~~ **TBD**

-Multishot. **NN**

-Beam attack. **NN**

-Bursting/exploding attack. **NN**

-Icy attacks? **LP**

-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.

- SideKick like ability, small fish that shoots with you **LP**

- Dash attack, rush through enemies and it does damage **LP**

XVI. Vehicles

VEHICLES:

-Surfboard. **TBD**

-Boat? **TBD**

-Pets? **TBD**

-Domesticated fish? **TBD**

-beeg fish **TBD**

XVII. Script

SCRIPT:

XVIII. 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. **E**

-Score could tie to a potential achievement system? **LP**

XIX. Puzzles/Mini-games

XX. 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**

XXI. Cheat Codes

CHEAT CODES:

-Entering a specific code grants access to some concept art (Or maybe just an EE or something) **LP**

-Entering a specific code in the main menu can give you a hidden special ability. **LP**

-Entering a specific code can give you special weapons(like Halloween weapons,Pumpkin sword?) **LP**

-Entering a specific code can make a alternate game mode with Bosses only, if bosses are in the game **LP**

-konami code reference **LP**

XXII. Sound Index

(Include an index of all your sound clips)

SOUND INDEX:

- tiny catboy voice noises. **E**

-sea creature has no voice-lines but communicate through magic? **E**

XXIII. 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 catboy in order to protect their world.. **TBD**

-Catboy V.S. fish people? **TBD**

XXIV. 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**

XXV. Design Notes

(Include additional design notes here)

DESIGN NOTES:

XXVI. 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**