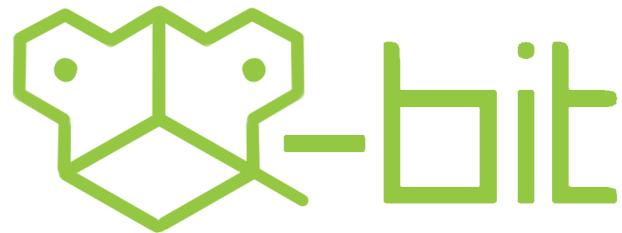


A Q-BIT™ PRODUCTION



# CATFISH'D

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## Game Design Document (FINAL)

**Version #5**

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**Thursday December 16<sup>th</sup> 2021**

(click underlined links for quicker access)

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## Version History

~ DRAFTS ~

VERSION I	October 7 <sup>th</sup> 2021
VERSION II	November 11 <sup>th</sup> 2021
VERSION III	November 18 <sup>th</sup> 2021
VERSION IV	November 25 <sup>th</sup> 2021

~ FINAL ~

VERSION V	December 16 <sup>th</sup> 2021
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## I. Game Overview

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

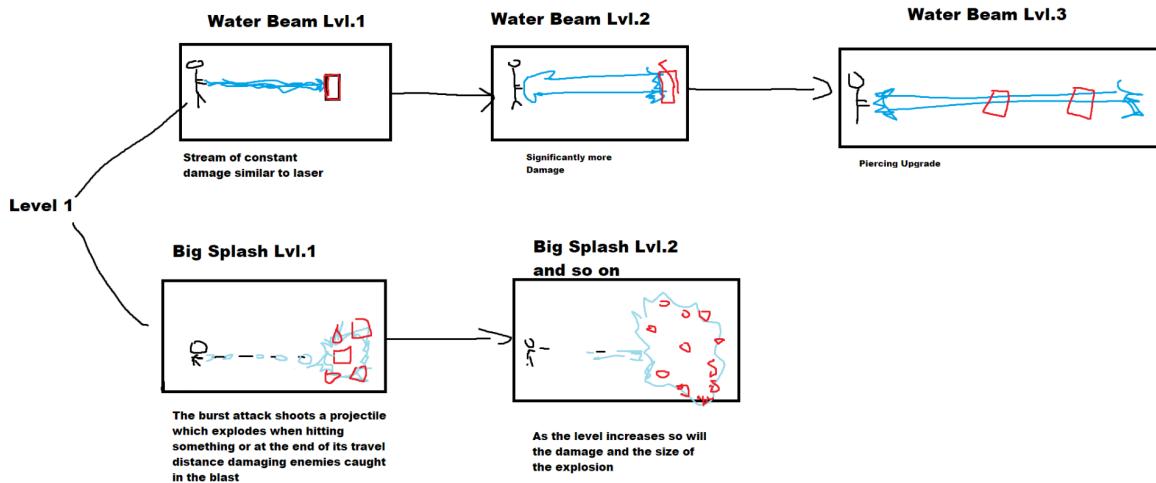
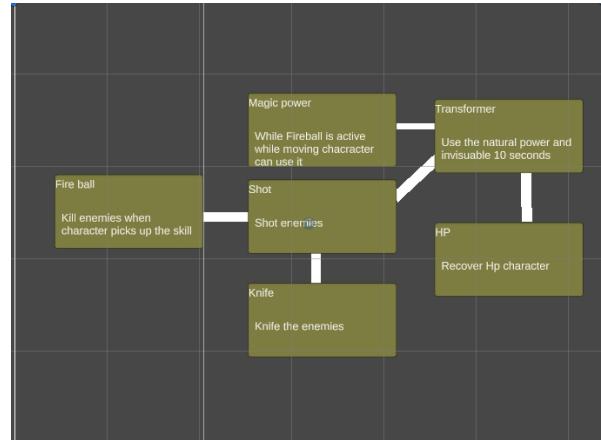
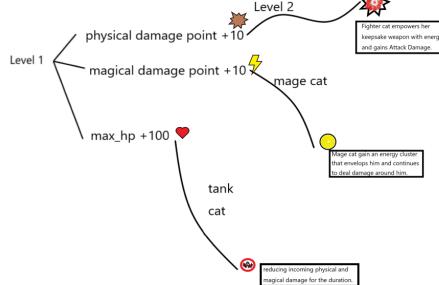
### General Gameplay Mechanics:

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

### Skill Tree/Levelling Mechanics:

At the end of each level the player will gain points to invest in a skill tree that allows choices between DPS upgrades, health upgrades, armor upgrades & weapon/abilities(as well as their upgrades).



## 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. Controls

### 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

## IV. User Interface

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

Basic/simple menu screens for exiting, opening game, controls, saving, retrying levels, loading, game overs, and level/difficulty selecting, etc.

Priority: ESSENTIAL

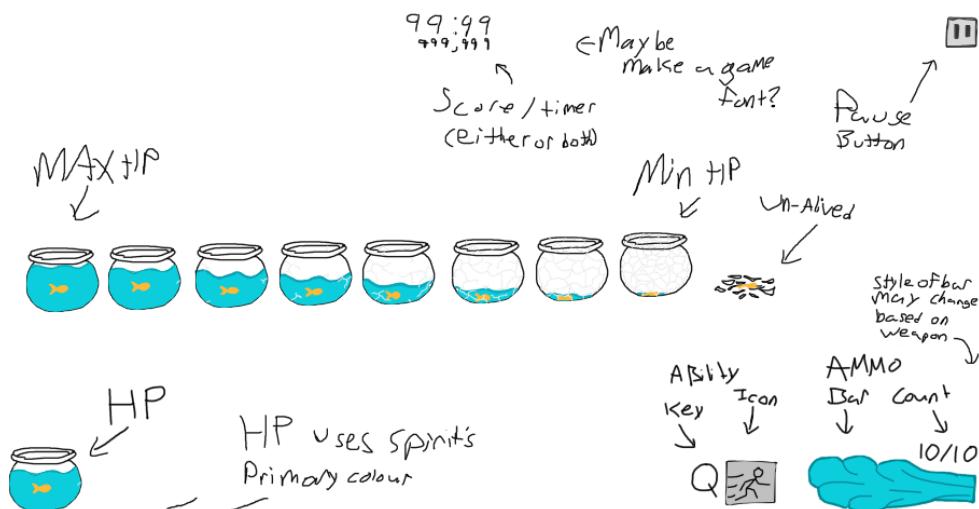
Menu screens bob up and down slowly and are animated with quirky features. Menu buttons highlight when the cursor hovers over them. Cursor is a cute little fish icon.

Priority: LOW PRIORITY

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

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

## 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

## V. Menu Descriptions:

Basic/simple menu screens for exiting, opening game, controls, saving, retrying levels, loading, game overs, and level/difficulty selecting, etc.

Priority: ESSENTIAL

Menu screens bob up and down slowly and are animated with quirky features. Menu buttons highlight when the cursor hovers over them. Cursor is a cute little fish icon.

Priority: LOW PRIORITY

Saving the game will prompt you to choose a slot out of a certain number of slots of saves so you may have multiple different save states to save/load from. Game will warn you if you want to save, then will close the menu(same as loading).

Priority: ESSENTIAL

Show a little loading icon when you save your game. In-game, a little loading icon will also appear in the corner of the screen to indicate the game autosaving.

Priority: LOW PRIORITY

Controls menu will show all keybinds and mapped keys.

Priority: MEDIUM PRIORITY

Controller support and keymapping in the controls menu.

Priority: LOW PRIORITY



Opening the game will bring you to a main menu with options such as controls, options, and play game.

Priority: ESSENTIAL

Difficulty selection screen will appear when starting the game(if put into the game). Difficulty can either be normal/hard or normal/challenge mode.

Priority: LOW PRIORITY

Selecting options in the menu screen allows you to tweak volume settings, brightness, and other graphical & gameplay features.

Priority: ESSENTIAL

When receiving a game over screen or a death screen, you will be prompted to either retry/continue(or load save), or return to the main menu/quit game.

Priority: HIGH PRIORITY



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.

## VI. Game World

Based on a mashup of 1800's to 1900's asian/mediterranean style island village life. This includes scenic views of small mountains, hills, turquoise water, golden beaches, lush forests and verdant jungles. Ruins and shrines dot the island and little bits and pieces of lore/history of the island and game world can be found throughout the game.

Priority: ESSENTIAL

Characters include cat-people and evil fish spirits, and good fish spirits. The cat people live in cute villages while the fish spirits emerge from the water and forests to attack.

Priority: ESSENTIAL

## VII. 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.

Priority: ESSENTIAL

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

At the end of each level the player will gain points to invest in a skill tree that allows choices between DPS upgrades, health upgrades, armor upgrades & weapon/abilities(as well as their upgrades).

Priority: ESSENTIAL

Offensive start-off ability(1 'bullet'). Start off with this ability at the beginning of the game. Can upgrade at the end of level with skill tree.

Priority: ESSENTIAL

Offensive choice ability(DPS boost). Can upgrade at the end of level with skill tree.

Priority: ESSENTIAL

Offensive choice ability(spread shot 5 'bullets'). Can upgrade at the end of level with skill tree.

Priority: HIGH PRIORITY

## VIII. Levels

### 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.

(see level 1 layout sketch to the left)

## Level 2: Forest

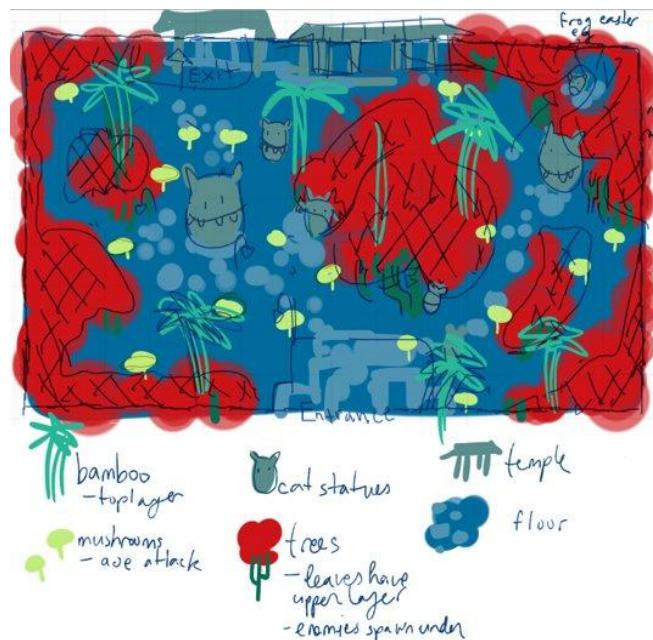
Level is larger with more obstacles: two or three diff plant species, mossy cat statues, lanterns, and with a worn-down path through the middle. Environmental obstacles include the coconut trees, and additionally, mushrooms with an AoE.

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

(see level 2 layout sketch to the right)



(see boss fight sketch above)



## 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.

## IX. Saving/Loading

Game first saves after the tutorial, then saves once after each level. If the player dies during a wave, the game will reload the most recent save automatically. Saves can be manually loaded from the main menu.

### Challenge Mode Saving & Loading(Optional):

In challenge mode(if added), saving/loading is disabled, and the player must complete the entire game in a single run without dying. If the player dies, the game will automatically restart from the very beginning. Challenge mode can be toggled on or off at the beginning of each new playthrough.

Priority: LOW PRIORITY

## X. Characters:

A young cat-boy and his little fish spirit in a glass bowl of water. The catboy is a pink/magenta furred cat with perky ears and a shy face. He likes to wear striped shirts and shorts, with a cute backpack. The fish in the bowl is an orange color like a goldfish but projects itself outside of the bowl as a large blue fish spirit.

Priority: ESSENTIAL



### Non-playable Characters:

Cat-people/townspeople that can be interacted with and talked to.

Priority: LOW PRIORITY

Potential non-evil fish spirits/creatures that can be interacted with and talked to.

Priority: LOW PRIORITY

Bonus secret lore-driven characters that can be interacted with and talked to plus potentially give you gameplay bonuses. Examples include a mysterious frog person in a black suit -- wears sunglasses and a black hat and secretly follows the protagonist everywhere they go, and a gondola man that can give you a movement speed boost or “ferries” you through waves of enemies.

Priority: LOW PRIORITY

## Enemies:

Natural obstacles such as coconuts falling from a tree, stone pillars cracking and falling onto the player, AEO mushroom that dispels gas, and rocks falling from a cave ceiling.

Priority: HIGH PRIORITY

Starfish Enemy -- shoots 5 bullets simultaneously in each direction of its points.

Priority: ESSENTIAL

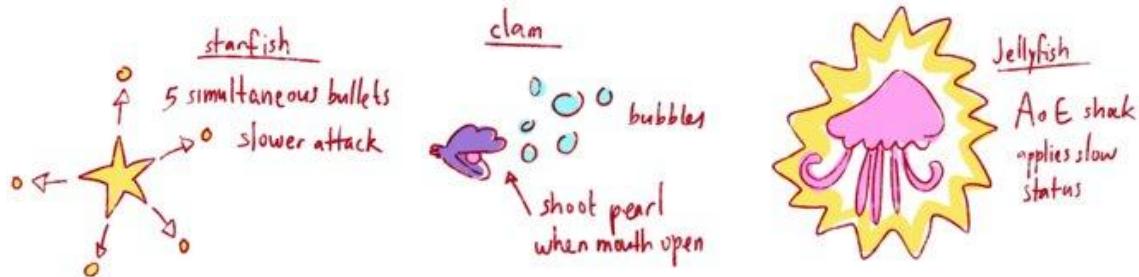
Clam enemy -- shoots slow bubbles at you but occasionally launches a fast pearl attack from inside of its mouth. Will rush at you with a melee bite attack.

Priority: ESSENTIAL

Jellyfish enemy -- AOE shock attack that damages you and applies slow effect.

Priority: ESSENTIAL

*Enemy Examples:*



## Boss enemy

A multi-stage kraken boss. Will shoot ink at the player and use tentacles as melee attacks. Boss attacks faster as the fight goes on. Stages of the boss depend on how many of its tentacles have been defeated.

Priority: ESSENTIAL

*Boss Examples:*



## Bonus/secret enemies & bosses

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), a witch(who has strong powers), and a leviathan/giant octopus boss, similar to the current kraken boss.

Priority: **LOW PRIORITY**

## XI. Weapons

Offensive start-off ability(1 ‘bullet’). Start off with this ability at the beginning of the game. Can upgrade at the end of level with skill tree.

Priority: **ESSENTIAL**

Offensive choice ability(DPS boost). Can upgrade at the end of level with skill tree.

Priority: **ESSENTIAL**

Offensive choice ability(spread shot 5 ‘bullets’). Can upgrade at the end of level with skill tree.

Priority: **HIGH PRIORITY**

Offensive choice ability(‘beam’). Can upgrade at the end of level with skill tree.

Priority: **MEDIUM PRIORITY**

Offensive ultimate invincibility. Can upgrade at the end of level with skill tree.

Priority: **LOW PRIORITY**

Offensive ultimate damage boost. Can upgrade at the end of level with skill tree.

Priority: **LOW PRIORITY**

## XII. Items

### Item Pickups:

Health pickups will spawn as a flask of red liquid. They will spawn throughout the map in each level at random intervals so the player can restore lost health, but will for sure spawn at the end of each wave, allowing the player to recover no matter what.

Priority: **ESSENTIAL**

Strange objects/powerups that will give you random status effects/abilities for a short period of time. These include an attack boost, health boost, armor boost, invulnerability, etc.

Priority: LOW PRIORITY

## XIII. Abilities

Offensive start-off ability(1 ‘bullet’). Start off with this ability at the beginning of the game. Can upgrade at the end of level with skill tree.

Priority: ESSENTIAL

Offensive choice ability(DPS boost). Can upgrade at the end of level with skill tree.

Priority: ESSENTIAL

Offensive choice ability(spread shot 5 ‘bullets’). Can upgrade at the end of level with skill tree.

Priority: HIGH PRIORITY

Offensive choice ability(‘beam’). Can upgrade at the end of level with skill tree.

Priority: MEDIUM PRIORITY

Offensive ultimate invincibility. Can upgrade at the end of level with skill tree.

Priority: LOW PRIORITY

Offensive ultimate damage boost. Can upgrade at the end of level with skill tree.

Priority: LOW PRIORITY

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

Potential status effect attacks like slowness, fire, freeze, explosion, etc. Can upgrade at the end of level with skill tree.

Priority: LOW PRIORITY

Potential additional movement mechanics/abilities like jumping, flight, sprinting/speed increases, teleportation, dashing, etc. Can upgrade at the end of level with skill tree.

Priority: LOW PRIORITY

## XIV. Scoring

Gain points for passing each wave & level. Gain points for picking up any health/items and killing enemies. Scores are tallied up at the end of each level and will show you your high score. Score is useless, mainly just to show how well you did.

Priority: HIGH PRIORITY

Potential achievement systems could be tied to score and may give you gameplay bonuses.

Priority: LOW PRIORITY

## XV. Bonuses

Easter egg featuring you kissing a frog or a frog kissing you.

Priority: LOW PRIORITY

After completing the game, you unlock a hard/challenge mode. Cannot save/load, enemies hit harder, less pickups, must restart from the beginning if you die.

Priority: LOW PRIORITY

Bonus/secret enemies & bosses -- 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), a witch(who has strong powers), and a leviathan/giant octopus boss, similar to the current kraken boss.

Priority: LOW PRIORITY

Bonus secret lore-driven characters that can be interacted with and talked to plus potentially give you gameplay bonuses. Examples include a mysterious frog person in a black suit -- wears sunglasses and a black hat and secretly follows the protagonist everywhere they go, and a gondola man that can give you a movement speed boost or “ferries” you through waves of enemies.

Priority: LOW PRIORITY

Secret areas and a potential bonus level could be accessed by finding a secret passage or completing a certain amount of secret steps. Level ideas include a jungle level, a town level, an underwater level, and a mountain/hill level.

Priority: LOW PRIORITY

## Cheat Codes

Entering a specific code grants access to concept art.

Priority: LOW PRIORITY

Entering a specific code grants access to a debug menu.

Priority: LOW PRIORITY

Entering a specific code grants access to an ability menu that can give you permanent invulnerability or a massive damage boost.

Priority: LOW PRIORITY

Entering a specific code can allow you to skip waves and levels(or skip straight to the boss)/insta kill enemies/bosses.

Priority: LOW PRIORITY

Entering a specific code can alter the game in some sort of way gameplay/difficulty wise(some crazy wacky unstable mode?).

Priority: LOW PRIORITY

## XVI. Story Index

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 to restore the realm, with the help of a young land dweller.

Make your way through different environments 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. With 3 forms, this enemy appears to you first as a normal evil fish spirit, and progressively shifts to its dark aether enhanced form. Its final form will be made of both light and dark aether, turning the spirit into a monstrous creature. 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?

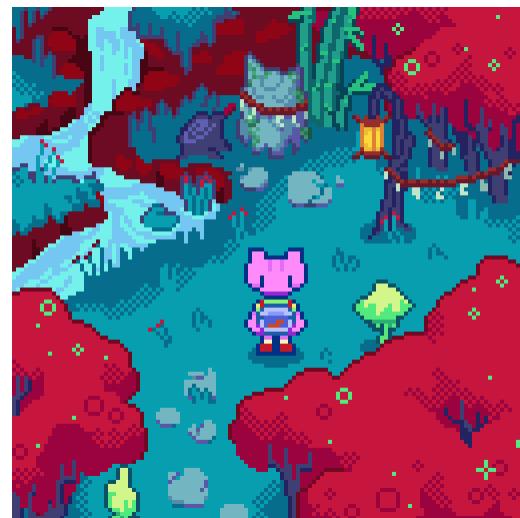
## XVII. Future Features

When a boss or enemy is defeated, allows the player to play as them in a sort of player skin.

Priority: LOW PRIORITY

After completing the game, you unlock a hard/challenge mode. Cannot save/load, enemies hit harder, less pickups, must restart from the beginning if you die.

Priority: LOW PRIORITY



## XVIII. 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*. It will also take from visual storytelling pixel games like Hyper Light Drifter, and the simplistic nostalgia of Undertale. Other art like the intro cutscene and title screen will be digitally painted.

(above) Concept art for pixel art style

(right) a title or loading screen

## Early Concept Art



(left) original ideas for the island character by Sydney

(top right) 32 and 16 bit designs for catboy

(bottom right) original good spirit duo vs evil spirit enemies idea by Nigel

