Q-BIT

CATFISH'D

Game Design Draft (GDD)

Version #XX

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<u>Version History</u>

VERSION I   October 7

…   …

[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

I.   Game Overview

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

-To get the fish spirit home peacefully.

-To convince others that fish spirits are not to be feared…?

[Working Title] is a level based bullet hell about a young boy and his quest to return his fish friend to his underwater home. The player will traverse through multiple regions to bring his friend home, fighting off foes who wish to stop him using a variety of bullet attacks.

II.   Game Play Mechanics

(How does your game work?)

GAMEPLAY MECHANICS:

-Movement abilities such as dodge roll, jump, etc. are rewarded over time.

-Several different water based attacks at your disposal.

-Water leaks from the bowl when hit, and the bowl gets damaged. If the bowl breaks, you lose.

-Health and item pickups that can be used as special items or abilities.

-Survival game — survive x amount of time

Wave-based levels

III.   Camera

(Point of View)

CAMERA:

-Top-Down Camera View.

-Camera is located in the sky, slightly angled position facing downwards.

-Examples: Stardew Valley, Legend of Zelda, and Hotline Miami.

IV.   Controls

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

CONTROLS:

-Move: WASD.

-Start Screen: ESC - Leave Match(Leave game?).

-Left Mouse: SHOOT.

-Right Mouse: DODGE ROLL.

-Space Bar Key: JUMP.

-Left Shift: SPRINT.

-E Key: SPECIAL ABILITY/ITEM.

-F Key: INTERACT.

-Maybe we could add a joystick option? -- Or a controller mapping option in addition to the keyboard controls. Depending on programming difficulty...

-Multiple keys pressed at the same time for an ultimate ability(The ultimate ability charges by hitting normal abilities)?

-Shift Key: RUN FASTER.

-TAB: INVENTORY.

-R Key: RELOAD BULLETS/TOOLS.

-1,2,3,4:Switch weapons（Main weapon, sub weapon, melee weapon, throwing props）

-have a screen in the opening or options that shows (and can maybe change) the controls

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.

-If a challenge mode is added, no saving or loading could be an option, and the game has to be completed in one run.

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.

-Water tank or bowl slowly emptying as an ammo bar for water attacks.

-Separate or floating screens for pop-up menu, controls, saving(?), loading, game over, exiting game(?), opening game, level/difficulty select(?)

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.

-Volume settings for music + sfx.

-Retry level.

-Controls(?)

VII. Game World

(Describe your game Environment)

GAME WORLD:

-1800's to 1900's small Hispanic or Italian style town/island.

-Scenic views, small mountains or hills.

-Turquoise water, golden beaches.

-Lush forests or verdant jungles.

-Evil fish spirits.

VIII.   Levels

(Describe Each of your game levels)

LEVELS:

-Beach level.

-Forest level/jungle level.

-Small town level.

-Hill/mountain level.

-Underwater level(maybe as a bonus).

-Beach level(to wrap up?).

-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

IX.   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

-Currency to purchase abilities/weapons to become more powerful

-Lore about the fish spirit religion discoverable throughout the levels

X.   Characters

(Describe Your game avatar if applicable)

CHARACTERS:

-A young boy(or cat boy).

-Fish-person(or fish-like spirit being?) stuck in a fishbowl.

XI.   Non-player Characters

(Describe Any Computer controlled Allies and how they work)

NON-PLAYER CHARACTERS:

-Townspeople(cat people?).

-Young children(cat children?).

-Fish-people(or fish-like spirit beings?)

-Fishermen.

-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?).

-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.

XII.   Enemies

(Describe computer-generated enemies and boss monsters)

ENEMIES:

-Townspeople(cat people?).

-Government officials.

-Animals.

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

-Fishermen.

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

-Leviathan boss.

-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). Uses her abilities to attract the fishmen.

-Murloc

- 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

XIII.   Weapons

(Describe any weapons available to the user)

WEAPONS:

-Water spread attack.

-Water burst attack.

-Water AOE attack.

-Water jet.

XIV. Items

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

ITEMS:

-Health pickups.

-Ammo for attacks.

-Power-up items.

-Some type of coin currency.

-Food for health recovery.

-Mana.

-buff and debuff

XV. Abilities

ABILITIES:

-Invincibility.

-Dodge roll.

-Speed increase.

-Jump.

-Flight.~~

-Multishot.

-Beam attack.

-Bursting/exploding attack.

-Icy attacks?

-Small teleport(dive in water, pop out somewhere else).

-Charge attack that increases the strength/area of the attack.

-Ultimate ability that charges by hitting normal abilities.

- SideKick like ability, small fish that shoots with you

- Dash attack, rush through enemies and it does damage

XVI. Vehicles

VEHICLES:

-Surfboard.

-Boat?

-Pets?

-Domesticated fish?

-beeg fish

- Might cause conflict with the style of game

XVII.   Script

SCRIPT:

XVIII.   Scoring

SCORING:

-Gain points per enemy defeated or item gained per level.

-Score is useless, but is tallied at the end of each level to see how you did. - Maybe letter ranking (S+ - F)

-Score could tie to a potential achievement system?

XIX.   Puzzles/Mini-games

PUZZLES/MINI-GAMES:

XX.   Bonuses

BONUSES:

-Easter egg featuring a frog being kissed(Maybe even a feature?)!

-Easter egg level (if possible) — underwater, the boy wears the fishbowl.

-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.

-Special treasure(which may have important/rare food, weapons, abilities, etc.) to kill the final boss.

XXI.   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

XXII.   Sound Index

(Include an index of all your sound clips)

SOUND INDEX:

- tiny catboy voice noises.

-sea creature has no voice-lines but communicates through magic

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..

-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!

XXIV.   Art / Multimedia Index
(Include an index of all your graphic and video assets here)

ART/MULTIMEDIA INDEX:

-8-bit pixel style.

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

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

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

XXVII.   Concept Art