Game Design Document 2D Game



***‘It’s your chance to be the hero you’ve always wanted to’*** – Ernest Viola

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# 1 Game Overview \*

Title: Fireman Catch

Platform: iOS MAC

Genre: Casual

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: November 26, 2017

Publisher: The Earnest Company

Description: The player will move their mouse in the left or right direction thus movie the fireman at the bottom of the screen. The player will then be able to catch the falling civilian from the top of the screen and save the day! They will have a limited amount of time to help as many people as they can and for each of the people they catch they will increase their score.

# 2 High Concept\*

Catch game which is a casual game for when someone needs to pass time.

# 3 Synopsis\*

Quick and relaxing game where the player is the hero that saves lives.

# 4 Game Objectives\*

Catch the falling citizen and earn as many points in the time allocated.

# 5 Game Rules\*

Move left or right using the mouse in the time allocated to catch the citizens

# 6 Game Play\*

## 6.1 Game Controls

Mouse left or right.

### 6.2 Maps

Single map at a city building.

# 7 Players (optional)

## 7.1 Characters

Two characters the fireman and the civilian.

## 7.2 Metrics N/A

## 7.3 States N/A

## 7.4 Weapons N/A

# 8 NPC (optional) N/A

## 8.1 Enemies

### 8.1.1 Enemy States

### 8.1.2 Enemy Spawn Points

## 8.2 Allies / Companions

### 8.2.1 Ally States

### 8.2.2 Ally Spawn Points

# 9 Art \*

## 9.1 Setting

Metropolis city building.

## 9.2 Level Design

Single level which is a street building.

## 9.3 Audio

With love by Vertex Studio track 8

9.4 What you Developed

I developed updated code to the original hat trick code by Adam Buckner in order to work with my project. I also developed all of the art and splash screen.