OVERHEATED

DESIGN DOCUMENT

By Bryan Bill for the July 2024 ScoreSpace Speed Jam


Introduction

Game Summary Pitch

Overheated is a fast-paced 2D platformer where the player must balance a *Heat* meter to speed through the level without burning up. A full *Heat* meter will grant crazy speed, but at the cost of player health.

Inspiration

Super Mario 3 contains a mechanic called *P-Speed* which gives the player more speed when they gain momentum. The *Heat* meter in *Overheated* will be similar to this mechanic.
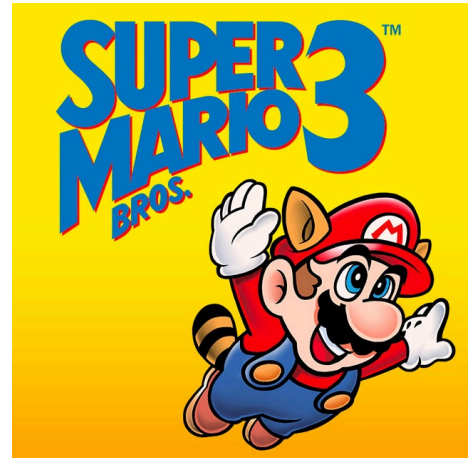
Flagman is a simple flash game that lends itself very well to speed running thanks to its short levels and direct level access. *Overheated* will have a similar level menu, and a similar tutorial-like 1st level.

Player Experience

Overheated should feel moderately paced to the inexperienced player. There will be easy ways to reduce *Heat* to prevent burning up, but should come at a significant cost to movement speed. The game should not be very difficult to complete when not concerned about fast completion.

As the player strives to improve their time the game should become more difficult. There should be at least 2 paths that players can take in most situations. The player will have to use their health bar as a resource if they want to optimize speed.

Platform

Overheated will be played in the browser in HTML5 format and posted on *Itch.io*. Personal best data will be saved using browser cookies.

Development Software

Overheated will be developed using *Gamemaker v2024.6.2*. Online leaderboards will be implemented using *LootLocker*. All sprites will be drawn in *Aseprite* or in the Gamemaker native sprite tools.

Genre

Overheated is a 2D platformer / speedrunning game.

Target Audience

Overheated is targeted towards individuals that are committed to improving their personal game completion time (speedrunners). The game will not be very difficult, and will be short enough to complete full game runs relatively quickly.

Concept

Gameplay Overview

Overheated will have 1 primary mechanic, which is the *Heat* meter. All other mechanics will strive to make *Heat* management fun and interactive.

Primary Mechanics

Heat Meter will have 6 bars to be filled. Each bar gives the player higher top movement speed. If the meter has 5 bars filled then the player will receive a slight amount of DOT (Damage Over Time). If the meter has 6 bars filled then the player will receive a significant amount of DOT.

Heat Increases when any of the following events occur:
  - At top speed for *2 seconds consecutive (+1)*
  - *Attack* destroys an enemy *(+1)*
  - *Parry* an enemy attack *(+1)*

Heat Decreases when any of the following events occur:
  - Not at top speed for 2 seconds consecutive *(-1)*
  - Gets hit by an enemy *(-2)*
  - Misses a *Parry (-1)*

Secondary Mechanics

Attack is a small, quick slash that occurs directly in front of the player. The attack does not break player momentum, and can be used on the ground or in the air. If the attack hits an enemy then *Heat* is increased by one bar. All basic enemies are a single hit to kill.

Parry is a quick button that does not break player momentum. If an attack hits the player within 15 frames of a parry, the player is not affected by the attack and is teleported to the attack source (the enemy that used the attack). The enemy is destroyed and the player gets full momentum (top speed) through the enemy (ie. if the enemy is to the right of the player, the player will get full momentum right).

Using parry costs *(-1) Heat*, landing a parry grants *(+1) Heat,* and destroying an enemy grants *(+1) Heat* [landing a parry is effectively *(+1) Heat*].

Art

Theme Interpretation

Overheated will have a fairly simple environment art style based on geometric shapes, similar to *Thomas was Alone*. The game will be slightly more textured in the animations, and the main character will be a small pixel art sprite similar to *Celeste*.

Design

Overheated will take place on a grid of *16x16* pixel squares. The camera will render at a resolution of *960x540* pixels, however the actual picture will only be *480x270* pixels.

Audio

Music

All music will be made in *Reaper*. The style will be a mix of *Breakcore* and *Chiptune* to supplement the fast and simple nature of the game. There will be at least 2 songs. A menu song, and an in game song,

however ideally there will be a different song for each level.

Sound FX

All sound FX will be found on *Freesound.org* or will be made manually.

Game Experience

UI

Overheated will have a simple UI similar to *Flagman*. There will be a main menu which will allow the player to either play the game from start to finish, or play each level individually.

There will be UI elements that appear in the first level to teach the player the basic game mechanics.

Controls

Overheated will not support controller remapping on this initial release. There will be controller and keyboard support, and controller will be the recommended method of play.

Development Timeline

July 26 - Game mechanics should be implemented (including leaderboards).

July 27 - Level Design and UI elements should be completed

July 28 - All art/music/sounds should be completed and implemented

July 29 - Game should be completed. Only minor adjustment should be done