

Game Design Document

Introduction

The evil Yahoos are at it again! This time, they have stolen the Master Donald's marbles. Master Donald has sent his army out to retrieve his marbles. You take control of the three different types of Donalds; Red, Yellow and Blue. The Red Donald travels at a standard pace. The Yellow Donald has a speed boost. The Blue Donald splits into three smaller Blue Donalds. Use the Donalds and their special abilities to regain the Master's marbles!

Character Bios

There are four main types of Donalds. Red is Master Donald's most trusted soldier. Although he doesn't have any special characteristics, the other Donalds look up to him due to his leadership skills. Yellow is the fastest of all Donalds. Full of energy and always enthusiastic, he has the ability to increase his speed mid-flight. Blue is the most unique Donald. Mid-flight, he is able to split himself into three smaller counterparts. This makes him three times the trouble for the Yahoos. Master Donald is the most powerful Donald. One move from him can destroy an entire Yahoo army.

There are three different types of Yahoos. Minion Yahoos are the most loyal, but the least threatening. They are the friendliest, which is not good in battle. Corporal Yahoos are the strongest. Due to rigorous military experience, they require two hits to be taken down. King Yahoo is not the strongest, however he is the sneakiest. He takes cover in the hardest to reach locations, always proving to be a nuisance to the Donald army.

Gameplay Description

When the user opens up the game, they will see a cover screen, with the company's logo, and a play button. The "play" button leads to a level selection screen. The levels that have not been unlocked will be grayed out, and playable levels will be in colour.

When the game begins, there will be a cut scene to Master Donald, astonished to find that he has lost all his marbles. The screen will pan to a group of Yahoos, looking very pleased that they were successful in stealing the marbles. Then the screen will display the controls (key-mapping), teaching the user how to aim and launch the Donalds. You will choose the angle that you would like to fire the Donald at using the up and down arrow keys. The power of the launch will be determined using the left and right arrow keys, which will fill a bar under the launching chair. For the Yellow and Blue Donalds, the enter key will activate the special ability. This special ability must be triggered before making contact with any wall or floor, but it can be triggered after making contact with Yahoos. The Donalds will bounce off walls with 90% of their speed. Once the speed is less than or equal to 3 m/s or the Donalds hit the floor, they will vanish with an animation.

Once the user has read the instructions, there will be a cut scene to the first level. The first level will have three Reds, and three Minion Yahoos. The second level will have one Yellow and two Reds, again with three Minion Yahoos. The third level will feature two Blues and one Red, along with one Corporal Yahoo, and four Minion Yahoos. The fourth level will have two Blues, a Yellow, and a Red, as well as a King Yahoo, a Corporal Yahoo, and four Minion Yahoos. The fifth level will include one Blue, two Yellows, and one Red, with one King Yahoo and eight Corporal Yahoos.

The final cut scene has a single Master Donald, eight Corporals Yahoos and one extra-large King Yahoo. Master Donald is a revenge-seeking missile, and will hit all of the enemies. As the dust settles from Master Donald's victory, he will appear out of the dust, holding his bag of marbles. Master Donald thanks the user and the credits will roll.

Asset Breakdown

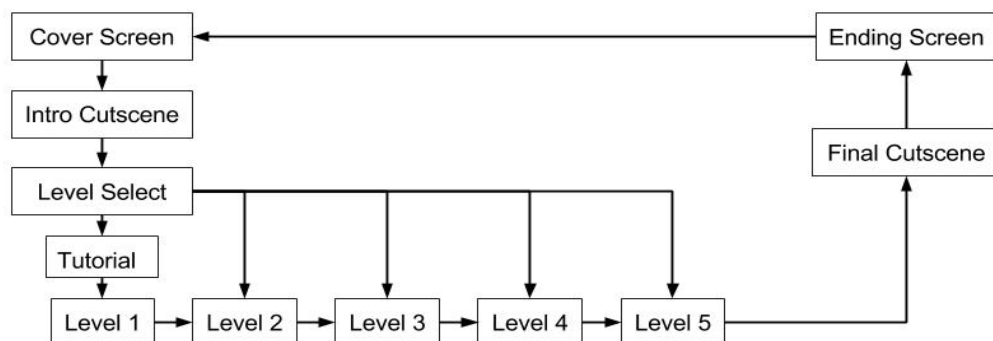
Graphics:

- 1 static background
- 4 Donalds
 - Red
 - Yellow
 - Blue
 - Splitting animation
 - Master Donald
 - Victory animation
- 3 Yahoos
 - Minion
 - Corporal
 - King
- Vanishing animation
- Cover Art
- Level selection art

Sound:

- Theme song
- Launch sound effects
- Impact/bounce sounds
- Final level sounds

Game Flow Diagram



Potential Changes

- More levels
- Background music
- Different hit system

Artistic Style Outline (not to scale)

Cover Screen	Level Select
Level 1	Level 2
Level 3	Level 4
Level 5	Legend
	<ul style="list-style-type: none">- Launching Chair- Minion Yahoo- Corporal Yahoo- King Yahoo