

GAS GAS GAS - Game Design Document

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1. Title Page

1.1. Game Name: Helpless, Hopeless, Hapless

2. Game Overview

- 2.1. Game Concept: Co-operation, Puzzle solving
- 2.2. Genre: Role-playing puzzle-solving roguelite
- 2.3. Target Audience: 16+
- 2.4. Game Flow Summary: Cyclic
- 2.5. Look and Feel: Noir, comic book, hand drawn

3. Gameplay and Mechanics

3.1. Gameplay

3.1.1. Game Progression

- One end goal that has to be reached in one attempt

3.1.2. Mission/challenge Structure

- a. Explore to complete subgoals
- b. Fight enemies while exploring
- c. Fight enemies while solving puzzles

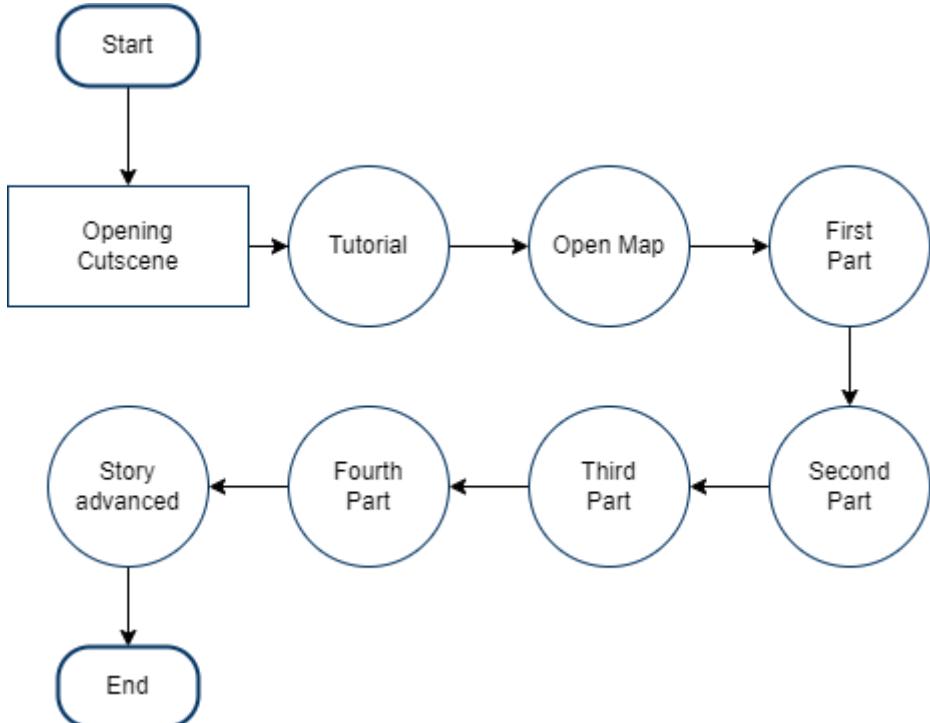
3.1.3. Puzzle Structure

- a. Color Map: 4-color-theorem-based puzzle game, where you color a map
- b. Untangled: Puzzle where the player has to move ~15 points such that the lines between them don't intersect.
- c. Network: Connect nodes by rotating wire tiles to divert power

3.1.4. Objectives

- a. Keep both players alive
- b. Find all parts of the aircraft and repair it
- c. Fight the enemies till all parts are found and players survived

3.1.5. Play Flow:



3.2. Mechanics

3.2.1. Physics

- a. Bullets follow a straight line through the air.
- b. Only limited field of view as light gets blocked by opaque objects like trees

3.2.2. Movement in the game

- a. Left, Right, Front, Back
- b. Movement for puzzle pieces when solving puzzles (puzzle specific)

3.2.3. Objects

- a. Hold the 'Grab' keybind to grab puzzle pieces to place them
- b. 'Interact' keybind to pick up aircraft parts
- c. All objects will be 2 dimensional according to the top-down perspective of the game
- d. Interactable objects will have a different coloured outline around them

3.2.4. Actions

- a. Shooting and aiming enemies (auto-reload) by Helpless (P1)
- b. Movement by Hopeless (P2)
- c. Solving puzzles by puzzle-specific methods by Helpless
- d. Shooting and aiming enemies (auto-reload) by Hopeless only while Helpless solves puzzles

3.2.5. Combat

- a. Helpless and Hopeless engage in combat together, Helpless controls aiming/shooting and Hopeless controls movement.
- b. Helpless has a gun equipped with which she can shoot the enemies.
- c. Hopeless engages in combat when Helpless solves puzzles

3.2.6. Economy

→ None

3.2.7. Screen Flow

- a. Top-down view of the entire scene.
- b. The camera is focused on Hopeless when carrying Helpless and is centered on the puzzle when puzzle solving occurs to retrieve aircraft parts.
- c. When the players load into the game, the main menu appears.
- d. **The cut scene plays when starting a new game, after which the actual gameplay starts.**
- e. The screen is spotlighted to give player experience of only limited view in real-life

3.3. Game Options

3.3.1. Game Options

- Story mode only

3.4. Replaying and Saving

- a. Due to having a short finish time, There will be no saving features. The game can be finished in one sitting (but this is seldom the case).
- b. The game is heavily replayable. The players learn more about the world, each time they play through it.

3.5. Cheats and Easter Eggs

- None, except those used in development builds

4. Story, Setting and Character

4.1. Story and Narrative

- a. Introduction cutscene
 - Done in the form of pixel art.
 - The story begins with three friends designated Helpless, Hopeless, and Hapless shown having fun
 - They decide to go on a trip to a tourist island and head off to that place
 - In the middle of their trip, the aircraft encounters some unknown difficulty and crashes on an island.
 - There are dead people all around, and Helpless and Hopeless are shown to be alive but unconscious
 - Hapless is awake and rushes over to them. He tries to give them first aid but is interrupted by noises that sound like growling animals. He finishes his efforts and runs off into the woods. It is shown that humanoid creatures chase after him shortly.
- b. Gameplay going further
 - Helpless and Hopeless wake up with Helpless having lost his legs and Hopeless relatively fine physically, but extremely shaken mentally with all the death she sees around her.
 - They see traces of their friend Hapless and see that the aircraft can be fixed but the parts seem to have been strewn around the unknown island they're on.
 - They make it a goal to explore the island to search for their friend and the parts to fix the plane as well.

- They have to solve puzzles that will help them obtain the aircraft pieces. During this entire time, they need to fend off enemies which are the inhabitants of the island.
- They find out that Hapless might be at the 4th and final aircraft part's location, but they are met with his dead body.
- They collect the aircraft piece and leave the island, and their friend as well there.

4.2. Game World

4.2.1. General look and feel of the world

- a. Basic coloring and pixelated artwork
- b. Impending sense of danger looming on the characters
- c. Extremely dark

4.2.2. Areas

- a. Single map, the island
- b. Island is overall a forest with ruins, mazes and

4.3. Characters

- a. Helpless
 - Very handsome
 - Loses his legs in the aircraft crash
 - Extremely smart so can solve puzzles
- b. Hopeless
 - Not very bright but
 - Is very strong as they were on the school football team
- c. Hapless
 - Very kind-hearted
 - Was fine after the crash
 - Gets chased by local inhabitants when trying to help Helpless stop his bleeding
- d. Local Inhabitants (termed Haigure by Hopeless and Helpless due to the sounds they make)
 - Have several tattooed markings on them
 - Cannot seem to speak detectable languages
 - Wield clubs and bow-and-arrows whereas a few stronger ones are bare handed.
 - **Stronger warriors have no weapon and use their bare hands.**

5. Levels

5.1. Tutorial level

- a. Instructions are given in the main menu about the objectives of the games.
- b. Controls explain how to play the game.

5.2. The Island

- a. A large, unforgiving locale that looks like it could be a holiday destination.

- b. It is the home to the now-called Haigure - A community of extremely hostile humans that are so ravenous that they don't seem to think clearly. They move around the island hunting as if they're wolves in a pack.
- c. Aircraft parts have been strewn across the island as a result of the crash.
- d. Final Map Design

– Map Design –

6. Interface

6.1. Visual System

- Very minimal UI that shows remaining HP, parts collected and a crosshair to aid in aiming. **On the press of a certain button, you are shown which character you're controlling.**

6.2. Control System

- Controlled through a pair of gamepads.

6.3. Audio, music, sound effects:

- a. Shooting sounds
- b. Moving, footsteps
- c. Enemy attacks
- d. Mood music

6.4. Help System

- Players are taught the controls during the first attempt but are soon left alone for themselves.

7. Artificial Intelligence

7.1. Opponent and Enemy AI

- a. The Haigure across the island.

7.2. Non-combat and Friendly Characters: None

7.3. Support AI: None

8. Technical

- 8.1. Target Hardware: *Only PC*
- 8.2. Development hardware and software, including Game Engine
 - a. Game Engine: *Unity*
 - b. Asset creation: *Handmade*
- 8.3. Network requirements: *None*

9. Game Art

- a. Rough sketch of Helpless



b. Rough sketch of Hopeless



c. Rough sketch of Hapless



10. Reviews of Game

- #1 Hopkins, Hopkins, Hopkins is a very interesting game. The gameplay is very smooth and goes very well with joystick controls. The story and concept behind the game is also amazing. (9.3/10)
- #2 Good game, controls felt smooth boss was a bit too easy (9/10)
- #3 Fun game, unique take on the genre, everything was super smooth and fun especially Wuzzles!
- #4 A very well thought & good narrative. The two player inclusion is a part that adds to the fun. Cool game mechanics, the puzzles were also very intriguing, and adds more collaborative focus between players. (9.2/10)
- #5 Fun game with a good design. The player part could've been implemented better. (10/10)
- #6 The bugs add character to the game, I really liked the opening wt. the idea of the game was quite novel too. (9/10)
- #7 It is a very interesting concept. There are some bugs with the dialogue but that didn't take away from the entertaining cooperative experience. The boss fight was a bit too hard. (9.5/10)
- #8 This game is beginner-friendly & very interactive. The design & concept were novel. 9^{1/2}/10
- #9 The game is very exciting and a lot of fun to play. The gameplay is immersive and puts you on the edge of your seat 10/10

of really good game, love the aesthetic & fun mechanics
11/10 - fun

Really fun game, lazer game was STRESSFUL but it was fun.
1.30 min speedrun or clap iP, Had to come back to it cos it was that
fun
- Deekhan and Srifa

Pegchamp puzzle design!
Shootings interactive enough to make me want to play more. 9/10

11. Differences between intended and final game

11.1. Puzzle Structure

11.1.1. The puzzle structure has been changed to consist of the following:

- a. Maze: Players must navigate through the maze to find the missing piece; includes local lighting when player enters the maze to add to ambient feel
- b. Laser puzzle: One player must solve the puzzle by rotating pieces to direct the lasers to the beacons and turn them green while the other player keeps the attention of the enemies. The player that is shooting has to keep the attention of the enemies away from the first player but can't go out of the screen else the puzzle cannot be solved.
- c. Boss battle: There is a boss battle, once finished grants the player a piece as well. The boss is bigger, faster, and can shoot from 4 sides with delays between each side and a bullet delay added as well, making the shooting pattern hard to predict. The bullets also do 3 times more damage than normal enemies do. And of course, there is boss music.

11.2. Cutscenes

11.2.1. Cutscenes were not added to the final build.

11.3. Characters

11.3.1. Local Inhabitants

- a. There is only one type of local inhabitant that does ranged damage.

11.4. Audio, music, sound effects

11.4.1. No sound effects have been added, only ambient music relevant to the mood of the player is present.

11.5. Help System

11.5.1. Instead of a help system tutorial, an *Instructions* page and a *Controls* page have been added to the Main Menu which can be accessed by the players before proceeding into the main game.