

Game Design Document for Dogs With No Cage

Game Overview

Art Inspiration:

- https://isac.uchicago.edu/sites/default/files/uploads/shared/N_and_N/nn239.pdf
- <https://pin.it/6CZTC8LpQ>

Working Title:

Dogs With No Cage

Game Pitch:

In a fantastical world where royal families dominate the powerless through magical superiority, the exiled son of a royal family and a superpowered orphan from the streets of Naraka lead the charge to tip the hands of fate. With the boys' magical powers and your intellect, solve puzzles and fight your way to freedom!

Concept

Overview

- Genre: 2D Search Action Game
- Target Audience:
 - Age: Possibly 18+, depending on gore (at least teen rating!)
 - Interests:
 - Enthusiasts of the Search Action genre (fans of Metroidvania games)
 - Fans of *Avatar: The Last Airbender* and *The Legend of Korra*
 - Fans of the *Castlevania* TV show (inspiration for themes, mood, and powers)
 - Fans of Grunge/rock music (*Alice in Chains*, *Rage Against the Machine*, *Soundgarden*, etc.) [covers similar themes]
 - Similar Games:

- Hollow Knight
 - Castlevania: Rondo of Blood
 - Blasphemous
- Monetization: Steam (paid game), Itch (donations)
- Platforms:
 - PC

Theme and Setting

- Dogs with No Cage is a game set in a fantastical kingdom called Naraka (Sanskrit for “hell”). The player will control two characters during the duration of the story: Komori and Amon. Komori is an 18-year-old martial arts student and orphan taken in by a former member of the royal’s secret police. He has the power to use what is essentially telekinesis on objects that are the color purple. Amon is a 21-year-old exiled royal and former soldier. He has the power to supercharge electrons in a certain radius and generate lightning from point A to point B. Their goal is to topple Naraka’s government through the means of the rebellion.

Project Scope

Team

- Dev: Gus
- Design: Gus
- Art:
 - Character Portraits: Gus
 - Backgrounds: Nando (\$)
 - Props: Free/Paid free-to-use assets online
 - Sprites: Aseprite
- Narrative Design: Gus
- Sound Design: Contract (\$), <https://www.fesliyanstudios.com/>, <https://freesound.org/>

Gameplay and Mechanics

Gameplay

- Players will have to swap between the two main characters to deal with challenges specific to that character. For example, if there is a lever in a hard-to-reach place,

Komori would be able to use his scarf to pull it from long range. If there is an electricity-related puzzle, Amon would be able to use his lightning to solve that puzzle. This would also apply to combat with Komori being able to deal longer-range damage and Amon being able to deal with closer-range targets.

To cope with scope creep, I think keeping progression minimal is in my best interest.

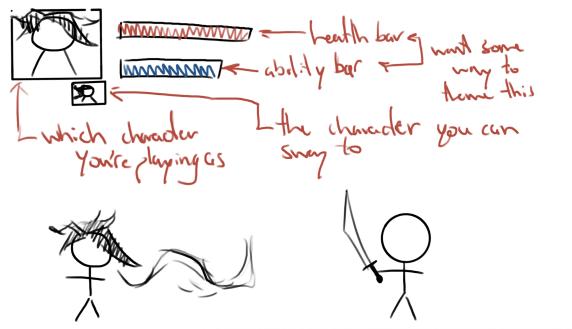
Mechanics

- Movement
 - Control: A/left arrow key (left)
 - Control: D/right arrow key (right)
- Jump
 - Control: Space/C
- Combat:
 - Standard attack: X
- Puzzles/Interact
 - Control: E
 - Applicable to:
 - Solving puzzles (charging electrical stations, pulling levers), engaging in dialogue, possibly opening doors

Flow Charts & Diagrams

Early Concepts

General UI Design:



- - Too much information in the top left of the screen
 - Think about putting health & ability bar either top right or bottom left

Levels/Acts/Structure

Opening:

Synopsis:

- The opening of the game will follow the boys as they uncover their first horror with the rebellion. After overhearing of the Rebels plan to retake a grain silo that has been commandeered by the government, the boys decide to attend. As they storm the grain silo, the boys watch as their fellow “liberators” get annihilated by the guards stationed at the silo. From this, they learn that they need to go about attacking the government in a novel way.
- The opening of the game will NOT be playable, instead it will be a sequence of black and white illustrations w/ narration.

Objectives:

- Establish the world
- Give motivation to the main characters
- Give an objective to the game

Location(s):

- Butcher shop
- Grain Silo

Level 1 (do not implement for now):

Synopsis:

- The boys must find a way to infiltrate the Royals' city. To do this, the boys must fight their way across the plains and make their way to the sewers and catacombs.
- The mission would take place outdoors in a grassy area with only light/simple use of mechanics to get players used to the controls, combat, etc.

Objectives:

- Get players familiar with the controls: movement, combat, dialogue, puzzles

Location(s):

- Plains outside of the Royals' city

Level 2 (in media res, for demo):

Synopsis:

- After infiltrating the sewers/catacombs, the boys now set out through the maze of tombs and pipes to find an entrance to the royals' city
- The level will progress from the sewers (the mouth of the sewer) → the catacombs as the boys get closer to the royals' city
- In order to get into the catacombs, the boys will need to find a key that they can "grab" off of a guard they will have to kill/incapacitate near the entrance of the catacombs
- The sewers will have fewer, easier enemies whereas the catacombs will have more challenging enemies around notable tombs and increasing difficulty as you approach the entrance to the city (POSSIBLE SCOPE ISSUE)

Objectives:

- Grab key
- kill(Amon)/incapacitate(Komori) guards

Location(s):

- Sewers
- Catacombs

Assets

Art (does not include external assets right now [i.e. GothicVania asset pack])

Dialogue Portraits:

- Komori:



- Amon:



Character Sprites:

- Komori:

- Idle:



- Run:



- Jump:



- Attack:



- Amon:

- Idle:



- Run:



- Jump:



- Attack:



- Vampire Squadron:

- Run:



- Attack:



Props:

- Skull:



UI:

- Heart:



- HealthBar:



Inspirations:

- Castlevania: Rondo of Blood:

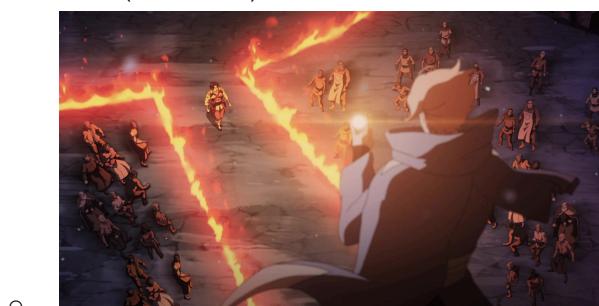




- Dead Cells:



- Castlevania (TV Show):





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- Avatar: The Last Airbender/The Legend of Korra:



Potential Paid Assets:

- <https://ansimuz.itch.io/ultimate-gothicvania-collection>
- <https://leohpaz.itch.io/ambiences-perspectives-sfx>
- <https://leohpaz.itch.io/50-rpg-battle-magic-sfx>
- <https://tommusic.itch.io/free-fantasy-200-sfx-pack>
- <https://sonatina.itch.io/infinity-crystal>

Next Steps:

1. Build a more fleshed-out demo for Spring Showcase (abilities, more enemies, add puzzles, add voiced dialogue, possibly add prologue art to the game)
2. For marketing, start to post on TikTok and Instagram more alongside continuing to make Dev Logs on YouTube
3. Try to get my game on Steam Next Fest (REACH GOAL [also very far down the line])