

Splatter of smiles one-page design document

Game Identity / Mantra:

First-person shooter game where players chase creatures around to make them happy, players would have to manage their power ups while strategically avoiding angry creatures and chasing down sad on

Design Pillars:

First-person, Positive, colorful.

Genre/Story/Mechanics Summary:

An evil scientist has manipulated the emotions of the citizens, causing them to either feel enraged or depressed. It's up to the player to stop the scientist and bring peace to the people of their world.

Features:

The 'emotional goo' that shoots from the guns will paint the walls and floors, similar to games like Splatoon.

Interface:

The player uses the WASD keys to move around, the Spacebar to jump, and the left-click on the mouse button to shoot their guns.

Art Style:

The artstyle we are trying to achieve is cute and low-poly. The world will be black and white, but the player will be able to paint the world and enemies with their guns.

Music/Sound:

The music style we want is light-hearted but exciting background music and sound effects.

Development Roadmap / Launch Criteria:

Platform: PC

Audience: 10 - 18/ Aimed for any gender / Nonviolent and colorful action

Milestone 1: Level 1 complete - 4/7/23

Milestone 2: Level 2 and 3 complete - 4/14/23

Milestone 3: Game submitted complete - 4/17/23

