GAME DESIGN DOCUMENT

Splatter of Smiles

GROUP 5

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Game Analysis

In this first-person shooter game, the player's objective is to chase down emotional enemies and make them happy. Armed with two guns, a happy rifle for the sad creatures and a calming shotgun for angry ones. The player must use their "ammo" strategically and collect power-ups to progress through increasingly difficult levels. The game features an "ink system" where ink is fired from the weapons and it will cover the creatures in it.

Mission Statement

A thrilling first-person shooter game where you hunt down emotional creatures to make them happy. Armed with a rifle and a shotgun, strategically use your ink and power-ups to have a positive impact on the creatures

Genre

This game is a first-person shooter.

Platforms

This game will be made for PCs.

Target Audience

The game's intended audience is targeted towards those who enjoy action games with emotional and strategic elements, younger players from the teen to young kid range. The game may also attract players who enjoy a more lighthearted non-violent action-packed game with an emphasis on positivity and color.

Storyline & Characters

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. The player will spawn in the levels and neutralize all the enemies to be able to progress, basically meaning make everyone happy/calm. The ammo power-ups is just for the player to reload their guns; but the speed power-ups could have to do with the player feeling extra determined to fix the world.

Character	Description	Characteristics	Misc. Info
Depressed Enemy	This NPC is one of the many affected by the evil scientist. They feel an overwhelming depression and just want to be left alone.	When the player attempts to approach this NPC, it will not harm the player but flee from them. The player must be strategic in how they neutralize these enemies. - Health: - -Speed:	These enemies can only be neutralized with the happy rifle.
Enraged Enemy	This NPC is one of the many affected by the evil scientist. They feel an overwhelming rage and need to let it out.	When the player attempts to approach this NPC, it will try to harm the player and kill them. The player must be vigilant and quick in neutralizing these enemies. - Health: - Speed:	These enemies can only be neutralized with the calming shotgun.
Happy NPC	This NPC is one of the depressed enemies saved by the player. They feel much better after having their minds cleared.	Since this NPC is feeling positive, it will wander the map until the player is done with the level. -Speed:	This NPC will have no effect on the player or gameplay.

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Calm NPC	This NPC is one of the enraged enemies saved by the player. They feel much better after having their minds cleared.	Since this NPC is feeling tranquil, it will stand and stay where the player neutralizes them.	This NPC will have no effect on the player or gameplay.
Evil Scientist	The one who started the epidemic, the final boss. He will be larger than most of the other NPCs and very hostile towards the player.	The boss will also have a gun similar to the player and attack them with it. But his paint will hurt the player and also stick to surfaces. The player must be careful to avoid these splatters, or else they will lose health. - Health: - Speed:	He will have his own room unlocked in level three. Defeating him will win the game for the player.

Gameplay

Overview of Gameplay

This game is only single-player and only available on PC. This game takes inspiration from splatoon with the gun mechanics and animations. The player is able to paint the map in the colors of the guns. The cute characters and fast paced gameplay make this game very enjoyable.

Player Experience

You start on a menu screen. When you click play, you will start the first level. After neutralizing all the enemies, a key will spawn to a door. Once you enter the door, you will start the next level. This cycle happens three times in total. Once you complete the third level, a boss room will unlock for you. You must defeat this boss to win the game. The enemies and boss will try to run away from you or attack you. If you lose all your health, the game will end. You will have to restart the level you were currently on.

Gameplay Guidelines

This game's violence is minimal but there are guns so it shouldn't be played by young children. A rating of 10+ would work well with this game. As for the rules in the game, the first rule for the player is not to lose all their health or else the level resets. The second rule is to stay in the bounds of the levels. Other than that, the player isn't

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restricted to any other rules. They are free to use pickups anytime they choose. If they want to progress through the game, all enemies must be neutralized.

Game Objectives & Rewards

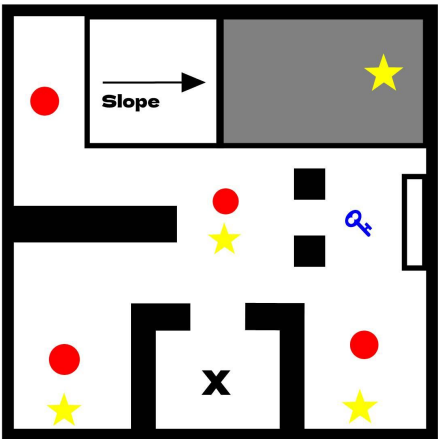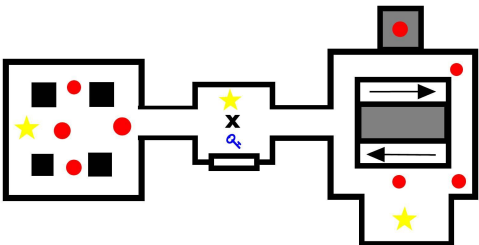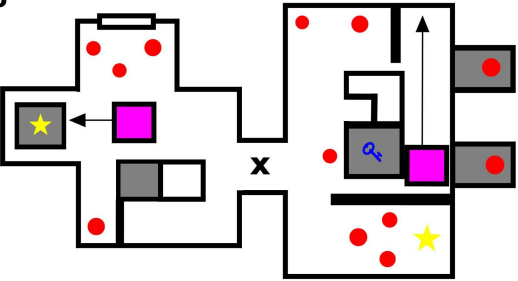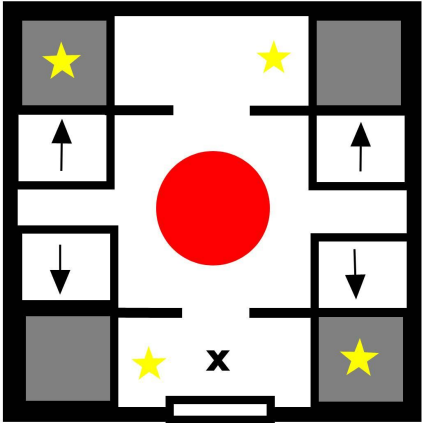| Rewards	Penalties	Difficulty Levels
- When the player neutralizes all the enemies, the key to the next level will appear.	- If the player loses all their health, the level will restart.	- The difficulty will increase as the player progresses through the levels. - Easy, intermediate, and hard levels.

Gameplay Mechanics

- The player will move around with the WASD keys and jump with the space bar.
- The player will have two guns in their inventory, a rifle, and a shotgun. The rifle is made for sad enemies, it will shoot happy emotions at a quick rate. The shotgun is made for angry enemies, it will shoot calming emotions at a slower rate. These weapons can be swapped using #1 and #2 on the keyboard.
- The weapons have a certain amount of ammo, one of the power-ups is more ammo. This power-up can be found around the map, so players will have to use their ammo strategically. Another power-up is a speed boost. When the player picks this up, they will get a movement speed boost.
- The levels will play out somewhat similarly but with increasing difficulty. The enemies and power-ups will spawn all around the map, and the spawn rate increases as the levels go on. The sad enemies will flee from the player while the angry enemies will target the player. The player must neutralize all the enemies to get the key to the next level.

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Character Attributes	
Character	**Movement Abilities / Actions Available**
Name of character: TBD	The player will have no special abilities normally but they can pick up speed power-ups. The player will also have access to two different guns. - Player health is around 10 points (test around with numbers) - Player speed is also 10 (test around with numbers) - Player starts with a certain number of ammo (test around with numbers) and ammo increases as the levels go on.
Game Modes	
- Easy - Intermediate - Hard	- Enemies spawn at a low rate and power-ups spawn at a high rate. The map is small with minimal obstacles. - Enemy spawn rates increase and power-up spawn rates decrease. The map size also gets bigger with more obstacles and platforms. - Enemies spawn at a high rate and power-ups are scarce to find. This map is the largest with many obstacles and platforms for the player to strategize.
Scoring System	
Points/Coins/Stars/Grades/Etc.	**How it's Awarded & Benefits**
- Ammo pickups - Speed boost pickups - Key	- Ammo pickups are for reloads of the player's guns. This pickup is found throughout the maps. - Speed boost pickups will increase the movement speed of the player. This pickup is found throughout the maps. - The key spawns after the player neutralizes all the enemies. This key opens the door to the next level.

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Level Design

There will be three levels; the easy, intermediate, and hard levels. The difficulty will increase as the levels go on, hence the naming.

Levels	
Easy **LEGEND** ★ Pick-up ● Enemy ▨ Platform X Player 🔑 Key 	- The player will spawn in their own separate room and walk out to the enemies. - There are 4 enemies and 4 pickups for the player to interact with. - The floor plan is very open with minimal obstacles and small. - An elevated platform is located on the opposite side of the player spawn. - The door to the next level is found to the right of the player spawn.
Intermediate **LEGEND** ★ Pick-up ● Enemy ▨ Platform X Player 🔑 Key 	- The player will spawn in a separate but more open room with two path choices. This room also has a pickup for the player, if they want to use it now or save it is their choice - There are 8 enemies and 3 pickups for the player to interact with. - The door to the next level is found in the player spawn room. - **Left side:** - 4 enemies spawn in this room with 4 pillars for the player to move around with. - A pickup is also located in this room. - **Right Side:** - 4 enemies spawn in this room with an elevated platform for the player to have a

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	vantage point. The player must use this platform to neutralize an enemy behind a wall. - A pickup is also located in this room.
Hard **LEGEND** ⭐ Pick-up 🔴 Enemy ⬛ Platform **X** Player 🔑 Key 🟪 Moving Platform	- The player will spawn away from enemies but in an open environment. Largest level. - There are 12 enemies and 2 pickups for the player to interact with. - The door to the boss room is found on the upper-left side of the map. - **Left side:** - 4 enemies will spawn in this room. - One pickup is located on this side. The player must jump onto a moving platform to access it. - **Right Side:** - 8 enemies will spawn in this room. The player must use a moving platform to neutralize two enemies, - One pickup is located on this side.
Boss Room **LEGEND** ⭐ Pick-up 🔴 Boss ⬛ Platform **X** Player	- This room is large and open with platforms. - The final boss will be the only enemy in this room. - 4 pickups will be available for the player to interact with.

Control Scheme

This game will be played with a keyboard and mouse.

Button/ Touch Input	Action it Performs
W	Moves the player forward.
A	Moves the player left.

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S	Moves the player backwards.
D	Moves the player right.
Spacebar	Player will jump into the air.
Left click	Fires the guns.
#1	Equips the happy rifle.
#2	Equips the tranquil shotgun.

Game Aesthetics & User Interface

The game will use cute, low poly assets for the NPCs and weapons. The enemies will have different colors that associate with their emotions. The world will be in black and white, so the colors stand out in the environment. We want the player to enjoy looking at the cute characters and the colorfully painted environment they create in the blank world.

The UI will be kept cute and simple. The Menu background will be black and white but UI elements (buttons, scrollbars, text, etc.) will be colorful.

Schedule & Tasks

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Storyline	Designers	3/27/23	3/31/23	100%
Level Mechanics	Programmers	3/27/23	4/14/23	60%
Art				
Level Designs	Designers	3/27/23	3/31/23	100%
Special FX	Programmers	3/27/23	4/14/23	50%
UI	Designers	4/10/23	4/14/23	0%
Engineering				
Prototypes	Programmers	3/27/23	4/14/23	70%
Audio				
Sound Design	Designers	3/27/23	4/14/23	10%
Milestone: GamePlay Features & Music				
Testing Phase				
Test Level	Whole Group	4/10/23	4/14/23	0%
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans	Whole Group	4/21/23	4/24/23	0%
Milestone: Ready for Usage				

Source
Taken from https://vitalzigns.itch.io/gdd