**Champlain College - Lennoxville**

**Final game project: Game Design Prototype**

# Team

Team members:

|  |  |
| --- | --- |
| Name: Mohammad Tarin Wahidi | Role: SpriteSheet Artist |
| Name: Mamadou Moustapha Coulibaly | Role: Background Technician and Storyteller |
| Name: Jarvy Jedrex Lazan | Role: Logic Developer |
| Name :Ehsan Faizee | Role: Menu, Sound and Language Expert |

# Final project – Game Design Document

|  |  |
| --- | --- |
| **Name of your game:** | Adventure Time |

*tentative – it can change later*

|  |
| --- |
| The idea |
| The big picture of the game is to follow the stories of the main character, an unnamed adventurer who seeks to discover the secrets of the undiscovered lands filled with enemies. This way, they will also become a legendary explorer with great stories to tell! |
| Inspiration (optional) |
| *If your game is inspired from an existing game, link it here. Add some screenshots to guide the design.* The game’s mechanics are inspired from the game Arcuz, an RPG action/adventure game. We are using the same top-down camera view. Here is an example: A video game screen shot of a cartoon character  AI-generated content may be incorrect. |
| Genre (& subgenres?) |
| Genre: Adventure/Action RPG pixel. 2.5D. |
| Characters & story |
| *Who do we control? Is there a story/lore to consider? Who are the enemies?* We control the main character of the game, the unnamed adventurer, who tries to unravel the secret of the undiscovered lands. In there, they will have to go through enemies and monsters who unlawfully retain treasures. |
| Theme & art style |
| Adventure thematic, pixel art (16x16)-ish. |
| Gameplay |
| Goals  *What is the main goal?*  The main goal, in each level, is to beat the enemies and big boss to acquire the treasure of that level. The game is completed when all treasures are acquired by the adventurer. |
| Difficulty & user skills |
| *What prevents you from reaching your goal? What are the skills required to win?*  What prevents you from reaching the goal are smaller enemies and the boss enemy (bigger). |
| Win/lose |
| *How can one win the game? How can one lose? Do we have more than one attempt (life)?*  You win the game by beating all enemies. You lose by losing all HP. We do not have more than one life. |
| Game mechanics |
| *What is your core game mechanic? What are secondary game mechanics?*  The core game mechanics are 8 directional movements. Secondary game mechanics are attacks (spear/gun). |
| Agency (optional) |
| *Will the user be offered choices? What are the choices and options?*  The user can choose between which weapons to use. The choices are either gun or spear. |
| Inventory, items, pickups & upgrades |
| *How can we modify our character and progress?*  You progress by advancing from level to level. Furthermore, you get HP, ammo and coins from killing enemies. You cannot modify the character. |
| Level and world design |
| *How many levels are there? How can we go from one level to another? Can we reach any part of the level at any moment?*  There are four levels. You go from one level to another by clearing the current one and reaching the win condition. You cannot reach any part of the level at any moment; you have to beat the small enemies to get to the big enemies. |
| Other ideas |
| *Any other ideas* |
| Technical description (DO NO EDIT) |
| The game engine used will be Godot 4.4.  The game will be designed to be played on Windows computer. A web version or a mobile version will also be available.  The Windows game will be built and executed as an .exe file. The web version will be accessible through a public endpoint. The mobile version is available in an .apk file. |
| Demographics (DO NO EDIT) |
| The game is not intended for any specific audience.  The game is suited for kids and adults as well.  The game does not contain any gore, mature or sexual content of any sort. |
| Marketing and Funding (DO NO EDIT) |
| This project will not be monetized. It is used for learning purposes. |
| Localization (DO NO EDIT) |
| The game will support two languages for now: - English and French. |