

# Untitled Studio

Design Document for:

# Project G

Cyberpunk Gambling Adventure

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# Design History

Documenting the history of revisions to the design document can show us how our philosophy and decisions related to design have changed throughout the process of making the game. It lets us keep track of our past decisions and why might have changed our minds and scraped one idea for another, or perhaps we may even want to go back to a previous decision on design after realizing the new one leads to a dead end.

## **Version 1.0**

Base Game Design Ideas

## **Version 2.0**

Overhauled Design Ideas

Refined risk-reward mechanics

## **Version 2.1**

Added new characters

Updated Game World

# Game Overview

## Philosophy

### **Tight, precise controls**

This game is trying to create a 2-D platforming experience with an emphasis on tight controls and good combat. Similar to movement in games like *Hollow Knight* or *Shovel Knight*, we are aiming for precision.

### **Boss-level-enemy-focused combat**

This game forgoes small mobs and lesser enemies and instead only features enemies that would be considered to be boss-level with them being the only enemy on the map with their own individual boss fight. There will only be that one boss-level enemy in each stage. Each level ends with a return to a hub world that will then lead to the next boss battle.

### **Card based combat system**

The game combines traditional 2D platformer action with a deck building system. Players are given a deck of cards that contains a set number of basic skills (attack, shoot, block). During combat with a boss enemy, players draw a set number of cards randomly from their deck and must spend the next 15 seconds (called a “round” of combat) carefully using these skills to attack and defend from their adversary. Activating a card by pressing its corresponding button on the keyboard will cause the player to perform basic actions (like swinging their sword or throwing a knife). Cards will be moved to a discard pile on use, so the player must make sure to use their skills sparingly, or they will be left defenseless against the enemy’s attacks until their cards replenish again. Once the deck has run out of available cards to draw, the discard pile is shuffled into the hand and the cycle repeats.

### **Upgrade system**

The player character should improve throughout the course of the game in multiple ways. Players will earn money after each battle which can then be used to modify their deck. Players have the option to remove cards that they don’t like for a fee, or add new card skills to their decks to aid them in the upcoming battle. The player

ultimately wants to build a balanced deck of skills that incorporates their own personal playstyle.

### **High-Risk High Reward (Gambling) Combat Mechanics**

The player character's HP dictates several things throughout a battle. When player HP reaches 0, the player has lost the battle and will receive a game over. However the HP stat is also used to determine how many cards are drawn during this "round" of combat. The player can opt to draw more cards in exchange for sacrificing a greater amount of their HP. However to counteract this, every time the player's attacks land on the enemy character, the player receives a certain amount of health back. There is an emphasis on taking a greater risk by sacrificing more HP, however the rewards are greater when you ultimately get more HP back and have more tools to damage your enemy. Additionally, bosses will also have weak points that deal a lot of damage and return a lot of hp, but these are hard to reach and often will put the player in a bad position.

## Common Questions

### **What is the game?**

The game is a 2D platformer, in which the player controls a single character that can move around on a single screen arena. The player's goal is to defeat the enemy in the map, using attacks available to the character they are controlling while avoiding the enemy's attacks that will damage the character and eventually kill the character if too much damage is taken.

### **What game engine was the game developed on?**

The game was developed using Unity, version 2019.4.10f1

# Feature Set

## **General Features**

2D pixel art

Rewarding mechanics

## **Gameplay**

Static screen

2D combat

Deck Building system

Complex enemy battles

Allows for player to rebind their controls during combat for ease of play

# The Game World

## **Overview**

The game centers around a gambler character in a cyberpunk setting. The world is stylized in an art deco theme, and features influences of 1920's jazz. All characters are tied to this theme (shopkeeper is a card dealer).

## **Camera**

The camera is static and the entire battlefield for each fight is visible to the player regardless of where the character is moved.



# Game Characters

## Overview

The player character is joined by a cast of supporting characters that she interacts with regularly. These characters are used either to further the plot of the story or to provide services to the character.

## Player Character (Sara)

The player character is a female gambler. Cocky and willing to take risks but learns the price of those risks through the course of the story.

## The Robot Card Dealer

Robot NPC that offers you deck modifications. Is not friendly towards the main character

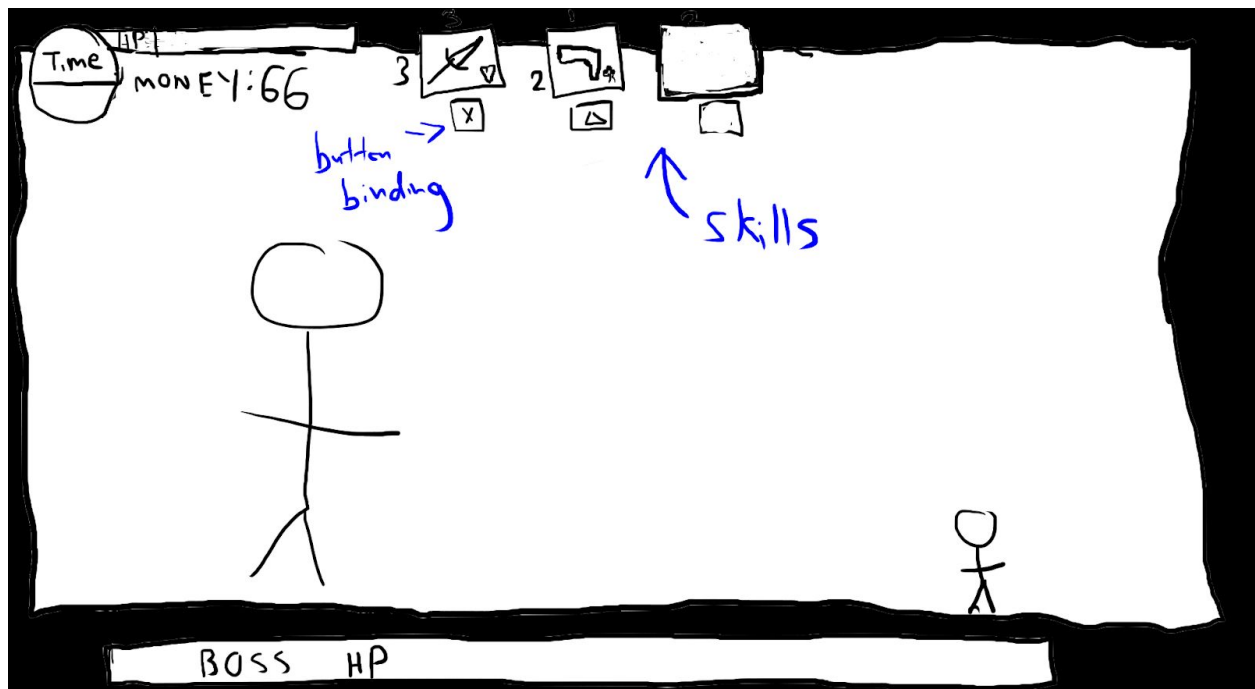
## Fadsy

A friend to the main character. A gruff middle aged man in a brown trenchcoat that advises the player and supports them through their journey

# User Interface

## Overview

The user interface should be very clean and minimalistic. An HP bar, timer bar (signifying the current progress of the round), currency count, current active skills, and boss HP bar are all shown on the screen.



# Combat

## Overview

Cards are divided into 4 suits: Melee, Ranged, Booster, Special. Melee cards are designated for melee attacks while ranged cards allow for the character to launch some kind of projectile. This can be done in multiple different types (heavy melee, fast ranged, etc). Booster cards allow for certain stat boosts to be initiated during the round (activating an attack card will make all successful hits on the boss have increased damage for this round). Special cards consist of any type of skill that does not fit the above criteria. This includes cards like blocking.

## Default Skills:

The player will have two default skills that do not require cards to activate:

Jump/Double Jump: the player has the ability to jump twice. The number of jumps they have will reset upon touching the ground

Dash: The player has the option of doing a quick dash forward. This can be executed from the ground or from the air. The player does not have invulnerability during this attack

## Melee/Ranged:

Melee and ranged skills are divided into three groups: Basic, Heavy, Precision. Basic attacks are basic sword swings/ranged shots. Heavy attacks are slower versions of basic attacks that are harder to hit with, yet yield more damage. Precision attacks are attacks that have very small or precise hitboxes, yet are capable of dealing the most damage. Their speed is around the same as a basic attack.

## Booster:

Booster cards will augment player stats for the duration of one round of combat. These cards can be especially useful for stacking attack bonuses on cards when a boss has a weak point exposed, or for boosting the player's defense when they are low on HP.

## Special:

Special cards are any cards that are not classified in any of the above classifications. The only known special card at this time is the ability to block an attack.

# Sound

## Overview

The sound of the game reflects the setting and mood of the game which is realistic yet lighthearted. The sounds will not be pixelated for this reason, yet will reflect the same upbeat and jazzy aesthetic of the game.

## Music

Jazzy, with cyberpunk influences

Example for hub music type of style:

<https://www.youtube.com/watch?v=AMHWbF5BmB4>

## Sound Effects

Sound effects should be digitized where possible.

