

# Working title

## *Game Design Document*

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# *Game Design*

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## **Summary**

WW2-like setting sometimes PoV swapped with a futuristic cold war setting these settings are also injected with supernatural powers.

Top down shooter that plays similarly to hotline miami.

## **Gameplay**

at least half the time the game involves moving into important locations to defeat enemies with a combination of sometimes 'obsolete' weapons and supernatural powers.

Most enemies are fragile and so is the player, so staying out of the line of fire or using your 'powers' to defend yourself is required.

Obligatory pettable cats and dogs.

## **Mindset**

The world is lethal and players eventually get the satisfaction of passing levels without dying.

The players can take things slow and avoid direct confrontations with multiple enemies or lure enemies into a killzone that benefits the player or just go as fast as possible to get the most points.

# Technical

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## Screens

1. Title Screen
  - a. all options
2. Stage Select/Campaign map
3. Game
  - a. pause screen
4. credits display

## Controls

Usual top down controls, could include options from swapping from direct movements to mouse pointer based strafing.

In depth reloading, sprinting, shooting.

Right click to swap from primary to secondary and vice versa.

Spacebar and/or middle mouse button to use powers, or just kick if the powers aren't available.

## Mechanics

Overall: Top down shooter, with some 'powers' thrown in alongside the guns. Player will be encouraged to use firearms in tandem with their 'powers', for example throwing a fireball instead of shooting since the gun is empty, use a defensive 'power' to let you take on multiple enemies face-to-face with your gun without dying or detecting enemies through walls with 'powers' and using a firearm to hit them through a thin wall.

Using your powers too much will make the player unable to use any for a while, using your firearms too much will have you run out of ammo and possibly have more enemies than you can handle hear you.

The enviroment can feature hiding spots(closets, bushes, curtains) some of these may not stop bullets but that won't matter if you aren't seen.

The enviroment can also feature hazards, such as falling off a train or barbed wire.

Two different characters between ww2 and a more futuristic setting with their own powers and weapon selections. Why? I like many different things.

Visual representation shows off reloading progress and cartridges left in the weapon which gives the players an idea of when to expect their firearm to be ready and even help notice how they can fire the bullet sitting in the gun chamber while reloading if applicable, there may be special enemies that will cause gun malfunctions.

On the ww2 side: Limited rate of fire encourages player to utilize 'powers' to defeat enemies or stay alive in general while reloading or the player's firearm being otherwise not ready to fire.

The player character in this era is usually limited to these weapons:

- bolt action rifles, shotguns and SMGs as primaries
- handguns and melee weapons including bayonets as secondaries
- grenades

The player character 'powers' will include:

- Temporarily changing the weather drastically to manipulate enemy positions and change how easy it is to hear gunfire from the player.
- Detecting enemy heat signatures through walls passively, this wont work on anything that is masking their heat.
- Temporary barrier to prevent projectiles from hitting the character, enemies that are too close when this activates are pushed back. If this isn't available the player will do a foot thrust kick.
- 'hot iron' attack. Makes enemies drop their weapons if the weapons are fully metallic (pretty much anything except the most basic weapons), using this on the same enemy too much will make them pass out from heatstroke.

If there's spare time i can make more sets of powers.

Future side: Everyone has access to automatic weapons or occassionally even futuristic weapons(lasguns, plasmathrower, etc) including the player. But the player should be able to get away with clearing rooms more easily unless they are detected.

This character can still get limited in weapon selection due to not always being in a warzone, so while they can bring certain weapons to the start of every level they can't bring a full size rifle to the start of certain levels.

Weapon options:

- PDWs, shotguns, rifles and 'tech' weapons as restricted primaries
- compact SMGs, energy swords, one-shot 'tech' weapons and modern handguns as concealable primaries.
- knives, handheld shields, compact handguns and melee weapons as secondaries

This character's gear includes:

- "Alien" style Motion tracker to see where the enemies are, basically a reskin of the previous character's detection power except it doesn't work on stationary enemies, slow enemies and tiny critters.

This character's 'powers' include:

- Wind barrier to push enemies into hazards and bullets away from the player into enemies. Of course this will not work on heavy enemies or lasers. If this isn't available the player will do a foot thrust kick.

- Illusions to lure enemies into different more exposed positions.

- 'gas stop' attack, makes most automatic ballistic weapons malfunction and maybe some 'tech' weapons too, if this power is used on the same enemy enough they get choked out instead.

# Level Design

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(Note : These sections can safely be skipped if they're not relevant, or you'd rather go about it another way. For most games, at least one of them should be useful. But I'll understand if you don't want to use them. It'll only hurt my feelings a little bit.)

## Themes

1. Urban ruins
  - a. Mood
    - i. Dark, dangerous and not friendly
  - b. Objects
    - i. *Ambient*
      1. Distant gunshots and shellings
    - ii. *Interactive*
      - 1.
2. Train
  - a. Mood
    - i.
  - b. Objects
    - i. *Ambient*
      - 1.
    - ii. *Interactive*
      - 1.

(example)

## Game Flow

1. Player selects loadout
2. Player starts in a safe-ish secluded area of the level
3. Player picks a path to take after observing
- 4.



# *Development*

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## **Abstract Classes / Components**

1. BasePhysics
  - a. BasePlayer
  - b. BaseEnemy
  - c. BaseObject

2. BaseObstacle

3. BaseInteractable

*(example)*

## Derived Classes / Component Compositions

- I. BasePlayer
  - A. PlayerMain
  - B. PlayerUnlockable
- II. BaseEnemy
  - A. Conscript
  - B. Pointman
  - C. Arm. Pointman
  - D. MG
  - E. Flamer
  - F. PTech. Enemy
- III.
  - 1. BasePlayer
    - a. PlayerMain
    - b. PlayerUnlockable
  - 2. BaseEnemy
    - a. Thug/Guard
    - b. full-auto thug
    - c. Tech. Enemy
    - d.
    - e.

## Graphics

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### Style Attributes

Limit the color palette on the ww2-side, almost monochrome with certain important things highlighted with colors, (ex: player has red scarf to identify them from everything else, special enemies have colored markings, etc.), alternatively use the sketchbook edges that the Valkyrie Chronicles series uses.

Attempt to have the future side be more colorful, same for the enviroment.

With an art team of one guy with a GIMP program lets just keep it as simple 2D low res graphics. Which would probably result in pixel art.

Red flashes on anything that malfunctions, both for the enemy weapons and things on the player HUD. Green highlights for hiding spots. Yellow highlights on anything usable on the ground or just about anything else you can interact with.

## Graphics Needed

All in the github

1. Characters
  - a. Human-like
    - i.

*(example)*

*(Note : If you're soloing you might not need to define this part, as you can just use the Derived Classes + Themes section as a reference. It's up to you.)*

# *Sounds/Music*

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## **Style Attributes**

Power metal and similar or marching music for the ww2-side, future-side will be hosting things like synthwave.

Clicks for reloads finishing, chimes for 'powers' refilling to full. Different heavy sound effects based on how you defeat enemies.

Have a listen to hotline miami 1/2 OSTs, ace combat OSTs, sabaton, dragonforce, hammerfall, etc.

## **Sounds Needed**

Check the git again

1. Effects

- a.

2. Feedback

- a.

*(example)*

## **Music Needed**

Details on the github later

1. S

*(Note : Again, if you're soloing you might be able to / want to skip this section. It's up to you.)*

# *Schedule*

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*(what is a schedule, i don't even. list is good enough, right? if not add some dates i guess)*