

CLOUDWORLD | Game Design Doc

Concept

'CLOUDWORLD' is a single-player mini-campaign, somewhat reminiscent of a dungeon crawler. This game is a top-down pixel RPG featuring NPC characters and enemies. Your character begins in CLOUDWORLD, a dreamy town up in the sky populated by small little birds. Your goal is to defeat the Great Eye that has been terrorizing their village, and help them with little tasks along the way.

Core Mechanics

Players will be able to move in cardinal directions, as well as diagonally. Aside from basic movement, players can also interact with NPCs/items and attack enemies. There is no puzzle element included at the moment for this project, but I would like to add it into some of the side quests in the future (beyond this assignment or even this class).

Control Schemes

Players can use **WASD** controls for octolinear movement, **space** to attack, and **E** to interact.

Story

'CLOUDWORLD' is aesthetically and conceptually based off of an episode of the Cartoon Hangover series, **Bee and Puppocat**. For this reason, the player goals are directly sourced from this episode. Your character, "Bee", has come to CLOUDWORLD to aid the bird villagers in defeating the Great Eye that has been tormenting them. The eye has been watching them for a long time, so the villagers are anxious, restless, and afraid. Throughout the game, you will get to know some of the villagers and their troubles and work towards leveling up to defeat the Great Eye.

Art Style

As previously mentioned, 'CLOUDWORLD' is aesthetically based off of **Bee and Puppocat**. However, it has one major design difference. This game uses a pixelated art style, but the sprites' and backgrounds' general designs will be directly referenced from the source material. Thus, the art-style will be rather cutesy and whimsical, and feature very strong cloud/bird motifs throughout. I also plan to make use of the **SILKSCREEN** font throughout the game (aside from the game title in the menu screen, which will be digitally drawn in a pixelated cloud/bubble style) to better match the art style and general mood of the game.

Story/Art Style Reference

📺 "Game" - Bee and PuppyCat - Ep. 6 - Cartoon Hangover - Full Episode



clip starts at 0:04 | https://youtu.be/BwYcdNKY7N8?si=muMJJ4Kal_qs8LIH&t=4

Audio

In-game audio, from sound effects to dialogue, will be sourced from the **Bee and Puppycat** episode, "Game". The overworld and menu music will be sourced from the show's OST, including tracks like "Morning Bee", "You Love Me (Reprise)", "Attack and Counterattack", and "Bee's House (Bee Theme)".

Win and Lose Conditions

The playable character will have an HP bar that can be decreased by enemy attacks. If the HP bar gets to zero, the player dies. If you defeat the boss, the Great Eye, you win the game! Character stats can also be increased by completing side quests given by NPCs.