

KITTENFLAPZ PRODUCTIONS



BIG FAT ROLY-POLY SANTA

GAME DESIGN DOCUMENT

Version #1.0

(NOTE: Working title 'Wonderland')

All work Copyright © 2020 by Catt Symonds.
All rights reserved.

Catt Symonds

Table of Contents

Contents

Game Overview.....	4
Game Play Mechanics.....	4
Camera.....	4
Controls.....	4
Saving and Loading	4
Interface Sketch	4
Menu and Screen Descriptions.....	6
Game World.....	7
Levels.....	7
Game Progression.....	7
Characters	7
Enemies.....	7
Weapons	Error! Bookmark not defined.
Items	7
Abilities	7
Scoring.....	7
Sound Design	7
Sound Index	7
Art / Multimedia Index.....	8
Future Features.....	8

Document Version History

1.0 - Document creation – November 20th

Code Version History

```
4f8d5b0 (HEAD -> main, origin/main) Added music, sound effects, collectibles
80af5e3 Blocked out level, added 3 platform types, added main theme
72d0247 Play scene, player with idle anim
ca846cd Game over scene
4fd6a59 Instructions scene and scene switch management
78d0a26 Menu scene, environment assets, player sprites
d58f237 Initial commit
```

Game Overview

Big Fat Roly-Poly Santa is a fun one-input mobile platformer where the player flings Santa around to collect stars, while avoiding evil snowmen. Player must reach Santa's igloo while collecting stars. Original music composed by Catt Symonds and David Huzyk.

Game Play Mechanics

The game is a 2D platformer with collectibles and simple enemies. There are standard platforms plus three 'special' platforms: floating ice, exploding crates, rotating wooden signs.

Camera

Follows player on a spring joint for a natural feel (may instead employ Cinemachine for this).

Controls

Press and hold anywhere on the screen to start 'charging' a fling. The longer you hold, the more velocity Santa will be flung with. When you release, Santa is flung towards the place you touched.

Saving and Loading

There is currently no saving and loading in the game.

Interface Sketch



Figure 1 - Menu Interface

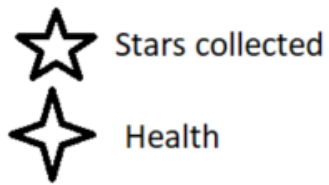


Figure 2 - Gameplay interface

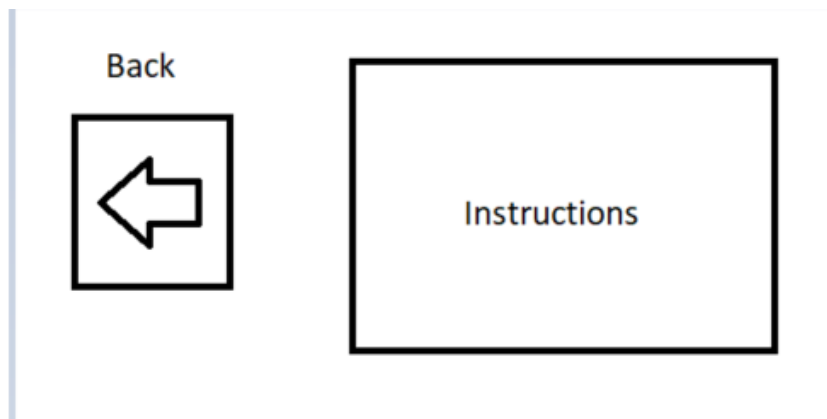


Figure 3 - Instructions interface

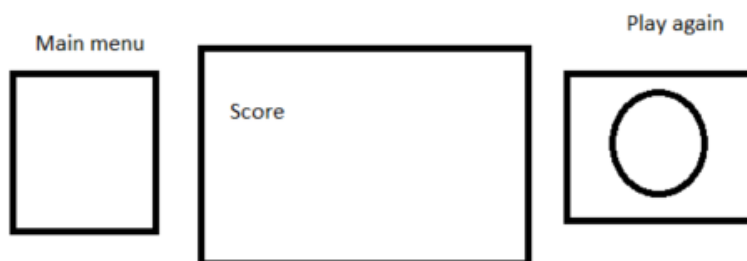


Figure 4 - End game interface

Menu and Screen Descriptions



Game World

A wintery fantasy land.

Levels

One level at this point in time to show different platform types.

Game Progression

Different platform types are introduced to increase challenge.

Characters

Santa.

Enemies

Evil snowmen with patrolling AI.

Items

Star pickups.

Abilities

Fling.

Scoring

Collect stars for higher scores.

Sound Design

Music composed by Catt Symonds and David Huzyk. Engineering and all sound effects by Catt Symonds.

Sound Index

Name	File Size	Filetype	Length
GameOver	3676kb	WAV	0:21
Instructions	3676kb	WAV	0:21
Menu	4726kb	WAV	0:27
WonderlandUNMIXED	25201kb	WAV	2:26
CrateBreak	141kb	WAV	0:01
HoHoHo	237kb	WAV	0:01
Oof	87kb	WAV	0:01
Twinkle	130kb	WAV	0:01

Art / Multimedia Index

Name	File Size	Filetype
BG	217kb	png
Crate	4kb	png
Crystal	5kb	png
IceBox	3kb	png
Igloo	10kb	png
Sign_1	4kb	png
Sign_2	4kb	png
Tiles x 18	1-8kb	png
Santa Sprites x 86	100-150kb	png
Button	3026kb	png
Window	1678kb	png

Future Features

More levels.