

Game Design Document for TAC 300 Final Project

Working Title

Finds Your Way to the Cake

Core Concept

Find the real way to reach the end and eat the cake, collect candies to get points and protect yourself from other enemies and obstacles they set on your way.

Introduction

You're a pastry chef, but there are a lot of bad guys who steal your ingredients and ban your way to the kitchen, trying to stop you from making the pastry, so your job is to get as many ingredients or candies as you can and beat those enemies down, try to stay alive and figure out which way is the real one and achieve to the end and grab the cake.

Story

I want to set a few fake paths to confuse the player, at the fake paths' end, there would be a bonus like 10 more points or a boss enemy which would be triggered to start moving when the player enters a certain scope. To pass to the next level, you have to not only find the real path but also meet certain scores, so the fake path doesn't mean unfortunate but could be luck since it'll provide more points. There may be a narrative when you meet the boss at the dark corner, something like "Hey it's the wrong way" or "Surprise!". I think I may need to set certain signs to inform the player of "you may enter a wrong way" or any similar line, telling them there may be some surprise, good or bad, and leaving the choice of "to be or not to be" to the player. Although it's a 2D platform game, I won't just set my platform horizontally, there would be some vertical entrances and wall-like platforms.

Game Inspirations

Celeste

Mechanics

Jumping: both horizontal and vertical;

Beating enemies: I'm thinking of jumping on the enemy's head to trigger the damage, or it could be adding weapon elements to the player, for the boss, it may cost one more bullet compared to the ordinary enemy;

Coin collecting: different coins have different values, for instance, bronze equals to one, silver equals to two, and gold equals to three;

Bonus: when the player entering a wrong path and get to the end of that road, there may be a treasure box, could be ten more points than coins;

Life system: due to my reference game Celeste, I initially want to do a non-death game, which allows you automatically rebirth after you die, and you'll be set back to the latest memory point, but it seems too hard for me so far, so I may do the regular five life counting, and being hit by any enemy or stepping on any harmful barrier could take one life.

Core

Jumping, moving, taking damage, coins collecting, life system.

Polish

Beating the enemy, different coins' values, weapon collecting and using, finding bonus.

Core Loop

What is the Loop the player repeats over and over again to complete the game? Spawn, Jump, Die, Restart.

When the players lose all their lives, advertisements should start playing and after 5 or 10 seconds they are allowed to skip (just kidding). When they died, the "Game Over." text would show up, and ask if they want to start again or quit the game.

P.s. I actually want to imitate how Celeste deals with the loop, no life counting, just automatically sending the player back to the latest memory point when he/she triggers any type of damage, yet I don't know how to do so.

Art Direction

Candy Kingdom: cute, colorful, pixel, like below



Visual Assets

Main character: 1) jumping animation; 2) moving animation; 3) idle animation; 4) shooting animation; 5) taking damage by the enemy animation;

Platform: 1) ground; 2) in the air; 3) wall (vertical ground); 4) half; 5) various lengths

At least 2 types of harmful barriers

At least 2 types of non-harmful barriers

Enemy: 1) 2 types of regular enemies - a. on the ground, b. in the air; 2) 1 boss

Coins

Bonus: treasure box? then needs an opening animation (TBD)

Final goal

Weapon: self-rotating bullets

Key sign, to show the possible roads? (TBD)

UI Assets

A text box to show the player's current scores and the target score to pass the level

A text box to show how many lives the player is keeping

A text box to show the number of weapons the player has

Music Direction

Light-hearted, (8-bit)

Sound FX

Coins collecting sfx,
Bonus sfx, (opening the treasure box - TBD)
Enemy takes damage sfx,
Players shooting sfx,
Hit the goal sfx,
Life up sfx,
.....

Level Planning

1 level (for now, due to the time limits). Also, this game is like a puzzle-solving game, so the map of each level is supposed to be larger than a regular platform game. Therefore, currently, it seems like I can only do 1 level for this project.

Rule List

Enemy system:

- 1) Normal enemy: can be defeated with weapons or by jumping on its head twice (change into transparent color when gets hit on the head for the first time); colliding into it will cause damage which means losing one life.
- 2) Boss enemy: only can be defeated by weapons, will cause damage which means losing one life.

Life system:

- 1) 5 in total, but players can eat something (candy or cake) to increase their life, up to 5;
- 2) Collide into any type of enemy or jump at any harmful barrier (stab-like stuff) will cause damage, then lose life.

Score calculating:

- 1) Coins: silver=1, gold=2
- 2) Bonus(treasure box)=5

Goal: reach the end with certain scores (TBD).

Screen mock-ups (optional)

Provide just a basic wireframe of what the screen will look like and moving parts