Everyone's a Hero Design Document

Overview:

Everyone's a Hero is a 2D artstyle game that will be viewed in an isometric style. The camera will follow the player, but will never show the whole stage. The game centers around fighting through life.

Story:

The game revolves around fighting through life's choices. You name a character, and you travel through different stages of the game, fighting different obstacles that life has to throw at you. Each of the bosses represent a hardship that an individual faces at a certain age period in their life. The final boss is Death, as that is the real final boss in life for us.

Character:

A self insert character, both named and gender(male/female) chosen by the player. The character will start out as a child and as time goes on the character will age in increments.

Gameplay:

The gameplay will be similar to most 2D action isometric games. A good example for reference is Bastion. The game will progress in a "Boss Rush" style, with all of the action of the game taking place during those fights. In Between the fights, there will be story to go along with it. This story will be conveyed through cutscenes.

After each fight, you will be given a choice between two things. Sometimes, it'll be a choice of weapons, say one ranged or one melee. Or perhaps two buffs, one to increase your total attack damage or one to reduce incoming damage to your character. Regardless, there will be an element of choice to the game, that allows for a "play it your way" style of that game that also works as a tie in to show that everyone's life different, and people make different choices.

Weapons will be designed as real life objects that reflect the age of the player during that period in the game. As a child the player may use a blow up hammer, but as a teenager the player may use a guitar. These weapons will vary from melee to range and have different effects depending on the weapon.

Game Mechanics:

Again, the game will be mainly oriented around the "Boss Rush" style of fights and story interwoven to progress the plot. The artstyle will also shift from a rough 2D to a more beautifully drawn 2.5D towards the further end of the game (Kyle has a bit more about this, it was his original idea).

The player will be better in certain areas depending on the period of life they are in. As a child the player will be able to run faster, but won't do as much damage. As the player grows older they will gain a boost in their damage, but lose that speed they had as a kid. This damage buff is to show that as we get into our 20's and 30's our muscles are much more developed, but we start losing a little bit of endurance that we had as a kid. As an elderly person the player will lose the damage buff and will be forced to use their mind to fight the bosses in a strategic way. This conveys wisdom and intelligence of old age and experience gained through life.

If the player fails to beat a boss they will be forced to start back at the beginning to try again. This is because the game is not very long so this adds an extra layer of difficulty. Also, in the real world you don't get more than one life.

Obstacles in the game will be objects drawn to match the setting of the specific fight. These obstacles will allow the player to hide behind them to avoid damage; however, an obstacle that has been hit once will be destroyed. The player or the boss can destroy these obstacles and it adds another level of strategy to the game.

Character Design:

Customization would be a nice touch, but please no one worry about customization until we can get everything else finished first. Then we can think about skin color, hair color, eye color, etc.

Age	Description	Examples for art style
4-10 (4-10 + 10-20 may be combined)	Create the character to look around 7 years old.	http://store.steampowered.com/app/105600/ https://pbs.twimg.com/profile_images/2598962009/1pq6f87cxsl21e45v9bd.jpeg
10-20 (4-10 + 10-20 may be combined)	The character should look about 14/15	
20-40 (20-40 + 40-60 may be combined)	The character should look about 30	
40-60 (20-40 + 40-60 may be combined)	The character should look about 50	http://evoland.shirogames.com/img/hero_pose01.jpg
60+	The character should look about 60	

Bosses:

Bosses	Description	Setting	Mechanics of the Fight	Rewards (Tentative)
Disease (Whooping Cough)	The boss will be a bunch of bacteria. The bacteria will be double or triple the size of the player and look like actual bacteria, but be very pixelated.	This fight will take place inside a lung.	If the character is within melee range of the boss, it will attempt to grab the player and drain their life for 2 seconds. If the boss fails to grab the player, it will radiate a poison around, for 2 seconds, that damages the player. If the player is far away from the boss, it will fire out germs at the player. If the player is hit by the germs he will be stunned(coughing) for a second and take damage.	Choice: 5% attack buff for all weapons (new and current) or 5% damage reduction.
Rejection/Failure	Fighting against the fear of failure. Giant textbook			
Competitiveness (Job searching)	Main gimmick is that it is 3 "Mini-bosses" which personifies the competitiveness in the workforce. These "Mini-bosses" will be 3 people with very generic work attire. Suit/tie, dress/heels. At	The fight will take place inside a lobby of an office building.		Choice: TBD

	least one of each gender and the third can be either male or female. The bosses won't have faces. This is to represent the general population. They have no identity; they are everyone.			
Loss (Family/Friends)	Not set in stone: (Death comes in to take a family member away. You try and stop him, but it isn't something you can do. The fight against death can be a sort of mini boss maybe and then the actually suffering you feel from the loss maybe could be personified as the family member coming back as a ghost. In order to cope with the loss you must fight off the ghost that's haunting you.)			
Disease (Alzheimer's)	Fight against an enemy (tbd) that is draining away your brain's memories. You must beat this boss before your brain is drained of all memories. This fight will take			

	place in perhaps a hospital setting.			
Death (Final Boss)	Death will be personified as the grim reaper. Think "Grim Adventures of Billy and Mandy." The boss shouldn't be super evil looking, but still convey a sense of fear. The boss will be the same size as the player	This fight will take place in a graveyard setting.	Unbeatable. Very clearly the end of the road for all things. The boss will only be beatable in the sense that you drained his hp bar; however, once his hp bar has been drained it gets stuck at 1hp and never goes below that. The boss will then enrage and it will essentially be the second stage of the fight. The boss will knock the player back to his starting position. Angels of death will then swarm the outer grounds of the stage and fire crescents similar to the boss's, but on a smaller scale. This stage will be practically unbeatable and if the player does manage to bring the boss to 1hp again he will again enrage and the player will have to keep going until he dies. The boss will be very slow, but tanky. He will swing his scythe in	Rewards: All the weapons they've collected through the first playthrough are transferred into their next playthrough if they choose to play again.

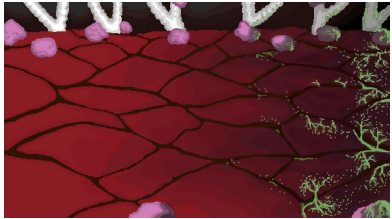|			an arc motion. If the player is too far away from the boss he will shoot out a crescent that will deal damage to anything it passes through. The scythe will do less damage if the handle hits the player, but more damage if the actual sharp part hits the player. He will float a tiny bit above the ground and move back and forth across the room. As time goes on the room should decrease in size giving the player less room to move. This will start about a minute into the fight.	

Weapon Design (beginning of the game):

Lego Sword(Re skinned as well)	Functions by attacking in semi-circle in front of the character. Typical sword attack (think legend of zelda). While equipped, the player should have normal movespeed. Does alright damage (5/10)
Blow-up Hammer(eventually re skinned as you get older to reflect accessibility to other things)	Functions by doing attacking in medium to small sized square in front of the character. The animation should . The attack animation should be slower than normal. Does more damage than the sword (7/10). Movespeed with the hammer should 90% normal

	movespeed.

Further Weapons (in no specific order, to be determined choice wise)

Rapier style weapon(perhaps a large sharpened pencil?)	Functions by attacking in a very small, thin rectangle area in front of the character. A strong jab attack. Player should have 110% normal movespeed while this item is out, and it should do strong damage (7 or 8/10). Probably a late game choice. "Risky" weapon
? style weapon (I can't think of a comparison. Skin is a bowling ball)	Functions by attacking in a small area in front of the player. The animation would be the character holding the ball in front of them, and then proceeding to spin counter clockwise and end with it (hopefully) smacking whatever is in front of the player for very strong damage (8 or 9/10). Should be a semi slow animation that speeds up towards the end. Movespeed while holding the ball should be normal, but while the attacking/ during the animation, it should be a tad slower than normal (90%?). A "risky" weapon.
Bow Weapon(Maybe a fancy looking watergun?)	Functions by firing several, low damage arrows out in a cone shape. Each arrow goes until it hits something or goes off screen. Multiple arrows can hit the same target (should there be a max number of arrows that can hit the target?). Individual arrow damage (2/10). Bow fires around 5 or 6 arrows. A "Safe" weapon.
Grenade style weapon (Firecracker?)	Functions by the character tossing out a grenade. The grenade sits in place for a while (a few seconds?) before detonating and dealing damage to anything in a small circle around the grenade. Does fairly strong damage (6/10). Cannot switch to another weapon while the grenade is on the ground (subject to change)

Level design:

Level	Description	Picture
Level 1 (Boss Disease)	This level will be the inside of a lung. Air(oxygen/CO2) will flow in and out of the stage and anything hit by it will be knocked one space in the direction of the wind. The air shouldn't come through the same area every time.	
Level 2 (Rejection/Failure)	Library? Dump?	
Level 3 (Competitiveness)	High-class lobby? Grey/gold color scheme?	
Final Boss (Death)	A level with a graveyard as it's background. Dead trees and tombstones could be scattered throughout. Some tombstones will be separate from the background to be placed around the level as barriers/obstacles.	