

FALL

"Rise to glory"

**A Game Design Document Presented to the Faculty of the Information and
Communications Technology Program STI College Naga**

Submitted by:

Studio/Group Name: **FourHead**

Group Leader: **Basil Santos**

Member: **Jon Jon Gomez**

Member: **Ben Alfred Vergara**

Member: **Shandy Mayores**

Submitted to:

IT Professor: **Everild Gerd R. Pablo, MBA**

Subjects: **Computer Graphics Programming & Game Development**

SY2526 - 1T

November 28, 2025

Chapter 1 - Game Overview

1.1 Game Logo



The logo features the main character Loyd as he advances through the labyrinth while evading traps. This shows the character's exciting adventure highlighting the exciting journey that the player will experience while playing the game. The colors used in this logo emphasize the game's difficulty that the player will experience while playing the game.

1.2 Game Description

"FALL - Rise to Glory" is a 2D platformer game. You play as Loyd, a frog ninja who challenged a deadly labyrinth to prove to his clan that he can rise again. Loyd is challenging the labyrinth to face his fears after a bad fall from a tower hurt him both physically and mentally. The labyrinth has many challenges that will test his strength and courage. As Loyd moves forward, he gets stronger and faces bigger challenges. The game tells a story about overcoming fear and finding inner strength.

1.2 Genre

This is a 2D Platformer Game with Platformer and Adventure elements. It's a game where you jump between platforms, evade traps and dodge enemy attacks.

1.3 Platform

The game will work on:

Computers (Windows, Mac, Linux)

Game consoles (PlayStation, Xbox, Nintendo Switch)

Mobile phones (iPhone and Android)

1.5 Target Audience

We made this game for:

Teenagers and adults (ages 13 and above)

People who enjoy challenging games with stories

Fans of games like "Celeste" and "TowerFall"

Anyone who likes stories about overcoming personal challenges

Chapter 2 - Game Story

2.1 Plot Summary

Loyd was once a great ninja, but a fall from a tall tower hurt him badly. He lost his confidence and became depressed. One day, he hears about a mysterious labyrinth that tests people's strength and courage. Loyd decided to challenge this labrinth to face his fears and get his confidence back. As he advance, he must overcome many challenges that represent his fears

and past failures. The labyrinth itself seems magical - it changes as Loyd climbs higher, testing him in new ways.

2.2 Setting / World Description

The game takes place in the Labyrinth of Ascension, a very tall ancient tower. The tower has different levels:

First levels: This is where Loyd begins his adventure of challenging the labyrinth

Second levels: Strange platforms that move and change, testing Loyd's adaptability

Third levels: A cramped space filled with deadly traps and monsters

Fourth Level: The last level. This is where the boss resides, rejecting those who are unworthy of clearing the labyrinth.

As Loyd advances, the labyrinth's difficulty increases.

2.3 Main Conflict

Loyd's main challenge is fighting his own fear of falling and failure. This fear appears in different forms:

The Giant Stone Head: A Giant Stone Statue that shoots rocks to eliminate Loyd from the tower.

Moving platforms: Platforms that moves, challenging his adaptability to different situations.

Steep platforms: Challenging Loyd's reaction speed and dexterity.

Chapter 3 - Visual Design

3.1 Characters

3.1.1 Main Character or Hero Profile

Name: Loyd

Description: The main character is a determined climber who takes on the challenge of scaling the tallest tower as a way to confront his fears and regain his mental strength.

Abilities:

Basic climbing and jumping

Wall jumping (bouncing off walls)

Quick grabbing (moving fast across gaps)

Full-body Colored Artwork:



3.1.2 Main Villain or Final Boss Profile

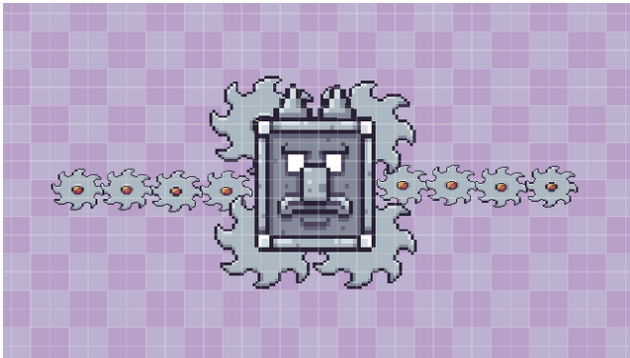
Name: Giant Stone Head

Description: This living statue awaits challengers in the final level of the tower to eliminate those who are unworthy of clearing the labyrinth

Abilities:

Multi-Rock Blast – An attack that shoots out multiple spiked rocks

Full-body Colored Artwork:



3.1.3 NPC Characters

Name: Stone Head

Description: A smaller version of the final boss, the Giant Stone Head.

Abilities:

Stone Shot – Shooting on spiked stone at a time.

Full-body Colored Artwork:



3.2 Background Settings

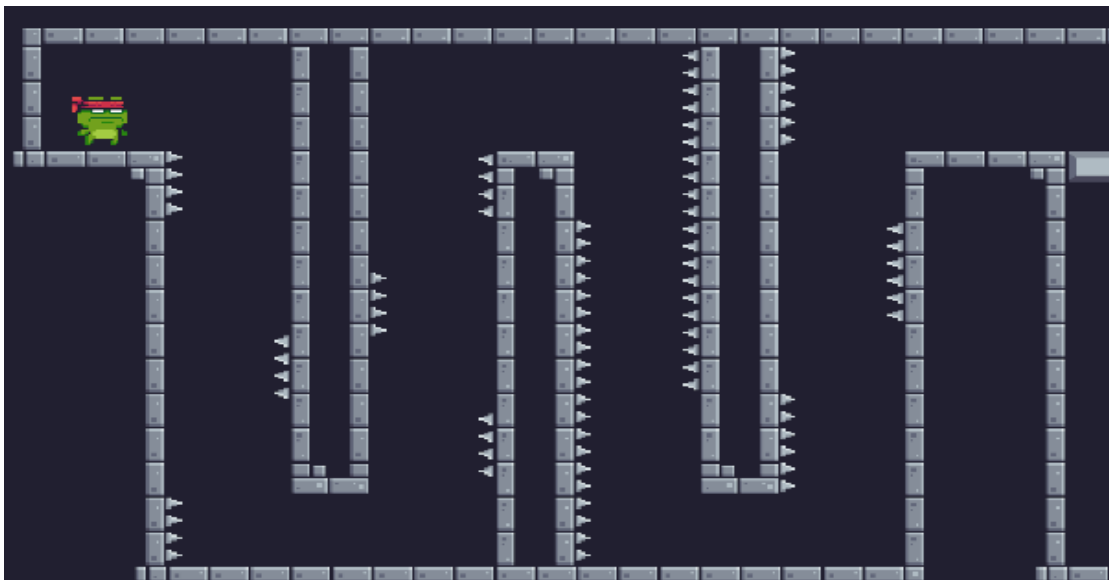
3.2.1 Starting area / Safe zone



Bottommost platform

The bottommost platform is where Loyd begins his journey towards the topmost level. This represents the safest platform as the traps begin appearing on the next platform onwards.

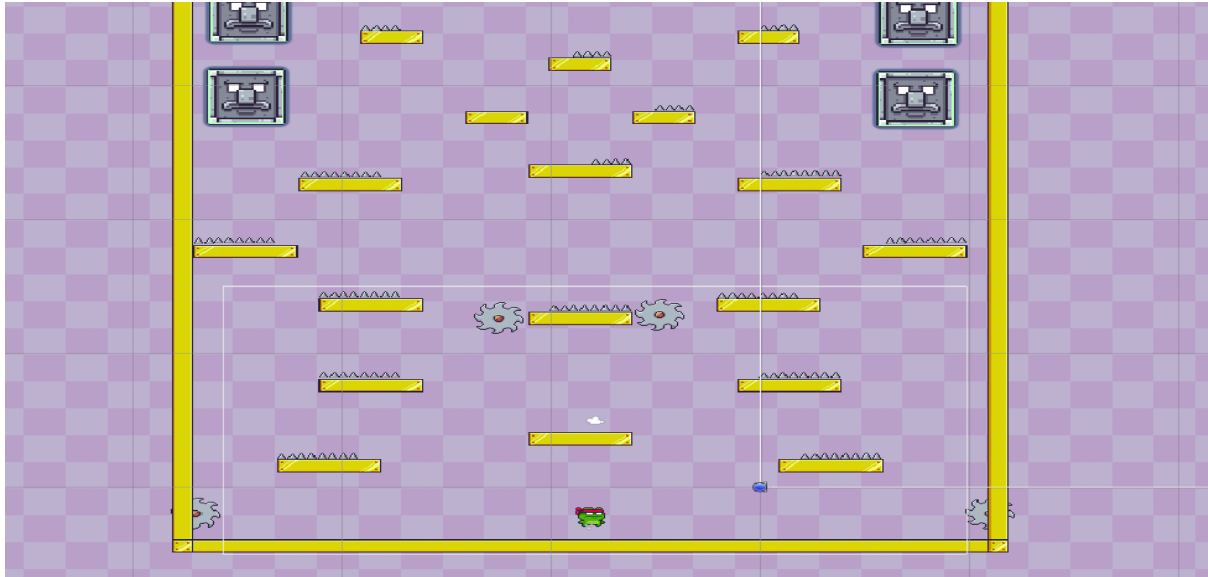
3.2.2 Mid-game challenge zone



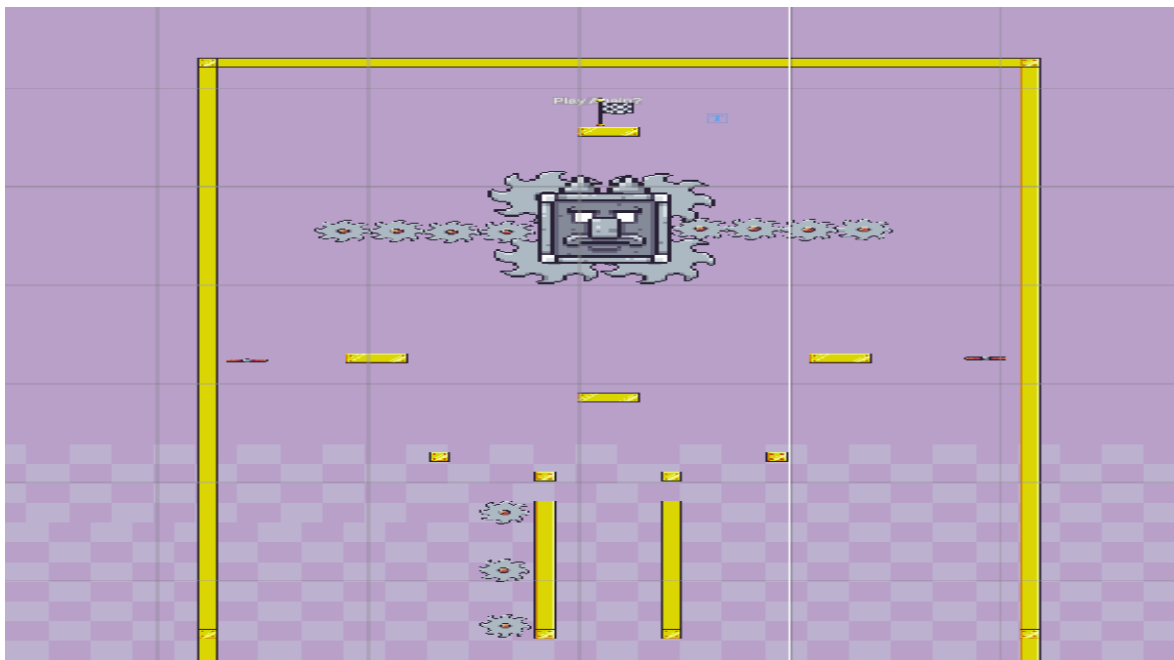
The trap room

The trap room is the area that Loyd needs to clear before challenging the final boss on the next level. This room is full of traps, forcing Loyd to use his thinking ability to clear the level.

1.2.3 Final boss arena



Boss room



The Final boss is where Loyd tries his best to avoid the boss' attacks and escape from the labyrinth clearing the level. It is consisted of a lot of traps and enemies aside from the final boss.

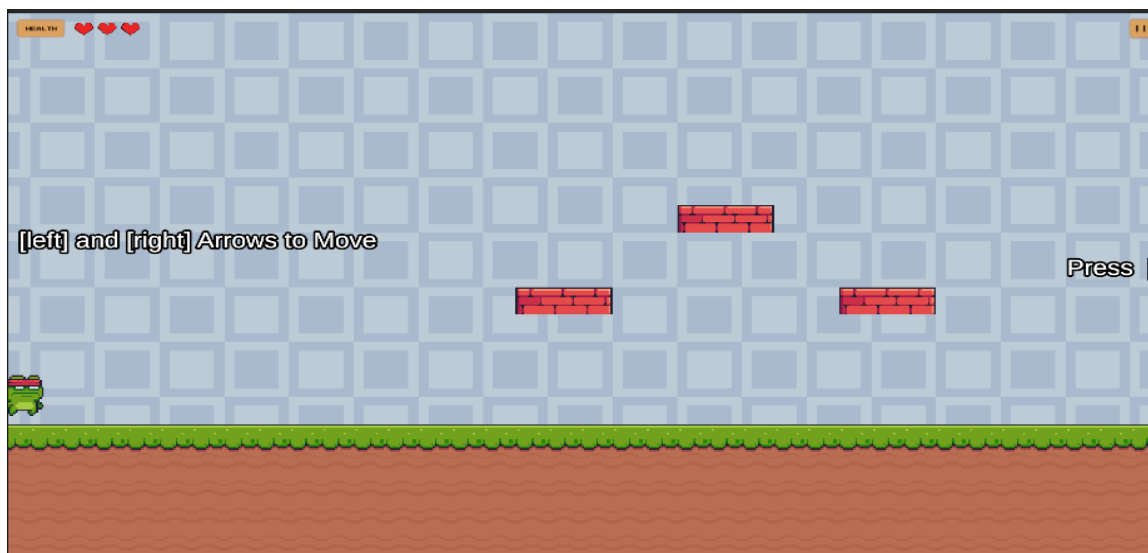
3.3 UI Design / HUD (heads-up display) Layout



Main-menu



Health-counter and Pause/play button

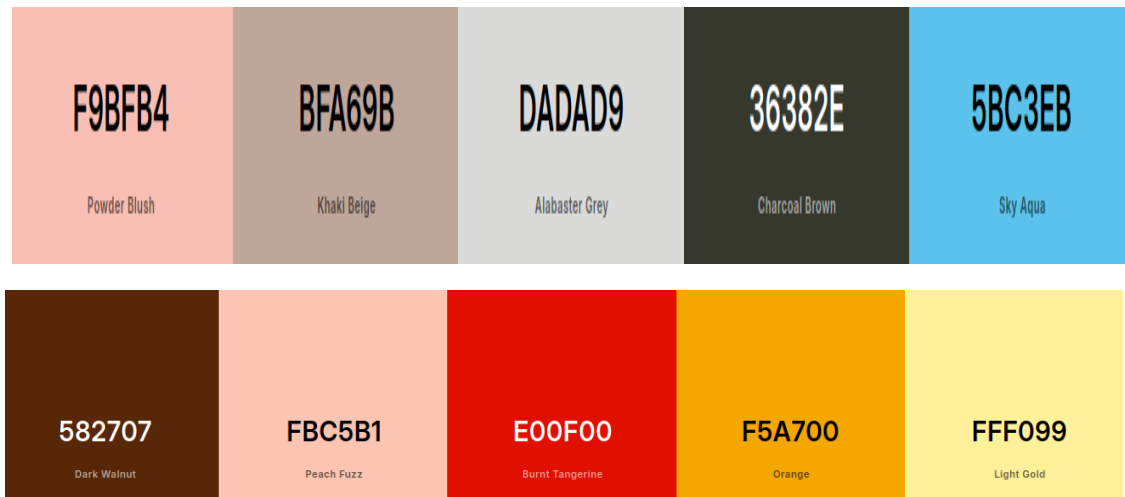


Tutorial stage

The design used for the buttons and other UI elements leans toward a retro-style design. This design evokes a sense of nostalgia to those who played old games such as Pac-man, Super Mario, and Street Fighter. Main-menu is where players can find the tutorial stage. The health-counter indicates the number of remaining lives the player have, reaching zero will reset the player's progress on the level they are in. Play/pause button allow players to take a break

without affecting their game progression. The tutorial stage teach players how to move and control the character throughout the game.

3.4 Color Palette



3.5 Art Style

FALL uses pixel art for all of its assets to make it look more retro as most old retro games are platformer games. The game's art inspiration came from retro games played by the group. Those games uses pixel art as the more realistic art style came out on latter years. The use of pixel art evokes a sense of nostalgia that excites those who played retro-games making it suitable for FALL as it aims to evoke nostalgia on those who played it.

Chapter 4 - Gameplay Mechanics

4.2 Core Gameplay Loop

The core gameplay loop explains the main cycle of actions that the player repeats throughout the game. In FALL - Rise to Glory, the player begins by observing the platforms, traps, and enemies in each section of the labyrinth. After understanding the environment, the player decides the safest path upward. Using jumping, wall-jumping, and quick grabbing, the player climbs the tower while avoiding hazards such as spikes, moving platforms, and stone projectiles. Each completed section brings the player to a higher part of the labyrinth. This cycle of observing, planning, climbing, and avoiding danger continues until the player reaches the final boss area at the top of the tower.

4.2 Controls and Player Actions

These are the basic controls and movements the player can do:

Controls

Move Left: A or Left Arrow

Move Right: D or Right Arrow

Jump: Spacebar

Dash : Shift

Player Actions

Jumping – To move between platforms.

Wall Jumping – To climb walls and reach higher areas.

Double jump – To avoid falling by holding onto edges.

Dodging Hazards – To avoid stone shots, spikes, and falling traps.

Riding Moving Platforms – Some platforms move, so the player must balance and stay on them.

These actions allow the player to navigate the obstacles inside the labyrinth.

4.2 Objectives

The main objective of the game is to help Loyd climb the Labyrinth of Ascension and confront his fears. Each level challenges the player to avoid traps, survive enemy attacks, and make precise jumps. The ultimate goal is to reach the top and escape from the final boss, the

Giant Stone Head. The overall objective focuses on survival, skillful movement, and progressing upward through the increasingly difficult challenges.

4.3 Scoring

The scoring system rewards players for skillful gameplay. Players earn points based on their completion time, and how much damage they avoid. Finishing a level quickly grants a time bonus, while completing it without taking damage provides additional points. Smooth and skillful navigation, such as performing multiple jumps or wall-jumps in succession, also contributes to a combo bonus. The scoring system encourages players to improve their performance and replay levels to achieve higher scores.

4.4 Progression

The game's difficulty increases gradually as the player climbs higher. The early levels serve as a tutorial area with basic platforms and no enemies. These levels teach players the essential controls and jumping mechanics. The middle levels introduce moving platforms, spikes, and stone projectiles, requiring faster reaction time and careful timing. Near the top, the player enters the trap room this section contains tight spaces and a combination of traps that test everything the player has learned. The final part of the game is the boss arena, where the player must dodge the Giant Stone Head's attacks and survive long enough to escape the labyrinth. This progressive difficulty reflects the main character's journey of overcoming fear and rising to strength.

Chapter 5 - Audio Design

5.1 Background Music

The background music used in the game is an upbeat style music that highlights the exciting adventure of Loyd throughout his adventure inside the labyrinth. This type of background music is often used by platformer and fighting games as it stimulates excitement and gives the game an energetic atmosphere to match.

5.2 Sound Effects

FALL uses several sound effects. A sound effect for being hit by the enemy, jumping, clearing a stage, and dying. These sound effects enhance the player's experience as it provides an audible feedback for everything the player does, making them enjoy the game more. It is also vital as it keeps the game from being boring and bland.

Chapter 6 - Technical Details

6.1 Game Engine Used

The game was built upon the robust and cross-platform **Unity** engine, which allows for simultaneous deployment on PC and mobile devices from a single codebase. This choice in engine ensures the game can leverage powerful scripting via C# for complex interactions, while remaining accessible to hardware with lower specifications. Consequently, Unity provides the foundational framework that dictates the game's overall performance and system requirements across all supported platforms.

6.2 Development Tools and Assets

The game was developed using the versatile Unity engine, which enables the game's seamless deployment across both PC and mobile platforms. The visual and functional components were primarily sourced from the internet, including sprite sheets, UI components, and necessary scripts. This approach significantly streamlined development and provided access to high-quality, pre-made assets, contributing to the game's low system requirements.

6.3 System Requirements

The lowest version of the game, FALL (a 2D platformer), has unusually minimal requirements for PC, making it accessible on almost any modern system. You need a 64-bit version of Windows 10 or 11, but the game itself only requires 300 MB of RAM and can run perfectly with any basic integrated graphics card. For mobile, the practical minimum is slightly higher, needing an operating system like Android 8.0 and a common entry-level smartphone with around 2 GB of RAM to ensure a smooth gaming experience.

Chapter 7 - Team Information

7.1 Studio/Team Name: FourHead

The name “FourHead” represents our development team composed of four members working together as one. It symbolizes our collective ideas, shared creativity, and combined strengths four minds united to build and design an innovative game. The name also reflects teamwork and collaboration, showing that every decision and concept in our project is the result of our group’s joint effort.

7.2 Game Studio / Team Logo



The logo features a triangle made of horizontal lines, with a solid black triangle in the middle. This design gives a sense of levels, movement, and progress similar to how players advance in a game. Below the symbol, the letters “GMS” stand for Game Master Studio. The overall look is clean and modern, showing that the studio focuses on creativity, direction, and building well-designed game experiences.

7.3 Team Members and Roles

Team Member 1 Name: **Basil Santos**

Role: Group leader and programmer

Assisting the lead developer in creating scenes while also overseeing the documentation of the game project.

Team Member 2 Name: Shandy Mayores

Role: Programmer

The lead developer in charge with all aspects of the game. He created scenes, gameplays, and polished the game project .

Team Member 3 Name: Ben Alfred L. Vergara

Role: Documents

Concentrating on documenting every aspect of the game, including system requirements, tools, and inspirations. This comprehensive record is vital for project organization and clarity across the team.

Team Member 4 Name: Jon Jon Q. Gomez

Role: Documents

The role in this project focuses on preparing, organizing, and maintaining all necessary documentation required for game development and the thesis. This includes writing the project description, background of the study, objectives, methodology, and other supporting sections necessary for academic compliance.

Chapter 8 - References & Inspirations

Celeste

The masterclass in precision 2D platforming, using a minimal set of mechanics—like the dash and wall climb to create hundreds of unique and escalating challenges. Each level is carefully compartmentalized into short, discrete "rooms" which allows players to instantly restart and master the sequence without frustration. This design philosophy perfectly balances extreme difficulty with fairness, teaching developers how to make players feel skilled rather than punished.

Super Meat Boy

Defined the modern "masocore" subgenre with its brutally challenging, short, and hazardous levels that demand absolute control and split-second timing. The game's core success lies in its immediate and infinite respawn mechanic, which minimizes downtime and encourages addictive, rapid-fire attempts to develop muscle memory. This template is perfect for understanding how to design a challenging level structure where skill and repetition are the primary rewards.

Rayman Legends

Shining example of visual polish and continuous mechanical innovation within the platforming genre. It expertly utilizes the UbiArt Framework to deliver stunning, hand-drawn visuals and introduces new ideas like stealth or shoot-'em-up segments in almost every level to maintain player excitement. Most notably, its famous music levels perfectly synchronize player movement and actions with the soundtrack, demonstrating how to create an immersive, rhythmic gameplay flow.