GD50 Mario Remake

| **GAME DESIGN DOCUMENT** |
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| Unity Certified Associate Courseware |

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Game Development Team Positions

PRODUCER

PRODUCTION MANAGER

PRODUCTION COORDINATOR

GAME DESIGNERS

SYSTEMS/IT COORDINATOR

PROGRAMMERS

TECHNICAL ARTISTS

AUDIO ENGINEERS

UX TESTERS

# Game Overview

Title: GD50 Mario Remake  
Platform: Desktop Genre: RPG Platformer Rating: (E) ESRB  
Target: Casual gamer Release date: October, 2023  
Publisher: LOVED2D

TODO DESCRIBE GAME OVERVIEW HERE

# High Concept

TODO Elevator Pitch - estimated 4 sentences.

# Unique Selling Points

* Stunning particle effects
* Unique story
* Multi-platform

# Platform Minimum Requirements

PC, MAC AND LINUX STANDALONE

OS: Windows XP SP2+, Mac OS X 10 .8+, Ubuntu 12 .04+, SteamOS+ Graphics card: DX9 (shader model 2 .0) capabilities; generally everything made since 2004 should work

ANDROID

OS 2 .3 .1 or later;  
ARMv7 (Cortex) CPU with NEON support or Atom CPU; OpenGL ES 2 .0 or later .

# Competence Titles

Survival Shooter by Unity Technologies

# Synopsis

In a bad dream, all your plush toys have become zombified. You are the sleeping boy or girl who finds themselves surrounded by these creatures and under attack — there is no escape, you must fight back!

# Game Objectives

The objective of the game is to survive for as long as possible, while attacking Enemies and scoring points .

# Game Rules

The game level is a closed environment set in a child’s room where the Player is attacked by fluffy zombified toys. The Player can move around and attack these Enemies with 4 different Weapons (see *Weapons*) . In this level, there are different spawn points from which the Enemies originate . Each Enemy has a different behavior and will try to defeat the Player (see *Enemies*) . The Player scores points by killing Enemies: the number points earneddepends on the Enemy type. After collecting a specific number of points (see *Allies*), the Player can spawn an Ally who will help him for a limited amount of time .

# Game Structure

# Gameplay

### Game Controls (PC)

### Game Controls (Mobile)

With touch control, the Player will use two fingers to move the character, aim, and attack. The first finger that presses the screen will move the character, while the second finger that presses the screen will make the Player attack (i.e. fire/shoot) in that direction.

### Game Camera

When the game starts, the camera will focus on the two characters the Player can choose from . The camera will remain still while the Player chooses a character to play with .

After the selection is made, the camera will turn 180 degrees and will continue following him/ her from a fixed point of view. The camera will not rotate with the Player’s movement.

The background will be seen from a 3/4 perspective but for convenience it will be rotated by 90 degrees so that the camera can use the global coordinate system .

The camera will not turn when the Player does, so we get to see him/her from different angles as the scene maintains the same camera view .

HUD

PLAYER DAMAGE

Indicates the amount of life the Player has

COUNTDOWN SLIDER

Displays the Weapon recharging time (time depends on Weapon)

SPAWN ALLY SHEEP

Displayed when the Player reaches certain amount of points . When clicked, an Ally Sheep will be spawned into the game .

# Player

### Player Characters

The boy and girl live a wonderful life at their age of 4 . They have a great room where they sleep at night . Problem is, their parents have given them too many plush animals without noticing that at night they all become zombified!

### Player Metrics

Speed: 6  
Max Health: 100  
Attack Damage: N/A  
Time to attack: Depending on weapon

### Player States

Idle: The idle state is s cycled animation where the Player is yawning . It plays back when the Player remains still .

Move: The movement animation will cause the character to bounce with little jumps . It will be triggered when the Player moves the character .

Death: The death animation will make the character fall backwards when their life reaches zero .

### Player Weapons

The Player has 4 different Weapons to attack the Enemies, each with a different effect .

WEAPON

Lightning Ray

Freeze Ray

Stink Bomb

Slime

DESCRIPTION

Fires a Lightning Ray effect from the Player RC in the direction of the mouse cursor

Fires a Freeze Ray effect from the Player RC in the direction of the mouse cursor

Launches a Stink Bomb effect to the position of the mouse cursor

Launches a Slime effect in the direction of the mouse cursor

EFFECT ON ENEMY

Restores 50 to the health of the Enemy

Freezes a maximum of 20 Enemies, so they cannot move

Causes the Enemies (in a distance of 9u) to turn around

Launches a slime  
ball that sticks to the Enemy and hurts them

COLLDOWN RETICLE

1 No

0 No

5 Yes

3 .5 Yes (snaps to closest Enemy)

# Character Line-up

# NPC Enemies

The Enemies spawn from different spawn points located in the environment (see *Level Design*) . They are constantly searching for the Player . When they get close to the Player, they attack, producing different amounts of damage, depending on their type . All of the Enemies react equally to the different Weapons (see *Weapons*) and to the Allies (see *Allies*) .

### Clown

SPEED MAX HEALTH

3 .5 150

### ZomBear

SPEED MAX HEALTH

3 .5 100

### ZomBunny

SCORE VALUE

25

SCORE VALUE

10

SCORE VALUE

10

SCORE VALUE

ATTACK DAMAGE

30

ATTACK DAMAGE

10

ATTACK DAMAGE

10

ATTACK DAMAGE

TIME TO ATTACK

1 .5

TIME TO ATTACK

0 .5

TIME TO ATTACK

0 .5

TIME TO ATTACK

1

TIME TO ATTACK

2

SPEED

3 .5

### ZomDuck

SPEED

MAX HEALTH

100

MAX HEALTH

3 .5 120

### Hellephant

SPEED MAX HEALTH

3 .5 200

20 20

SCORE VALUE ATTACK DAMAGE

50 35

### Enemy States

All Enemies possess the same behavior and states, as described below:

Idle: The Enemies play the Idle state, only when the Player is dead, while seeing the losing screen, and before restarting the level .

Move: While the Player is alive, all enemies will be in the Move state, heading in the direction of the Player or Ally .

Death: Death happens when the Enemy sustains too much damage from an attack .

### Enemy Spawning

Each Enemy has its own spawn point (see *Level Design*) and will spawn at a certain rate . An Enemy will only spawn if there are fewer Enemies of that particular type than others in the scene at that moment .

ENEMY

ZomBunny

ZomBear

Hellephant

ClownSpawnPoint

ZombieDuck

SPAWNPOINT SPAWN RATE

ZomBunnySpawnPoint 5

ZomBearSpawnPoint 6

HellephantSpawnPoint 10

ClownSpawnPoint 15

DuckSpawnPoint 10

MAX ENEMIES

4

3

2

2

2

# NPC Allies

Allies are animals the Player character trusts . They are in the game to help the Player survive . After the Player accumulates the required amount of points, the Player may elect to spawn a Sheep Ally . Once spawned,  
the Player will lose some points and the Sheep Ally will assist the Player for a finite period of time. When spawned, all the Enemies will be attracted to the position of the Sheep, as the Sheep moves through the scene . At this time, the Player will be able to attack the Enemies without being attacked in return .

### Sheep

SPEED DURATION COST

3 .5 10 seconds 30 points

### Ally Spawning

When the Player reaches a specific score (see *NPC Allies* sheet), a button will appear in the GUI with the shape of the Ally . When clicked, the Ally character will be spawned from its spawn point (see *Level Design*) .

# Art

### Setting

The game takes place in the children’s room. Because the children have been shrunk down to the size of the toys, everything in their surrounding environment looks very large . A collection of static toys dispersed around the floor serve as obstacles.

# Level Design

The level consists of the children’s room, with toys (dispersed around the floor) that will act as obstacles for the Player and for the Enemies . The toy elements (that serve as props) are placed so the Player can not be occluded easily when they move behind one .

There will be four (4) different spawn points in the level . Each spawn point is displayed as a green circle in the scheme (*shown right*) . Enemies will appear from these spawn points at a precise rate .

# Audio

NAME

music\_rev1\_loop\_01

Lightning Zap

wpn\_elec\_attack\_01

wpn\_elec\_attack\_02

wpn\_elec\_attack\_03

wpn\_elec\_hit\_01

wpn\_elec\_hit\_02

wpn\_elec\_hit\_03

wpn\_gas\_attack\_01

wpn\_gas\_attack\_loop\_01

wpn\_gas\_equip\_01

wpn\_gas\_hit\_01

wpn\_gas\_hit\_02

wpn\_gas\_hit\_03

wpn\_gas\_target\_01

wpn\_goo\_attack\_02

wpn\_goo\_equip\_01

wpn\_goo\_hit\_02

wpn\_goo\_hit\_loop\_01

wpn\_ice\_attack\_01

wpn\_ice\_blast\_loop\_01

wpn\_ice\_equip\_01

wpn\_ice\_freeze\_01

wpn\_ice\_freeze\_02

wpn\_ice\_freeze\_03

wpn\_ice\_hit\_01

wpn\_ice\_hit\_02

wpn\_ice\_hit\_03

Hellephant Death

Hellephant Hurt

Player Death

Player Hurt

ZomBear Death

ZomBear Hurt

ZomBunny Death

ZomBunny Hurt

CATEGORY

Background music

DESCRIPTION

Plays during the game  
Lighting Attack fire  
Lighting Attack fire, variance 1  
Lighting Attack fire, variance 2  
Lighting Attack fire, variance 3  
Lighting Attack hits something, variance 1 Lighting Attack hits something, variance 2 Lighting Attack hits something, variance 3 Stink bomb Attack fire

Stink bomb Attack smoke  
Optional (sounds when weapon is selected)  
Stink bomb Attack hits something, variance 1  
Stink bomb Attack hits something, variance 2  
Stink bomb Attack hits something, variance 3  
N/A  
Slime Attack fire  
Optional (sounds when weapon is selected)  
Slime Attack hits an Enemy  
Slime Attack attaches to an Enemy  
Freeze Attack freezes an Enemy  
Freeze Attack firing  
Optional (sounds when weapon is selected)  
Freeze Attack freezes an Enemy, variance 1  
Freeze Attack freezes an Enemy, variance 2  
Freeze Attack freezes an Enemy, variance 3  
Optional (for when the Enemies break the ice)  
Optional (for when the Enemies break the ice)  
Optional (for when the Enemies break the ice)  
When the Hellephant dies  
When the Hellephant gets damaged  
At the moment the Player dies  
When the Player gets damaged  
When the ZomBear or Clown die  
When the ZomBear or Clown get damaged  
When the ZomBunny or the ZombieDuck die  
When the ZomBunny or the ZombieDuck get damaged

# MVP (Minimum Viable Product)

* One Player character to choose from (Boy)
* Built for the Desktop platform

# Wishlist

ADD MORE ENEMIES  
In a future DLC, add more enemies for the Player to face, each with different behaviors .  
OTHER IDEA  
Other details.