

Mascot MAYHEM

Game Design Document



03/11/2025

Revision no 1

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Executive summary

Plunge into the world of ~~CLOUD~~, a domain dominated by the evil EbodA. Take control of your favourite open source mascot in this immersive fighting game. Face rounds of increasingly difficult foes, defeat EbodA, and free your friends from his evil clutches.

Overview

Players will pick from a list of characters, all modeled after the mascots of open source programs, which they will then use to fight other characters in the game in short, hit-based rounds. In the singleplayer mode, players will fight against a series of three NPC combatants, of increasing difficulty, which then culminates in a final boss fight, with a unique challenge.

Related games

Super Smash Bros Ultimate (SSMB)

Super Smash Bros Ultimate is a renowned fighting game that opposes characters from different video game franchises. The incredible diversity in the movesets of the 89 characters is part of the reason this game is so beloved. This, combined with the large variety of stages and game modes means that the potential playstyles are endless and this game is appreciated by a remarkably large audience. In terms of complexity, it's a pretty mid-range fighting game with a high skill ceiling, without being difficult for beginners. Each character has a unique special attack that makes them memorable despite the large cast, and the fact that the characters are already familiar faces means players are immediately endeared to them,

Footsies

Footsies is a very simple 2D fighting game created by HiFight. Footsies keeps the move set incredibly simple, only allowing the players to move horizontally and attack. As it was only made by one person, the scope of the game is very small and the gameplay is well executed, but the UI is unclear and the tutorial nonexistent, meaning that the game can be quite confusing to pick up for new players. In the context of fighting games, footsies means controlling the space in front of you, often through quick jabs, which is the crux of this game. The simplicity of the moves means there is a lot of emphasis on skill, leading to this being a pretty well received game.

Catari Brealuigi

Catari Brealuigi is a, quite honestly, very poor Atari Breakout clone. However, it's saved by its confidence in presenting such a bold art style. The game is highly predictable, and yet it is still quite fun. The use of the Scratch Cat's body parts to make the paddle is one of our main inspirations for the game's art direction. The subtle horror of the game's art is another aspect which we wish to replicate in our own art.

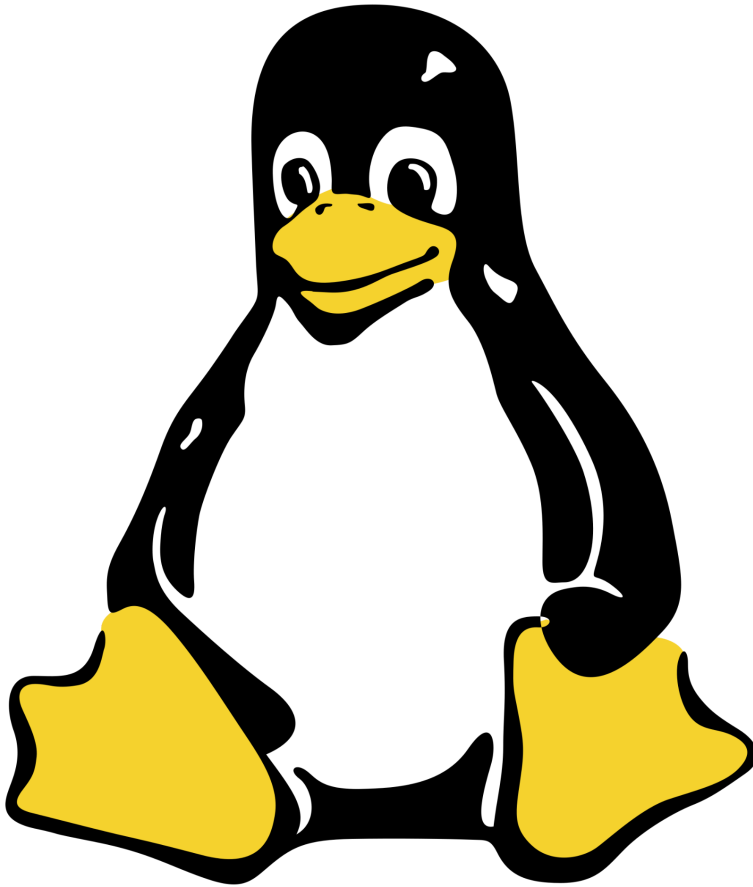
Game world

The evil power of EbodA corrupts the mascots to fight against each other, through the process of bringing them to ~~CLOUD~~, and turns them into their minions. Campaign is a road to vanquishing EbodA, on which they have to fight and then liberate their fellow mascots. The story is set in the fictional city of ~~CLOUD~~ (which is a direct analogy to cloud storage), where EbodA's domain lies.

Game characters

DISCLAIMER: All characters we are using are free to use and modify for personal (and commercial?) purposes

Tux



- ❖ Mascot of the linux OS
- ❖ Penguin
- ❖ Attacks by kicking his feet
- ❖ Ultimates by jumping up in the air and slamming down on his opponent, guaranteed to hit
- ❖ Head empty, no thoughts
- ❖ Has a massive rivalry with Gnu
- ❖ Medium health
- ❖ Average attacks speed and damage
- ❖ The “introductory” character, similar to Mario in SSMB or Sol Badguy in GGS

GNU



- ❖ Mascot of the GNU operating system/program suite
- ❖ Anthropomorphic wildebeest
- ❖ Has a massive rivalry with Tux
- ❖ Attacks by headbutting his opponent
- ❖ Ultimates by creating a clone of himself
- ❖ High hit points
- ❖ Slow, but highly damaging attacks

Wilber



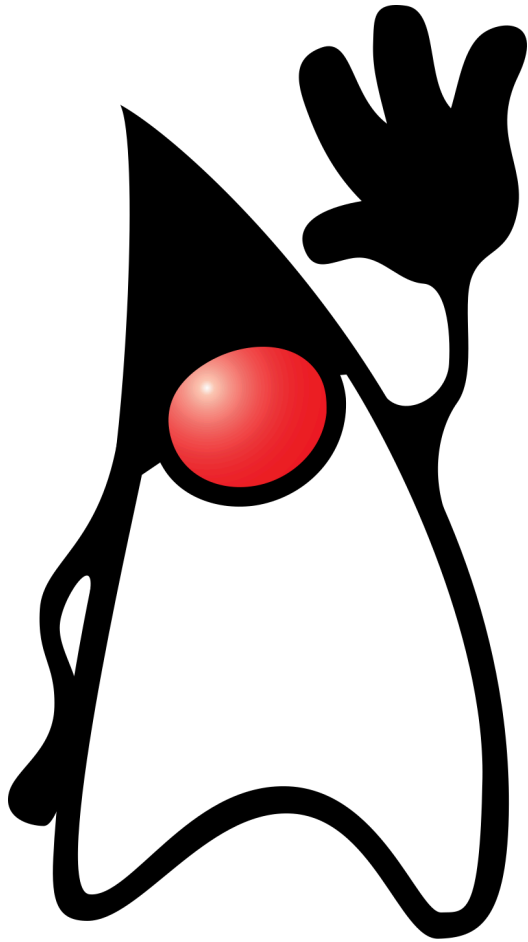
- ❖ Mascot of the GIMP image manipulation software
- ❖ A “gimp”, a sort of fusion of a dog, a fox, and a coyote
- ❖ Mentally unstable
- ❖ Attacks by swinging his paint brush
- ❖ Ultimates by painting an X across the screen which deals periodic damage to the opponent if they are standing in it, and which disappears after a short time
- ❖ Low hit points
- ❖ High attack speed, medium-low damage

Keith



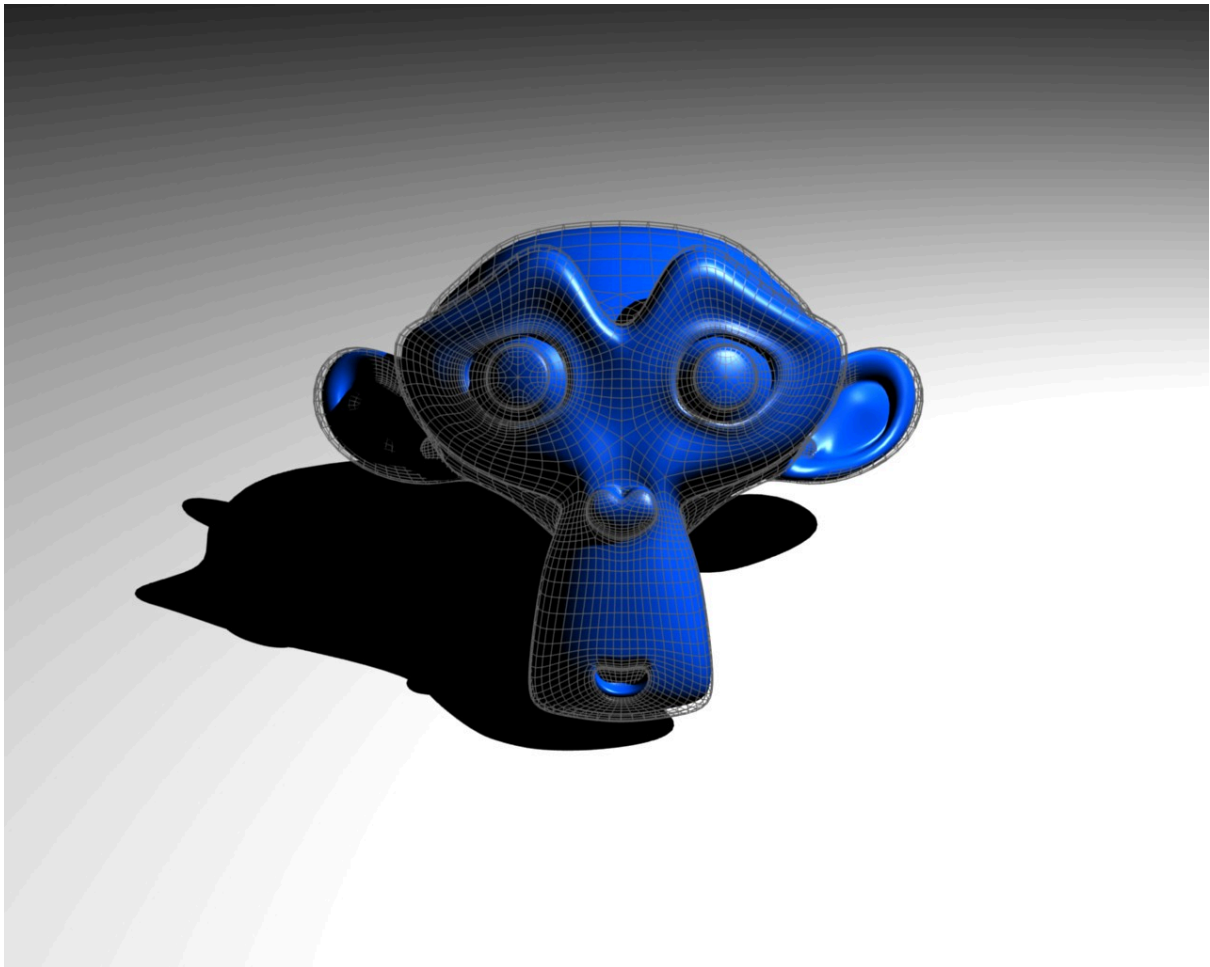
- ❖ Unofficial mascot of the c++ programming language
- ❖ The chosen one, but he doesn't know it
- ❖ Duke's best friend
- ❖ Attacks by biting
- ❖ Ultimates by buffing his attack massively, but weakening his defence significantly
- ❖ Low hit points
- ❖ Very high speed, but low damage

Duke



- ❖ Mascot of the java programming language
- ❖ A “software agent”, a kind of robot assistant thing
- ❖ Keith’s best friend
- ❖ Attacks by slapping
- ❖ Ultimates by shooting a highly damaging laser from his eye for a few seconds
- ❖ Medium hit points
- ❖ Medium-low attack speed, medium-high damage

Suzanne



- ❖ Mascot of Blender, the open source 3d image manipulation program
- ❖ Monkey
- ❖ Attacks by stabbing with her banana
- ❖ Ultimates by decreasing her movement speed and turning into a tornado, which deals constant damage to opponents who touch it
- ❖ Average hit points
- ❖ Medium-low attack speed, medium-high damage

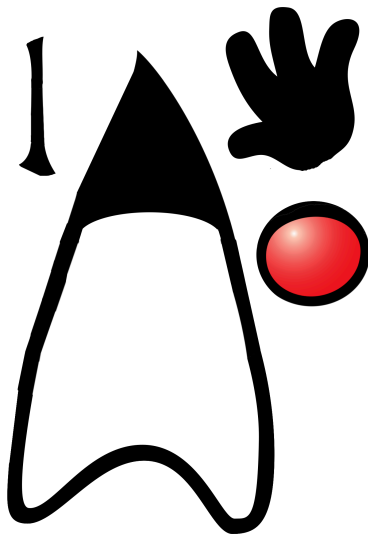
Eboda

- ❖ Main antagonist of the game
- ❖ A malevolent force that desires to force all the mascots into **CLOUD**
- ❖ The game's final boss
- ❖ Attacks through two hands, but only head at top of screen takes damage
- ❖ Hands attack slowly, with high damage
- ❖ Very high health, but has segments of vulnerability

Art direction



“Caquarium” is another project by the same developer as Catari Brealuigi. The uncanny mashup of the Scratch Cat’s body parts is one of the main inspirations for this game’s art direction.



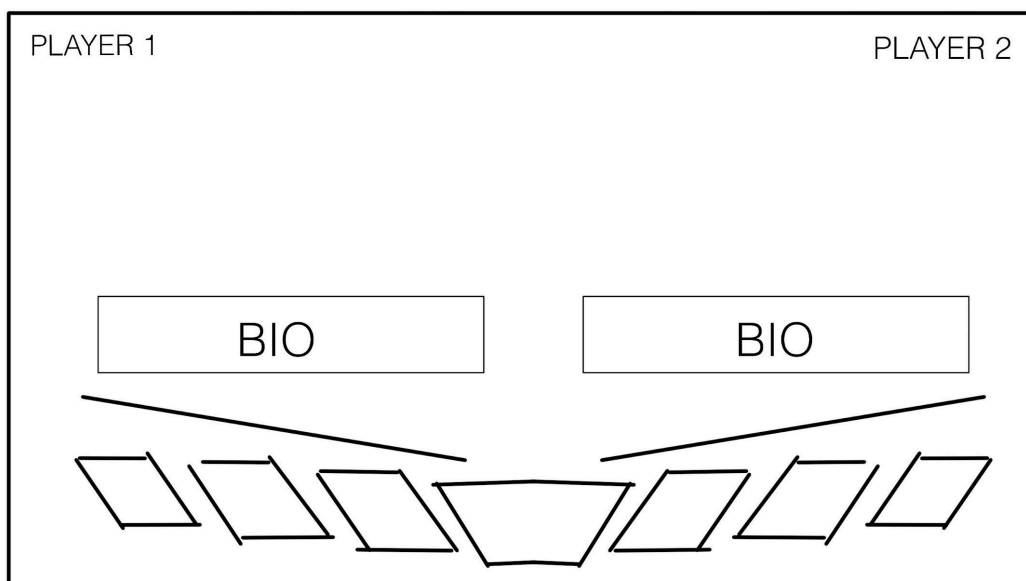
This is the breakdown of the original Duke image that can be used to create the animations

Mashup of collages using the original sprites when allowed (for example Duke), to avoid needing to draw everything from scratch. Each character will be split into its constituent parts to make animation simpler.

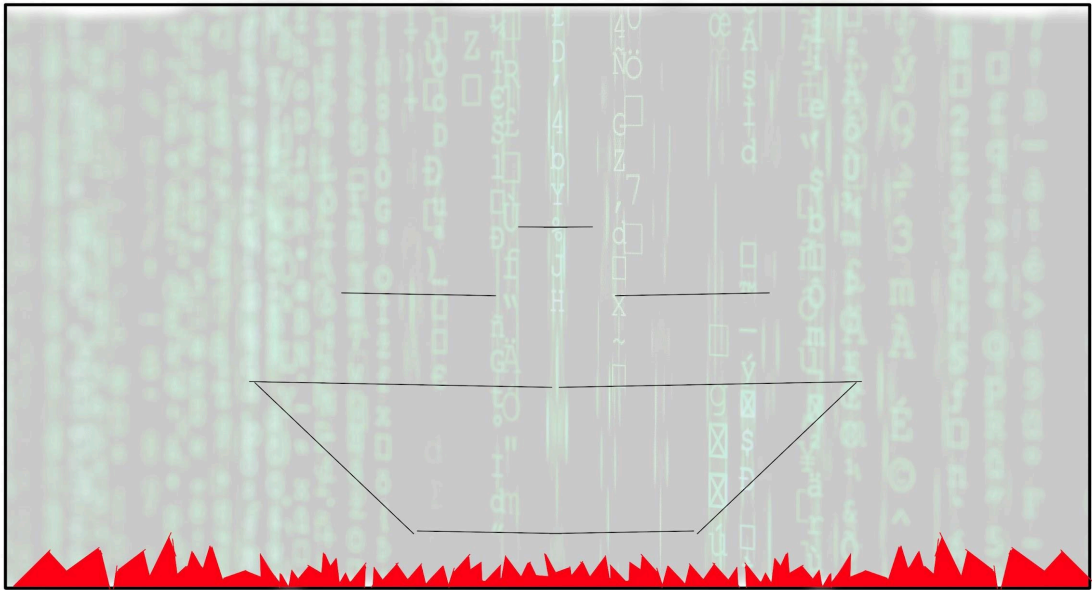
User interface storyboards



Title



Character Selector



Arena

Tags and dialogue

Menu Tags:

PLAY: Play
QUIT: Quit Game
CAMPAIGN: Campaign Mode
DUEL: Duel Fight
CONTROLS: Controls
CREDIT: Credits

Dialogue Tags:

TUX_BIO: Tux: %n Though he isn't the brightest, he's a fairly balanced fighter. Mortal enemy of the one with horns.

GNU_BIO: Gnu n% A strongheaded, mildly magical, wildebeest, with a burning rivalry with Tux. Attacks slowly but with large strength.

WILBUR_BIO: Wilbur %n An unstable gimp who loves painting. Not the strongest, but quite fast.

KEITH_BIO: Keith %n A rat who's obese, diseased, and missing a leg. Despite this he's loved by everyone, but has an especially close relationship with Duke. Holds a hidden power which even he is unaware of. Extremely fast.

DUKE_BIO: Duke %n The sweetest robot, and Keith's best friend. Loves slapping those who annoy him, but can shoot a laser in dire situations.

SUZANNE_BIO: A mischief-loving monkey who stabs people with her surprisingly sharp bananas.

TUX_INTERACTION: Ha! Horns! How primitive! Prepare to feel the wrath of my flippers and the might of my heft!

GNU_INTERACTION: How ignorant you are Tux! Your flippers stand no chance against my horns! And your heft makes only for a bigger target for me to destroy!

KEITH_PRAISE: Keith! My lord! Please forgive me for this transgression!

KEITH_INTERACTION: It's ok Duke, we'll just call this a friendly duel. :)

Controls

Player 1 controls:

- A - Left
- D - Right
- S - Crouch
- W - Jump
- Left ctrl - Attack
- C - Ultimate

Player 2 controls:

- Left - Left
- Right - Right
- Down - Crouch
- Up - Jump
- Right ctrl - Attack
- Right shift - Ultimate

Menu navigation:

- A/Left - Left
- D/Right - Right
- S/Down - Down
- W/Up - Up
- Left/Right Ctrl - Select

Mechanics analysis

Attacking - The main way in which players interact with their opponent, successfully landing an attack causes the opponent to lose hit points. When a player or a npc has 0hp they lose. Each character has a unique style of attacking, which varies the gameplay opportunities

Ultimating - Each character will have one ultimate attack that makes them unique. They can use their ultimate after fully charging their ultimate meter, which has a chance to charge each tick. Being hit also will charge this meter massively.

Blocking - Blocking allows players to attempt to reduce the damage they take from their opponent's attacks, but prevents them from moving or attacking.

Strategic Character Selection - Small differences between characters allows players with many different playstyles to enjoy themselves.

Schedule and related elements

Animation - *Mathieu*

Sprites - *Madeleine & Amber*

Coding

Screens - *Amber*

Splash

Title

Character selector

Helper Classes

Input manager - *Mathieu*

Dialogue manager - *Amber*

Fight status manager

Campaign progress manager

AI - *Mathieu & Madeleine*

Easy ad

Medium

Hard

Boss

Combat Systems

Health - *Amber*

Hitboxes - *Madeleine*

Ultimates - *Mathieu*

Blocking

Attacking

Movement Mechanics

Lateral

Jump

Crouch

Boss Fight

Deadlines:

Nov 3 - Game design document due

Nov 7 - player can move and attack

Nov 14 - first playable - player vs player and player vs cpu without animations

Nov 25 - all sprites and animations done

Nov 28 - complete game