

# Design Document

## “Slime and Jewels”

### Game:

- \$500 Budget.
- 2D Pixel Art Platformer.
- 2D Pixel art platformer Mario clone but in our own style, not an exact copy
- The game will have microtransactions
- Run Unity ads for my game
- The game will be on the android google play store. The game will be FREE
- The game should be made for future iPhone Apple Store plugins/ports.
- I will be giving my creative input in the design of the game.
- I would like to have the source code included in my delivery when you are finished developing the game so I can get the IOS ports and to have a copy to myself.

\*Youtube videos are for guidance and reference, the youtube links are for educational purposes, you don't have to copy\*

### Name of Mobile App Game:

“Slime and Jewels”

### Type of Game:

Mario Clone  
2D Pixel Art Platformer.

I would like this game to be a mario clone platformer like this one in the video

<https://www.youtube.com/shorts/35FQlB1-PA>

UI and ART style Similar to this game, BUT **NOT THE SAME** and/or **IDENTICAL**:  
I do not want my game nor art style to look exactly like this game, just inspired by it.

### Game Contains:

Instant Gratification gameplay, randomized Loot Boxes, microtransactions

### Game Identity / Mantra:

“Be the best slime you can be”  
A slime that collects jewels

## Security:

Cybersecurity: secure app, no vulnerabilities in the code.

Payment Card Transactions are secured. For microtransactions: Need a safe way to manage app micro-transactions for PCI (Payment Card Information). Will need third-party vendor integration with the app to handle the microtransactions and handle the money and PCI (payment card information) transactions and compliance and cybersecurity.

Users can play without an account, and the progress may or may not be saved if they delete the app. You cannot buy microtransactions without an account.

Users can play with an account

Users' accounts must be verified by email before using the app.

Users must have the option to have two-factor authentication enabled if they so choose.

User's purchases save to their account

## Design Pillars:

6 things I want the player to experience when playing this game:

Platformer engagement

Satisfaction with collecting tools

Endless progression

Instant Gratification

Loot Boxes

Microtransactions

## Genre/Story/Mechanics Summary:

Game:

2D Pixel Art Platformer.

Objective:

The player plays as slime and collects Jewels on each level.

Mechanics:

The user/slime will defeat enemies by landing/jumping on them.

The tokens will also be collected by the slime when the slime touches them.

The player loses 1 heart upon enemy contact that was not done by landing/jumping (like Mario combat)

The player can get a perk to have 1 extra health for the next game (for 4 hearts total)  
Shield for 1 damage hit for 1 level (protection of loss of 1 heart)

#### Levels:

5 levels. Each level gets progressively harder Level 1 being the easiest. Players unlock the next level after passing the level before it. Once they have completed a level, they have to keep moving forward, they may not go to a previous level nor may they skip a level. They start where they left off. Each level has 10 possible tokens to collect around the tileset of the level. The amount of tokens the user collects depends on what they collect during each level playthrough. The user has a chance to collect 10 tokens, but it does not mean they will, depending on how they play. There will be 1 chest on level 2 every time and one chest on level 5 every time, that the player has a chance of collecting. We will randomize where tokens and chests spawn on each level. Once the player has gotten through all 5 levels the player will prestige by 1 level. When the player prestiges the player will be limited to level 1 again and will have to unlock levels 2-5 again, after completing level 1. There is no max to their prestige level. Every prestige will grant a set number of guaranteed tokens they can collect after completing a level. What I mean by this is a user who is prestige level 1 will receive 1 extra token for each level they complete. If they are prestige 5 they will receive 5 tokens for each level they complete.

#### Character:

The main character will be Slime. The player starts with the default green slime. I want my slime to stay as slime, no need to turn into a toad(frog). Over time, the player may buy and unlock new slime colors and accessories with tokens and/or real money. The player may choose what their character looks like. The character will be a green slime to start, and the slime will collect jewels as "tokens".

#### Character customization:

No need for character customization to be made. My characters will have different graphics of hats, sunglasses, and colors. Users should be able to buy the new graphic character from the store. The user has to buy the color first before they can buy the other graphics(hats and accessories) for that color. The color Green is free and default, but the green accessories graphics must be bought with in-game tokens or USD. Each color will be \$5. Each new graphic for that new color is \$4. The user must meet the color requirement first before they can buy the graphics for that color. Character Graphics are for cosmetics purposes and offer no in-game benefit/advantage.

#### Tokens:

Jewels (the tokens) can be obtained in-game during gameplay, or bought in packs on the in-game Store. Like in the platform video, the jewels/tokens will be spread out

across each of the 5 levels for the user's slime to collect. It should be difficult for players to obtain tokens for all levels, it should take a long time for a player to get to 50 tokens. The game will have a store for players to buy large amounts of jewels. These jewels can be used to purchase in-game chests, character colors, and customization character graphics. Jewels( the tokens) can be obtained in-game, or bought in packs on the in-game Store. These jewels can be used to purchase in-game chests.

Perks: Are obtained through chests and Players can enable the perks they have. (All perks can be stackable, so if the player buys multiple chests)

- 2x tokens for 5 minutes (Booster)
- 3x tokens for 5 minutes (Booster)
- 1 extra health for the next game (for 4 hearts total)
- Shield for 1 damage hit for 1 level (protection of loss of 1 heart)

#### Life/Health:

The UI Pack should have a life/health system we can use

The player will have a life/health system (starts with 3 hearts at each level, the player loses 1 heart upon enemy contact that was not done by landing/jumping (like Mario combat))

The player starts with 3 hearts, enabled perks may affect gameplay. Let's have 1 apple available health item from the fantasy pack that the slime can land on to collect, to regenerate health.

Chests: Players can open chests to obtain randomized loot. Chests are meant to help with game progression. Chests are bought with tokens. (Chests are 50 tokens each or \$1 USD each). Chests have a random chance to reward perks, as in perks are randomized. Chests will give perks:

- 2x tokens for 5 minutes (Booster)
- 3x tokens for 5 minutes (Booster)
- 1 extra health for the next game
- Shield for 1 damage hits for 1 level

#### Enemies:

When these characters interact with the slime, they do damage to the slime's health  
They die when slime jumps on them.

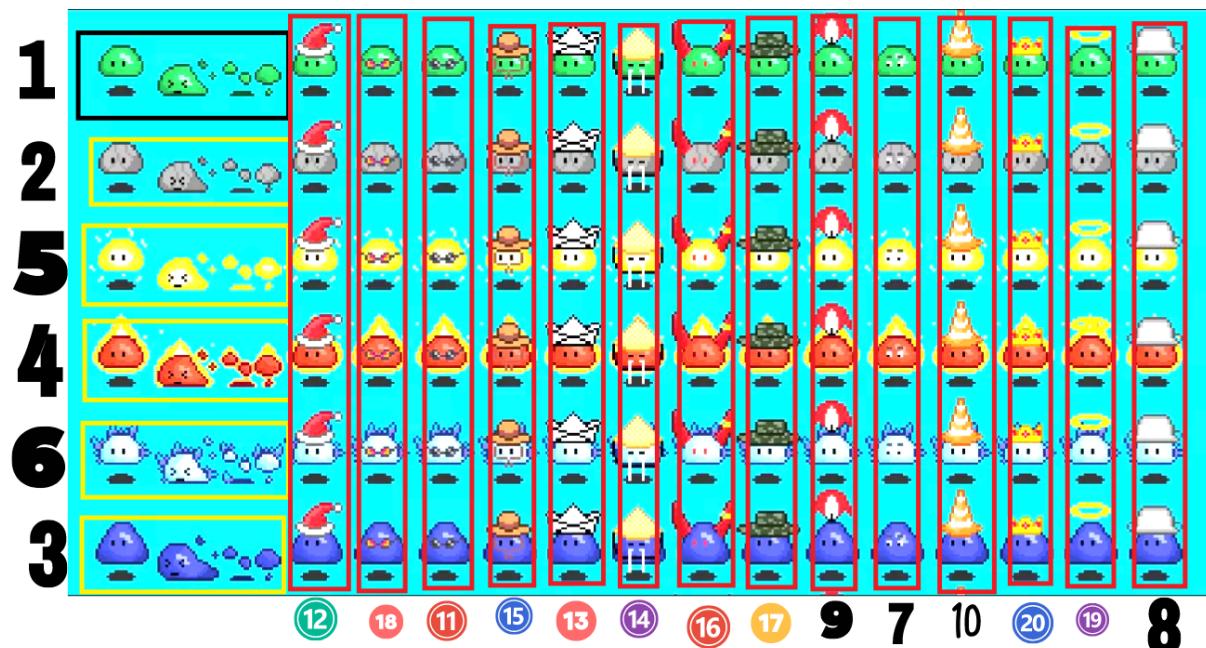
The user/slime will defeat enemies by landing/jumping on them.

I want a life/health system (3 hearts each level, the player loses 1 heart upon enemy contact that was not done by landing/jumping (like Mario combat))

The token will also be collected by the slime when the slime touches them.

Like in the platform video, the jewels/tokens will be spread out across each of the 5 levels for the user's slime to collect.

### Store Microtransactions:



\$USD and in-game tokens may be used to purchase in-game chests, character colors, customization character graphics, packs of health, and packs of shields. The game will have a store for players to buy large amounts of jewels.

Have a store where players can spend \$USD for in-game 2d pixel art of various slime colors and characters, clothes, hats, and sunglasses, for their character.

Players may buy tokens in bulk for \$USD 75 for \$2.00; 150 tokens for \$2.50; 300 tokens for \$3.50; 500 tokens for \$4.50.

Players may buy slime colors and characters, clothes, hats, and sunglasses, for their character directly.

Every character graphic is locked until the color for that graphic is bought. The default green color slime character graphics will be unlocked by default but will still need to be purchased with \$USD and/or tokens.

Every character graphic belonging to a specific color will be unlocked for purchase once the color for that graphic is bought.

There are 14 character graphics for each color (6 colors total) (84 total graphics). Every character graphic can be purchased for \$4 USD.

Character Colors: (color must be bought before they can buy the graphics for that color)  
(Each color can be purchased for \$5 USD (6 colors total))

#1 is Free and the Default skin

#2 costs 150 tokens

#3 costs 200 tokens

#4 costs 250 tokens

#5 costs 300 tokens

#6 costs 350 tokens

Character Graphics: (color must be bought before they can buy the graphics for that color) (Each costs \$4 USD (84 graphics total))

Every graphic on column #7 costs 150 tokens

Every graphic on column #8 costs 200 tokens

Every graphic on column #9 costs 250 tokens

Every graphic on column #10 costs 300 tokens

Every graphic on column #11 costs 350 tokens

Every graphic on column #12 costs 400 tokens

Every graphic on column #13 costs 450 tokens

Every graphic on column #14 costs 500 tokens

Every graphic on column #15 costs 550 tokens

Every graphic on column #16 costs 600 tokens

Every graphic on column #17 costs 650 tokens

Every graphic on column #18 costs 700 tokens

Every graphic on column #19 costs 750 tokens

Every graphic on column #20 costs 800 tokens

## Features:

Games entice players to spend **in-game currency** to receive a random **in-game item**.

Some **in-game currency** generally can be gained through gameplay, and some by purchasing it from the game publisher using real-world funds.

Chests can be earned by playing the game

Boosters (a type of perk) boost the tokens the player earns during gameplay.

Boosters are on a timer (lasts for a specific amount of time (5 mins)). Boosters can be obtained through randomized chests.

In-game tokens can be bought with real money or be earned by playing the game.

**Interface:**

**In-Game UI:**

The UI Pack should have a life/health system we can use.

**Main Menu UI:**

Once they have completed a level, they have to keep moving forward, they may not go to a previous level nor may they skip a level. They start on the level where they left off. So allow them to click the level where they left off

**Return to Game Screen UI (Ads):**

They can watch an Ad for 1 booster a day (Booster: 2x tokens for 5 minutes booster). They can also watch 5 more ads a day for 4 tokens per ad they watch. 6 total ads in 1 day

**Select Character UI:**

Pick a character screen for player

The game allows the player to choose the character color and graphics.

Art Style:

“I am currently using Unity 2021.3.25. If you download these assets, please make sure that the Unity version is exactly that. I will ask you to download all the assets into a single project and then zip the project files to me.” - Altamush K (@attishno1)

For Slime and character-style micro-transactions:

<https://assetstore.unity.com/packages/2d/characters/cute-slimes-animated-pixel-art-241052>

For UI:

<https://assetstore.unity.com/packages/2d/gui/icons/2d-simple-ui-pack-218050>

For tokens/jewels graphics:

<https://assetstore.unity.com/packages/2d/characters/pixel-art-jewelry-collection-171191>

Slime can use 1 apple for an obtainable health item

<https://assetstore.unity.com/packages/2d/rpg-fantasy-items-193591>

For Levels and enemies:

Level 1

<https://assetstore.unity.com/packages/2d/environments/stomper-platform-assets-195244>

Level 2

<https://assetstore.unity.com/packages/2d/textures-materials/nature/magic-cliffs-pixel-art-environment-60458>

Level 3

<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

Level 4

<https://assetstore.unity.com/packages/2d/textures-materials/tiles/pixel-2d-castle-tileset-135397>

Level 5

<https://assetstore.unity.com/packages/2d/environments/free-pixel-art-kit-211149>

Customizable character ideas:



<https://assetstore.unity.com/packages/2d/characters/cute-slimes-animated-pixel-art-241052>

Chests:

<https://assetstore.unity.com/packages/2d/environments/the-platformer-sprite-bundle-181078>

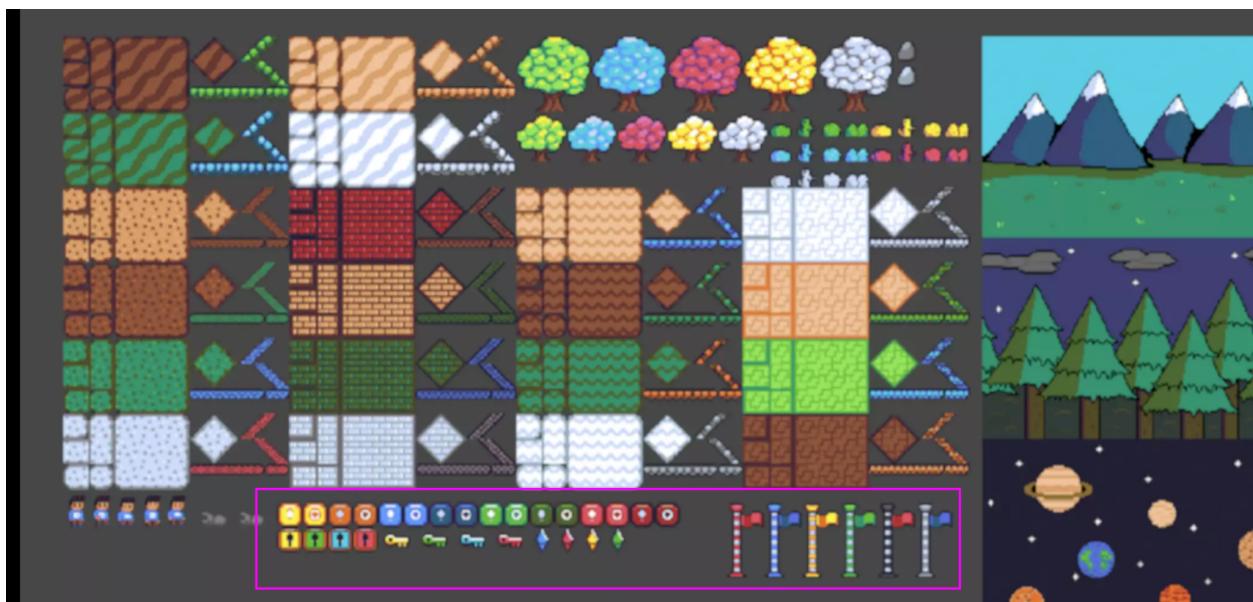


Game Store buy tokens in bundles, graphics to be used(used for microtransactions images/token  
bundles):<https://assetstore.unity.com/packages/2d/gui/icons/coins-crystals-diamonds-visitor-icons-for-iap-163473>

Store UI: <https://assetstore.unity.com/packages/tools/integration/store-system-159698>

Players can jump up and hit blocks like Mario for a chance to release tokens. These graphics can be used for Checkpoint flags and Blocks to hit with slime (like Mario) to collect tokens/keys/in-game items (health) like Mario:

<https://assetstore.unity.com/packages/2d/environments/pixel-platformer-art-pack-165498>



Health items: <https://assetstore.unity.com/packages/2d/rpg-fantasy-items-193591>

Shield item: <https://assetstore.unity.com/packages/2d/rpg-fantasy-items-193591>



3/3

Marked with yellow circles. The red apple is for health. The blue shield is for the shield. These items are not worn. But when picked up by the character, the character will obtain the benefit(affect). The shield is temporary for 5 seconds with no damage. Apple is for 1 instant health(heart) regain (or 1 heart added). If the player already has 3 hearts, the health is voided.

## Enemies

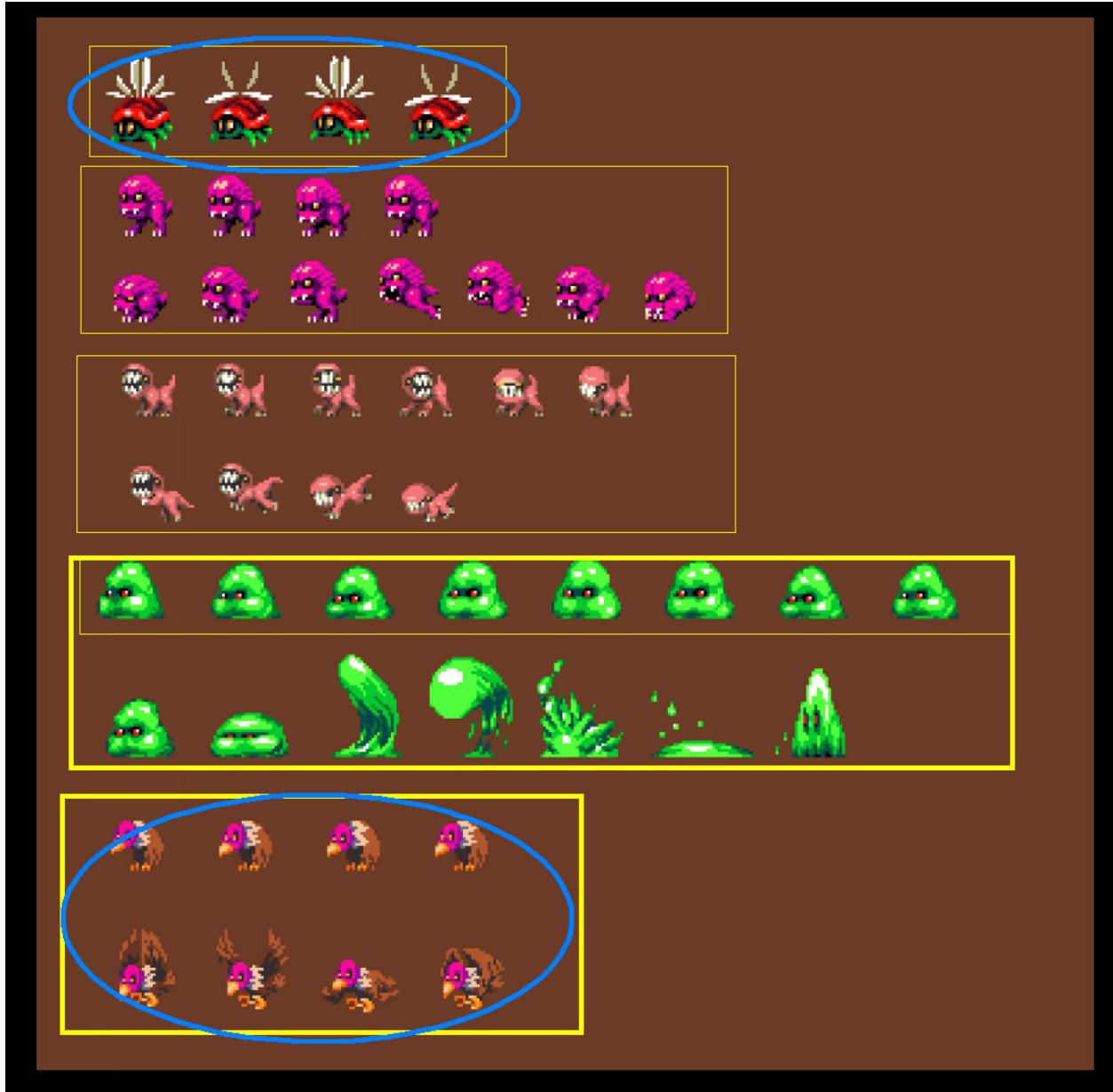
These characters can be used as enemies in the game:

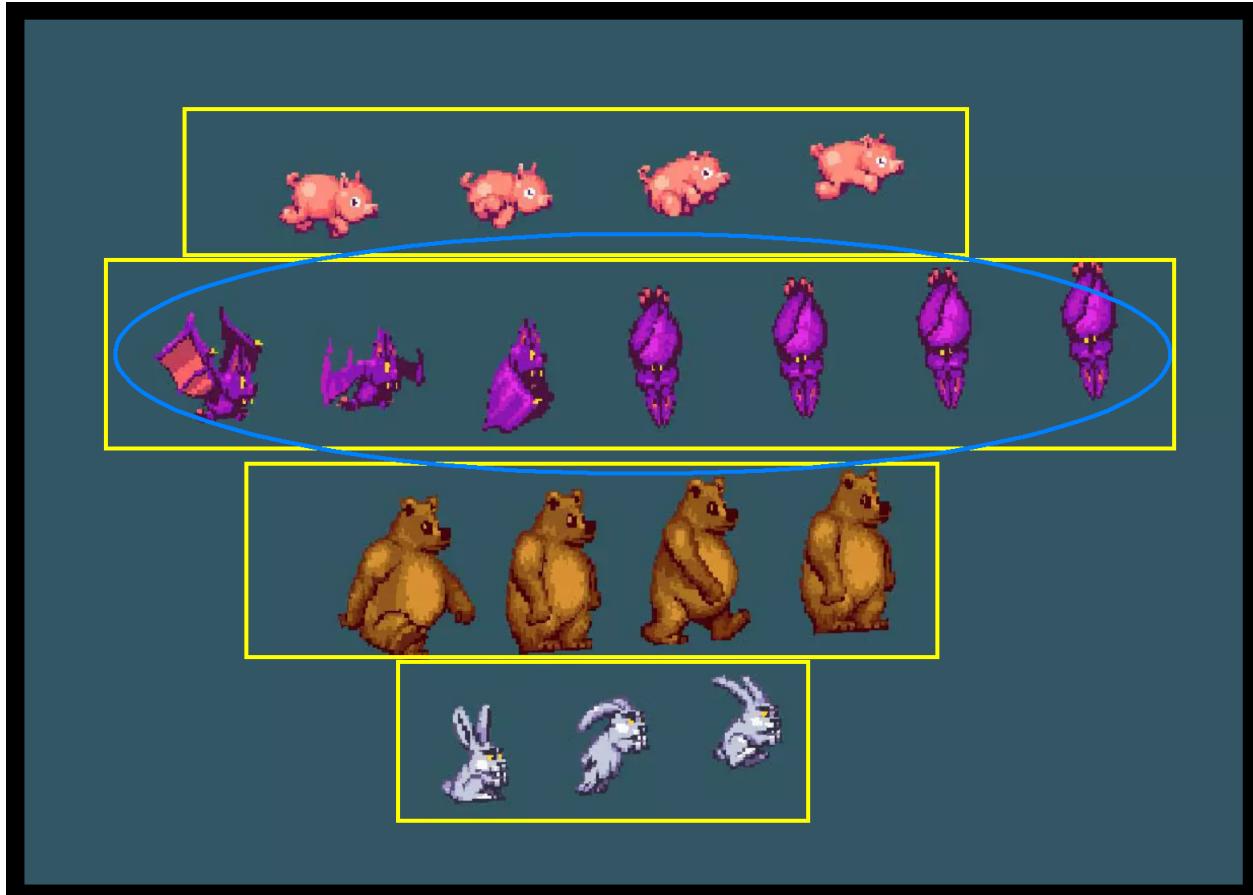
Enemies with blue circles will be flying enemies, the ones without blue circles will run or hop on the ground

<https://assetstore.unity.com/packages/2d/characters/gothicvania-swamp-152865>

<https://assetstore.unity.com/packages/2d/environments/stomper-platform-assets-195244>

<https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>









### Music/Sound:

Use royalty-free songs and sounds

In-game music:

<https://assetstore.unity.com/packages/audio/music/orchestral/free-game-music-collection-177094#content>

Adventure music within the lobby

Different Action/adventure music tracks for each level.

Players have the option to turn off and/or adjust in-game volume/sound/music in the settings

<https://icons8.com/music/genre--synthwave>

<https://icons8.com/music/search/retrowave-opener>

Satisfying feedback noises based on different Game UI interactions and achievements within the app. (Purchases, clicking on interfaces ((clicking, opening, interacting with) each with its own unique sound), activating boosts,

opening chests, upgrading.

<https://assetstore.unity.com/packages/audio/sound-fx/free-ui-click-sound-pack-244644>

### Development Roadmap / Launch Criteria:

#### **Fully working and finished Game**

**Platform 1:** Android (Google Play Store)

Have Unity Ads

Have Microtransactions

Work together on game updates

#### Future Work:

Add a season pass for in-game content, which can be bought from the in-game store which allows players to obtain cool in-game items like clothing for their character, boosters, or tokens.

Add more levels

Add more character graphics

Add-Ons

Expansions

Multi-platforms (Desktop & iPhone)