Geometry Slash

Game Design Document

Table of Contents

Introduction

Geometry Slash is a fast-paced, action-packed 2D roguelike where players control a geometric shape, battling endless waves of hostile shapes.

The player awakens as a lone shape slayer surrounded by hostile geometric enemies. Within the first two minutes after hitting start, the player quickly learns to dodge, shoot and then attempts to survive as long as possible until the boss battle. Upon defeating enemies the player can level up and unlock new skills.

The gameplay is a thrilling mix of quick reflexes, dodging and strategic shooting, with randomized enemies and uique skills that keep every run fresh and unpredictable. Visually, the game features a bold, minimalist geometric art style. Overall, Geometry Slash delivers an addictive, fast-paced experience that challenges players to become the ultimate shape slayer.

Visual Style

The visual style of **Geometry Slash** is simple, bold and minimalistic. There will be sprites used for the shape entities, projectiles, backgrounds and a retro font will be used for the text.

Audio Style

The audio style of **Geometry Slash** would be similar to classic retro games with pixelated music, sound effects for player damage and projectiles and music change for the boss theme. Any buttons will have sound effects as well. Projectiles and player damage will have a random variance in pitch in order for the game to not feel monotonous.

Starting Out

1. When the player starts the game they will be introduced to a title screen where they can press a button to start the game.
2. They will then be able to select a charcater (shape) of their choice (Square, Circle, Triangle.)

3. After selecting their shape, they will start the game which will have brief instructions on the screen as they play (WASD to move / Left Click to shoot)
4. Enemies will begin to spawn in around the player as they navigate through the map that they can shoot and destroy for points

In-game HUD / Menu

The In-game UI will have a life bar for the player and score. A pause screen will also be available where player can view time played, resume or exit.

Multiplayer

N / A (Not Applicaple.) There will be no multiplayer.

Main Menu

Functionality:

- Simple Press button to start screen.

Visual:

- Bold title text (Geometry Slash)
- Flashing text (Press button to start)
- In-game background and title screen background same
- Shapes flying across the screen

Level Selection

Single level/map with randomized enemies so game doesn't feel monotonous. The map will also be closing in on the player so they can't endlessly run around and need to adapt to a smaller area.

Mechanics

Game mechanics for the player will be:

- Standard Movement
- Attacks (Shooting projectiles)
- Dodge (Skill with cooldown)
- Skills (Additional skills acquired through leveling up)

Controls

- WASD / Controller Stick to move
- Left Click / Controller Button to shoot
- Space / Controller Button to use skill (Dodge)

Modes

Single Standard Mode / Difficulty

Winning / losing the match

You're able to win the match after defeating the final boss. After defeating the boss your score will be displayed.

If you are unable to defeat the final boss or are defeated along the way, it will be game over with your score displayed.

Score

Score will be calculated via:

- Time taken to completed (The quicker the better)
- Health remaining
- Enemies Defeated