# **STIHOWE Game Design Document**

## **Title Page**

* 1. Game Name – Perhaps also add a subtitle or high concept sentence.
     1. “So This Is How Our World Ends”
     2. Characters, while intending the best, always leave a trail of destruction for the people they save.
     3. A cheap-fun, comical, otaku shit-fest.
     4. Philosophers are blessed (doomed?) to be reincarnated as magical girls to keep humanity from finding out about things that they’re better off not knowing. They fight UMAs!!!! This is why we never find them!!!
     5. Something is collected after defeating each enemy, like how in castlevania you collected dracula’s bones. You collected some kind of objects to build a seal to block these types of things from coming from hell gates. Terrible name, wow. Hell gates. Oblivion gates, even better.
        1. Aliens/UFOs/UMAs
        2. Why are they in America?
        3. 1.1.3 Opens up a huge opportunity for unique lore and that is so cool.
           1. “Craft an interesting lore and leave it dormant for players to discover for themselves, rather than shoving it down their throats.”
  2. Game Cover Art
     1. Whichever character is the cutest doing the cutesy peace-sign-over-eye-with-other-eye-winking-thing while death and destruction shown in background.

## **Game Overview**

* 1. Game Concept
  2. Genre
     1. 3D Shmup/BulletHell (A little more than a Touhou clone). Comedy/Action with some VN elements.
  3. Target Audience
     1. Otakus and weebs. Fans of trash anime girl shit like myself. Goofy sense of humor.
  4. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
     1. Gameplay: 3D centered camera, free movement. (Ref: Disappearing of Gensokyo, what I think Genshin Impact is like)
     2. Interface: Standard menus for Start, Pause, Inventory, etc.
  5. Look and Feel – What is the basic look and feel of the game? What is the visual style?
     1. 3D “anime” style. (Ref: Disappearing of Gensokyo, Genshin Impact)
     2. Unique visual/color/effect scheme if possible (Ref: Flip Flappers anime).

## **Gameplay and Mechanics**

* 1. Gameplay
     1. Game Progression
     2. Mission/challenge Structure
     3. Puzzle Structure
     4. Objectives – What are the objectives of the game?
     5. Play Flow – How does the game flow for the game player
  2. Mechanics - What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
     1. Physics – How does the physical universe work?
     2. Movement in the game
     3. Objects – how to pick them up and move them
     4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
     5. Combat – If there is combat or even conflict, how is this specifically modeled?
     6. Economy – What is the economy of the game? How does it work?
     7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
     8. Power Ups
        1. HUGE emphasis on temporary powerups. A variety of effects with the common theme of bright colorful patterns and fast, precise gameplay.
  3. Game Options – What are the options and how do they affect game play and mechanics?
  4. Replaying and Saving
  5. Cheats and Easter Eggs

## **Story, Settings, and Characters**

* 1. Story and Narrative - Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.
  2. Game World
     1. General look and feel of world
        1. NOT in Japan. I’m not in Japan, I don’t know Japanese culture firsthand. This will be 2hu America (parody of US culture).
        2. I like the idea of some west coast city in the US, and having things like drive-bys, sewer levels, etc.
     2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
     3. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters
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     1. Philosophers
        1. **Kierkegaard**
           1. Kierkegaard’s ultimate move: He folds his hands and God beams down hell from above
           2. *Running joke.* The Kierkegaard/kuudere always gives ~~philosophical~~ depressing monologues at the end of levels, and the text boxes are huge, other chars comment on it.

Player’s cursor moves toward X button on its own

* + - * 1. Use “waste-water of the blubberers” quote
        2. “Knight” of faith ehhhhhh
      1. **Ortega y Gasset**
         1. Ultimate: Horde of the masses (Fuckin lel). Call down the mass men to trample enemies
      2. **Karl Marx**
      3. **Heidegger(?)**
      4. **5 Character**
         1. The character I shoehorn in my on thoughts and writings on.
    1. This is great – the characters abilities/etc. will be based upon the time period/region where they lived. This forces me to read more philosophy and history.
    2. I’m looking for something historic to base the characters on
    3. Have my original ideas as well. Can still make one turn into an octopus.
    4. Unlike Touhou and other games like this that try to seriously follow formalities and give characters proper etiquette, I want these ones to be absolute fucking assholes. They live in the USA and end up just like the people here.
    5. Why are they here? What is the back story? Maybe I’ll get something from the Irish fairy tales book.
       1. If I can find more Philosophers:
          1. “This is the “reward” that philosophers get when they die, to be reincarnated as magical girls
          2. Continuity with their previous life – they have their old memories.

## **Levels**

* 1. Levels - Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
     1. Frogger style minigame
        1. Exact clone of SNES frogger (see snes rom). “Get ready screen”
        2. Part where chars have to cross highway –
        3. Once you cross, you forgot something and have to go back across.
        4. Sound effects different
     2. Drive-by pre/mid-level minigame
        1. Aye CJ let’s go do a drive by (San Andreas reference, with house. Pick her up).
        2. You play as driver. The passenger shoots, camera is looking top-down like a shmup as you drive up and down the neighborhood.
     3. Boss/full level hillbilly aliens!
        1. Inspired by that Bill Hicks joke
        2. Level progresses through middle of nowhere Alabama, ends on a farm/field with a UFO that has been flying overhead all level
        3. All characters are given shotguns by the locals
           1. Or steal them
        4. After the aliens/UMAs are defeated , another UFO of UMAs arrives, and the characters just give up and leave.
     4. Encrust Upon The Mobius Chicken Strip
     5. Seafood processing factory
        1. This is will be where the octopus mini-game takes place.
        2. Boss is an UMA disguised as a squid gutter.
     6. Accidentally take psychedelics.
  2. Note on levels:
     1. Like Flip Flappers, each level should have its own color/art scheme.
     2. Seems like an initial or overworld level might be necessary for a “normal” comparison.
        1. Maybe not a bad idea, you can do the levels out of order.
        2. Level themed portals leading to those levels.
           1. Maybe walk around city blocks and sewer entrance, farm, seafood plant, etc act as portals and scheme changes when you walk in?
     3. Color schemes:
        1. Country/hillbill = sepia/film grain/old timey skeet shoot with shotguns
  3. Training Level

## **Interface**

* 1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?
  2. Control System – How does the game player control the game? What are the specific commands?
  3. Audio, music, sound effects
  4. Help System

## **Artificial Intelligence**

* 1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making
  2. Non-combat and Friendly Characters
  3. Support AI -- Player and Collision Detection, Pathfinding

## **Technical**

* 1. Target Hardware
     1. Desktop
  2. Development hardware and software, including Game Engine
     1. Unity
     2. Blender, Photoshop
     3. FL Studio, Midi controller
  3. Network requirements

## **Game Art - Key assets, how they are being developed. Intended style.**

## **Gameplay Ideas**

* 1. Some off-character weapon (self-propagating) like the “Lost Holy Sword”.

## **Character skill Ideas**

* 1. Time traveling
     1. Unlock ability for allies to move as well

## **Character Ideas**

* 1. Philosophers (Kierkegaard)

## **Order of Operations**

* 1. Player and camera movement, jumping
  2. Weapon/attack

## **Music Inspirations**

* 1. Intro/Main
     1. Monobody - Curry Courier Career
  2. Sewer Boss
     1. Noumenon – Mobius Strip Chonyon Krangz
  3. Hakushi Hasegawa
     1. Psechedelic/intense

## **Funnies/Running Jokes**

* 1. Hearing Aid
     1. One of the characters has a hearing aid, loses it > game audio stops > you have to fight an enemy who picks it up and teases you with it > fight & get back > audio back on