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| Neo Te Aika - 22011265 |
| GLOO BOOM |
| 289.106 2024 Summative – Game Design Document |

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| Neo Te Aika  [Date] |

A cartoon of a frog holding up his hand

Description automatically generated

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# Overview

*Out in dead-end space, working ship demolition to pay off tax debts, Gloo is armed with just the right amount of boom.* ***Twice.***

*Tax-payer-hating forces of evil have taken residence in a derelict shipyard. It's Gloo's job to clear them out and collect valuables from the ships he tears apart on his way.*

### Mantra

Vibrant pick-up-and-play action with an old school vibe – “*Peggle x Bomberman”*

### Design Pillars

Arcade – Immediately jump into an intuitive gameplay loop encouraging score/time mastery.

Puzzle Action – Active game design with strategic elements. Easy to grasp, hard to master.

Retro – Everything from presentation to game mechanics reminiscent of 5th gen/PS1 era games.

### Genre/Story/Mechanics Summary

*Out in dead-end space, working ship demolition to pay off tax debts, Gloo is armed with just the right amount of boom.* ***Twice.***

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### Features

Gloom Boom

### Interface

Game is controlled wither either keyboard and mouse, or a gamepad. The player can move around with their left axis, aim/look with the right axis, and additional buttons allow for self-destruction (in case of stage soft lock) and first person.

### Art

Visuals are inspired by the early 5th gen game console era of 3D graphics, with a focus on vertex-based lighting, lower poly-count and low resolution texture mapping, sharp shadows and emphasised character animation to convey emotion.

### Audio

Music is inspired by tracker music created for the Commodore Amiga, with low fidelity sample based music.

# GAMEPLAY

## Basics

Player can run around, throw grenades and shoot glue.

Grenades will damage objects and environment in their explosion radius, while glue will coat surfaces, both protecting the environment from further destruction, causing grenades that land on glue to stick, and temporarily stunning enemies.

Grenades explode immediately on impact with debris or enemies, bounce once against normal walls, or continue bouncing at full velocity if they hit ricochet walls.

Each stage playthrough, Gloo can survive one point of damage. A display of his helmet will show a cracked visor if the next hit kills Gloo. If the environment is destroyed enough to vent atmosphere into space, Gloo will be sucked out in proximity, or immediately die if his helmet is cracked!

Player must destroy all enemies and collect all items, then reach the exit to complete each level. Items collected, enemies destroyed, damage taken, and time taken per-level contribute to player score.

## Structures

Normal walls have five states with changing visual feedback.

(Undamaged - Scuffed - Dented - Cracked – Destroyed)

Normal floors have five states with changing visual feedback.

(Undamaged - Scuffed - Dented - Weak – Destroyed)

A wall's state cannot be reversed (healed), and once destroyed, the wall is gone for the playthrough - however gluing a surface "shields" it for one hit from reaching a further damage state.

Structural walls cannot be destroyed.

Ricochet walls will ricochet incoming grenades at full speed, regardless of whether they had already bounced or not. Throwing a grenade into a corridor of rebound wills might ricochet it all the way to the other side!

Normal floors can be traversed by the player without issue.

If enough grenade damage (or preplaced level design) occurs to a floor, the tile will be Weakened. Weakened floors collapse shortly after the player traverses them, trapping them on one side. This may lead to trap or risk situations where the player may be unable to return to previous areas, if the only way to get there was through a collapsed floor tile.