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Game Design Document

**Tyler Kirk, Nick Krisa, Thomas Tzrcinski, Joseph Shapiro**

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# 1 Game Overview \*

Title: Elemental Smash

Platform: PC, Mac and Linux Standalone

Genre: Fighter, Platformer

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: May 11, 2017

Publisher: Tyler Kirk, Nick Krisa, Thomas Tzrcinski, Joseph Shapiro

Description:

In Elemental Smash, you start by selecting an elemental fighter. The main play modes include fighting against an opponent (other elemental fighter) to the death. There are items that spawn (procedurally generated) and these items provide buffs or debuffs to player stats. Outlast your opponent to bring honor to your element.

# 2 High Concept\*

Elemental Smash focuses on creating a fighting game from scratch. Additionally, we explored utilizing version control systems in a team setting (four programmers). This included setting up issues, working on those issues, and completing them. This is in addition to many commits, pushes, and pulls.

# 3 Synopsis\*

You are an elemental fighter fighting for your dignity and to bring honor to your element. If you lose but are not killed, your character commits seppuku somewhere off the screen.

# 4 Game Objectives\*

The objective of the game is to outlast your opponent (kill them first).

# 5 Game Rules\*

The player can move around with the arrow keys or WASD keys. Movement is turn based, but you only wait for turns if you are around zombies. If the player runs into something that they can attack (enemy, closed chest, breakable wall), the player will attack. The player starts with 100 health points and can get more by picking up more food or soda. Food and soda have a chance of spawning after breaking a wall. When you start, walls are breakable. Walls are not breakable within a dungeon. There is no upper limit to how much health the player can acquire. Player damage is increased if you have loot from a dungeon. Enemies will attack the player for 2 health points. Enemies can be killed. Upon player reaching zero health or lower, game is over and control of the player is lost.

6 Game Play\*

## 6.1 Game Controls

The player can move around with the arrow keys or WASD keys. Movement is turn based, but you only wait for turns if you are around zombies. If the player runs into something that they can attack (enemy, closed chest, breakable wall), the player will attack.

### 6.2 Maps

You spawn in a map that procedurally generates as you approach the edges of what you have previously seen. Enemies and breakable walls are present here.

Enter an ‘exit’ marker to enter a procedurally generated dungeon with loot and enemies.

# 7 Players (optional)

## 7.1 Characters

Player 1

Player2

## 7.2 Metrics

Starting Health: 100

Attack Damage: 5-15 depending on character (plus buffs or debuffs from items)

## 7.3 States

Moving: Player moves to a new tile and faces the direction they are moving.

Attacking: Player deals damage and does an attack animation.

Waiting: The player cannot move when it is not their turn.

Dead: Upon reaching 0 or less health, the player cannot move and the game is over.

## 7.4 Weapons

4 blades, 4 hilts, and 4 handles are procedurally combined to create 64 possible combinations of swords. Found in loot chests within dungeons. All weapons increase damage by 2 + the attack modification given to you from your gloves/boots.

# 8 Art \*

6 Sprite sheets were utilized

1 for platforms

1 for fire elemental

1 for water elemental

1 for air elemental

1 for earth elemental

1 for items

## 8.1 Setting

The player is an elemental fighter in the Elemental Fighting Universe and they are here to fight for their honor. Enemies want to honor their element while dishonoring yours.

## 8.2 Level Design

There is one main battleground level where fighters will fight. Players can jump from platform to platforms with all sorts of intense fighting action. If a player falls off the map, then they die.

## 8.3 Audio

NAME CATEGORY DESCRIPTION

sound1.wav Background noise Procedurally played along with other sounds sound2.wav Background noise Procedurally played along with other sounds

sound3.wav Background noise Procedurally played along with other sounds

8.4 What you Developed

My team built this project from the ground up. Nick created sprites in Adobe Illustrator, and all four of the team members put in work in Unity to bring this game to fruition. Most scripting was ‘homemade’ including character movement and the camera controller (which both could have easily been copied from Unity).