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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\*

Player 1 moves around using the WASD keys and attacks using the ‘x’ key. Whether he is fighting AI or another player, Player 1 will choose their favorite elemental fighter and they will fight to the death for dignity and honor. If fighting another player in local multiplayer mode, Player 2 will move around with the arrow keys and attack using the ‘.’ key.

6 Game Play\*

## 6.1 Game Controls

Player 1 moves with WASD and attacks with ‘x’. When in Local Multiplayer mode, there is a Player 2 who moves with the arrow keys and attacks with ‘.’ .

6.1.1 Multiplayer

Our game was originally intended to contain Networked Multiplayer. However, we ran into performance issues with the hand to hand combat. We instead made our game local multiplayer. This was implemented with the two players having different keyboard controls.

### 6.2 Maps

There are two maps:

One map for Local Multiplayer

One map for 1 Player vs. AI

# 7 Players (optional)

## 7.1 Characters

Player 1

Player 2

## 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 depending on their speed/agility and faces the direction they are moving.

Attacking: Player deals damage and does an attack animation.

Waiting: Simple waiting animation (stillness)

## 7.4 Items

There are several items that spawn in the game. Each item is associated with a buff (or debuff if it is red) that affects a certain player stat.

# 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 Theme music

sound2.wav punching noise Played after a fighter punches

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).