**Game Design Document**

For

**“Slap-A-Roach”**

**“Whack-A-Roach”**

Version 1.0

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**Game Overview**

This is a simple whack-a-mole type 2D game and is intended for a single-player.

**Goal/Objective**

The goal of this game is to move from room to room tapping and killing all the cockroaches on the screen before the timer runs out in each room. Clear the house to win.

**Target Platform**

Target platform would be Android/iOS.

**Target Audience**

The target audience is casual gamers and people of all ages. The desired ESRB rating would be E for Everyone.

**Visual Style**

This is a 2D game with a top-down perspective. On mobile, it will be viewed in landscape mode.

**Audio**

This game has fast-paced audio used throughout the game for background music and there are sound effects for roaches killed and level completion.

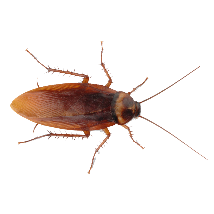
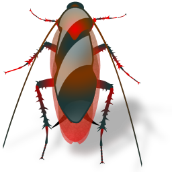
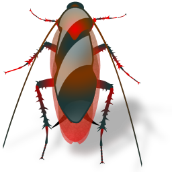
**Plot and Setting**

The house has been overrun by cockroaches! Help kill them all by going from room to room tapping and killing as many cockroaches as possible before the timer runs out. Turn on the light in each room/level and start tapping! There will be rooms/levels and 3 different kinds of cockroaches. Each level will have a 60? second time limit but more time can be acquired for that level if rare cockroaches are killed.

**Characters/Cockroaches**

There will be a few different types of cockroaches that appear in this game. The main type of roach will have only 1 health and therefore only require one tap to kill. The other types of roaches have a health of 2 or 3 and therefore require more taps to kill. Roaches with 2 health appear 10?% of the time and roaches with 3 health appear 5?% of the time. When killed, these rare roaches give you extra seconds on the timer (roach with 2 health gives 2 extra seconds, roach with 3 health gives 3 extra seconds)

Main: Seldom: Rare:



**Environment Elements**

Each room/level will have a few environmental elements or obstacles (common household items i.e. tables, chairs) that roaches can run under or have to run around. These elements cannot be destroyed and vary in each room/level.

**Core Game Play**

Upon loading the game, you encounter the main menu. There you can select start game, help, or quit. Choosing help brings you to a screen with instructions and a back button. When start game is selected, you see level one, a dark room with a timer and a button that looks like a light switch at the top right corner of the screen that says “Turn on to start!”. When the light is turned on, the timer starts, the light switch button disappears and the room is illuminated to see the cockroaches on the screen start to scatter. Cockroaches scatter random directions at *random? speeds between 3? and 10?*. Tap the roaches to kill them, usually once (for the main type of roach usually seen that has only 1 health). Two other kinds of rare cockroaches do appear in the levels randomly and they are harder to kill as they have either 2 or 3 health (requiring 2 or 3 taps to kill). Killing these roaches adds either an extra 2 or 3 seconds to the timer accordingly. If all roaches are killed before the timer runs out, the room is cleared and you are brought to the next room. This is another dark room with a light switch and the timer has been reset. Turning this switch on will illuminate the room to see even more cockroaches everywhere, increasing the difficulty slightly as you progress through each room/level. The game is won when all the rooms of the house are cleared of cockroaches.

**Interface Usage**

**Controls**

The controls of this game are simple touch controls. Tap on the cockroaches as many times as required to kill them. Camera is static?

**HUD**

The HUD will include the level timer at the top of the screen and at the start of each level there is a button in the top right-hand corner that looks like a light switch that disappears when activated at the start of each level. A pause button then immediately appears in the top right corner of the screen when the game starts.

**Menus and General Game Usage**



**Milestones**

**Milestone 1 - Level Prototype -**

- basic room with objects

- AI/cockroaches spawning and moving in random directions

- touch code implemented and roaches being destroyed

**Milestone 2 - Alpha -**

- 3 playable levels

- main menu

- pause menu

- UI elements

**Milestone 3 - Beta -**

- All ? levels

- save functionality

*- facebook/twitter/paypal?*

**Milestone 4 -**

- polish

- android store