THE Potato Game

Design Document

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# Game Overview

## Summary

This is a platformer game that resembles Mario Bros but it uses a potato as main character.

## Gameplay

The player jumps over (sometimes moving) platforms and tries to avoid enemies, all while picking up turnips that give you points.

## Mindset

The game is designed for the player to be frustrated at the beginning because they need to learn the levels to be able to win, so beating the game should take a while even if they are only 5 levels.

The game requires observing how each level and the enemies behave.

## Highlights

* The game is challenging
* Fairly simple controls
* Uses Mario-like mechanics but the speed and jumps change
* Potato

# System Design

## Input

The game is played only with the keyboard.

The player can jump and move in the air.

## Output

Enemies push you around.

When the player touches an enemy your life decreases.

Some platforms fall when you walk on them. Enemies can be pushed but they do damage.

## Behaviors

* Player
  + Can directly listen for input
* Enemies
  + Can be pushed around
  + Walk around platforms
* Platforms
  + Can fall down
* Coins
  + Can be picked up

# World Design

## Setting

Fantasy world

## Subsettings

* Forest
* Asian town
* Dark forest
* Hills
* Ancient pyramids

# Level Designs

## Forest

### Goals

Reach the end

### Obstacles

2 types of enemies

### Tactics

Avoid being pushed by enemies

### Expectation

Reach final marker to go to next level

### Learned Mechanics

* Implicitly learned
  + Walk
  + Jump

## Asian town

### Goals

Reach the end

### Obstacles

2 types of enemies

### Tactics

Avoid being pushed by enemies

### Expectation

Reach final marker to go to next level

## Dark Forest

### Goals

Reach the end

### Obstacles

2 types of enemies and falling platforms.

### Tactics

Avoid being pushed by enemies and time the jumps

### Expectation

Reach final marker to go to next level

## Hills

### Goals

Reach the end

### Obstacles

2 types of enemies and falling platforms

### Tactics

Avoid being pushed by enemies and time the jumps

### Expectation

Reach final marker to go to next level

## Ancient pyramids

### Goals

Reach the end

### Obstacles

Enemies and falling platforms (constant)

### Tactics

Try to keep a pace when jumping the platforms

### Expectation

Reach final marker to win the game

# Visual Design

## Color Palette

Vibrant and cartoony colors.

Each object in the game will be sure to use a colorful palette.

## Stylistic Attributes / Elements

All the game should look round and cartoon-like.

Enemies are cartoony looking but don’t look friendly at all.

Any visual influences (cultural, setting)?

Potato inspired from Portal 2, cartoon aliens.

## Effects

Twinkles when spawning or jumping through levels.

# Music / Sound Design

## Sound Palette / Instrumentation

The game uses funny songs that may be similar to old arcade theme songs or even sound like old sitcoms. They should make the player laugh a bit.

## Stylistic Attributes / Elements

When losing or winning there is no song but a sound cue that indicates either a happy or sad feeling.

## Effects

No effects on sound will be used as it needs to be arcade-like.

# Required Assets

These should probably be roughly in order of use!

## Visual

1. Models
   1. Characters
      1. Player
      2. Enemy
   2. Props
      1. Turnip
2. Animations
   1. Player
      1. Idle
      2. Walk
      3. Jump
   2. Enemy
      1. Flip
      2. Walk
3. Maps
   1. Forest
   2. Asian town
   3. Dark forest
   4. Hills
   5. Ancient pyramids

### 

## Audio

1. Music
   1. Menu
      1. Old drums
   2. Levels
      1. Seinfeld-sounding theme
2. Sounds
   1. Combat
      1. Hit
   2. Win
      1. Happy synthesizer sound
   3. Lose
      1. Saddest violin