Pieter Manders

Design document

Four leaf clover
12+

Contents

General info

Genre: Fighting game, action adventure

Theme: modern times, skyscrapers and other high buildings keep the skies.

Proposal 2: Fight like spider-man.

Target group: youth aged 13-16+, they play BR, action-adventure and RTS games.

USP: spider-man but you are a dwarf

Concept: In a world filled with crime and violence, the player tries to keep his family safe while trying to save others. The game is set in a big city, something like Las Vegas. There are a number of lead criminals who pose a threat to the player, and those criminals send everything they have to defeat the player. As a dwarf, the player can run less quickly on the ground, but is a lot faster in the air, because he weighs a lot less. Further in the game, other mythological creatures also come into view, such as a ruiko. Due to these creatures appearing, the player must take a protective role and leave crime behind to stop the greater threats.

Character: a leprechaun in an Irish dwarf costume. About four feet tall, red hair.

mechanics:

To become airborne, the player must hold back jumping for a few seconds, causing a rainbow to form below the player, and shoot him into the air.

You can hold back attacks to make a torpedo attack and shoot yourself.

Platform: This game will be released on consoles such as the PlayStation and XBOX variants.

Inspiration + relevant games

Spider-man: The biggest inspiration for it has been spider-man, with how the gameplay will play out and how it should feel.

I chose the spiderman game because I liked the pace of the game.

I chose the lucky charms leprechaun because I thought it would be funny

Story/narrative/fantasy layer

It's a version of Earth where some people have powers, and mythological creatures exist. There are many conflicts between the humans and the creatures, but they are kept secret by the government.

The main character is a dwarf, his name is Jordi Stammers, and he wears Irish green

dwarf suit. He has red hair and a beard.

he battles criminals to keep his family safe, but failed to stop his rival, almost destroying the city completely.

formal element:

Player: You play alone in the world, and can go anywhere to discover what's out there.

Premises: You are a leprechaun in a modern world mixed with magic.
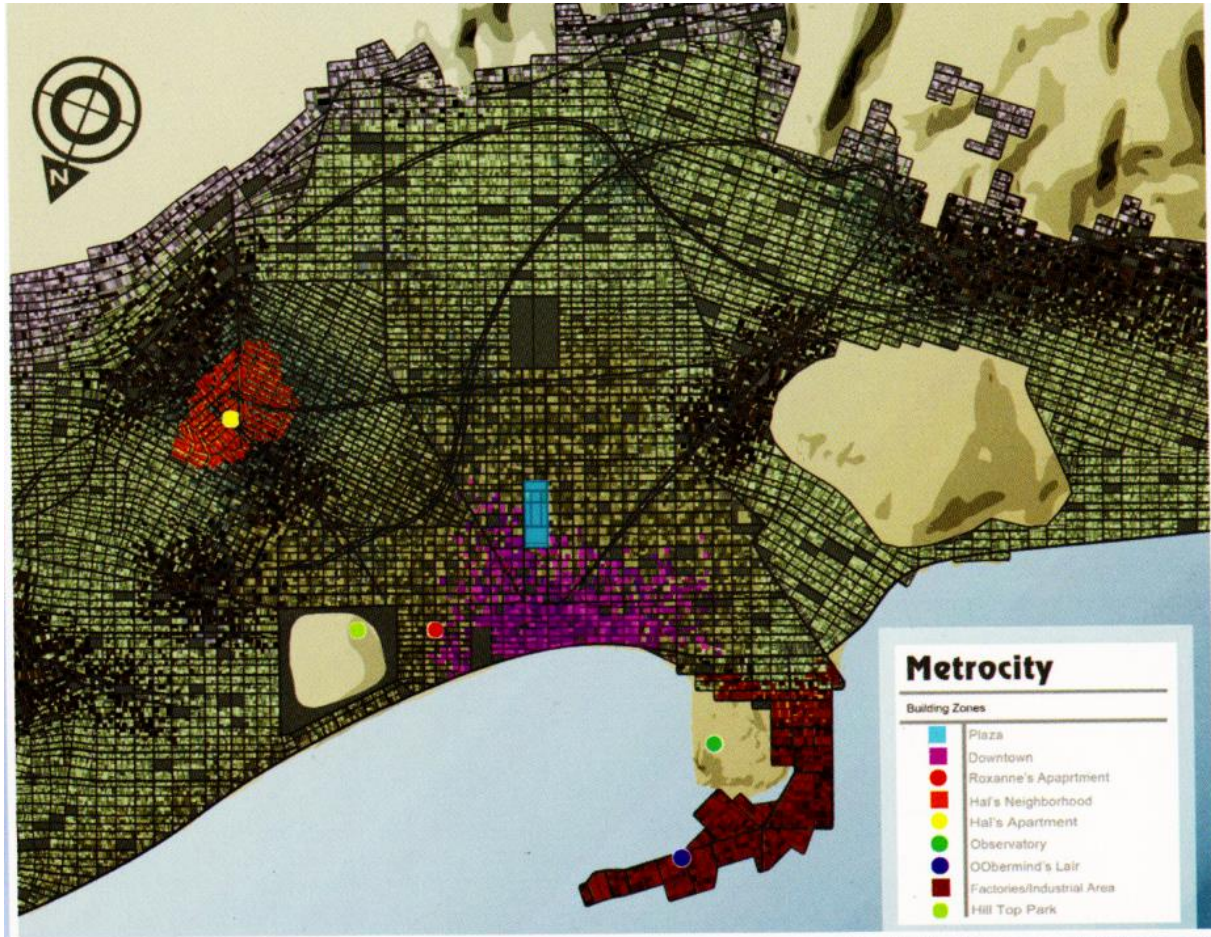
Objective: Your goal is to stop the bad guys in the city to protect normal people

Resources: you have your own powers:

-you have a pot of gold on your hip that comes out with limited gold that you can throw and recall

- your Health points, although you don't have much HP.

- you can hide in your hat like a turtle.

- you can find gold to fill your pot.

- you can launch yourself.

- you can shoot yourself like a torpedo.

- you can use buildings to build up speed.

Rules:

- you can't jump in the air twice (you can launch).

- unless you use a coin you can't stick to walls.

- you can't keep using your coins, they will eventually run out.

Conflicts:

- Enemy helicopter

- Enemy troops

- Magical creatures

- Chief criminal

Outcome:

To finish the game you have to play the story. After you defeat the last "boss", you win.

Test vragen:

Were the goals clear

Was the level too difficult

Are there enough coins to get through the level

MDA:

Mechanics:

-**coin hook range:** how far you can throw the coin

-**coin flying speed:** the speed of the coin, it changes how fast you travel when going through the air

-**boost cooldown:** the time it takes before you can boost again

-**boost speed**: the speed boost you get after holding down the button

-**attack damage**: the damage that you do, you have to hit the normal henchmen 3 times **"Brawler"**(the enemies that hit with their fists) you have to hit them 5 times to kill, and you have to hit an enemy helicopter 10 times

-**Movement speed**: how fast you walk

-**strafing:** you can walk/run left and right

-**sprinting**: you run faster

-**helicopter speed and attack**: how much health the helicopter has and how fast it is

-**enemy troop attack, health and speed:** the amount of attacks the enemies have, the amount of health they have and how fast they are

-Jump: you can jump up with just clicking on the A button

-**Stamina:** it determines how long you can sprint

-Attack: you do damage with the boost when you collide with enemies, or punching them, or punching them, which does less damage. The boost does **twice** the punching damage

Dynamics:

Fast passed action for the player, if he gives the AI room to attack and get hit, he will die.

Aesthetics:

the game contains Fantasy and narrative aesthetics. It looks like a realistic recreation of Las Vegas, mixed with some fantasy aspects and creatures.

Controls:

A = jump (hold it down for a boost)

B = coin grapple (using it like an grappling hook

X = take cover in a pot of gold

Conclusion:

The paper prototype was a good summary of the game, where the player got familiar with the controls and enemies.

Player Opinion: It was a really clear and looked good.