The Station

DESIGN DOCUMENT

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## Introduction

### Game Summary Pitch

You are a space engineer aboard a space station when an alien force invades. You are tasked with defeating the aliens and saving your station.

### Player Experience

In a small map of 4 rooms, the player must use the weapons available to defeat the invading aliens.

### Platform

The game is developed to be released on windows PC

### Development Software

* GoDot v4 for the game engine
* Royalty Free Assets + Aseprite for the art/UI
* Royalty Free Audio

### Genre

Singleplayer, survival

### Target Audience

The game is marketed towards casual players who enjoy short, engaging shooters with a science fiction setting.

## Concept

### Gameplay overview

The player moves around the map, collects the weapons available and defeats the aliens onboard.

### Primary Mechanics

| **Mechanic** | **Animated Mockup**  ***(Art not necessarily final)*** |
| --- | --- |
| **Walking** a  Walk to navigate around the map. | A video game of a child walking on a wall  Description automatically generated |
| **Ladder Climb** a  Access different levels using the ladders. | A video game with a person on a ladder  Description automatically generated |
| **Dodge** a  Lay on the floor to avoid enemy attacks | A screenshot of a video game  Description automatically generated |
| **Shoot** a  Use the gun to shoot a projectile at the enemy. | A video game with a cartoon character  Description automatically generated |

## Art

### Design

The design of this game adheres to a retro pixel art aesthetic, characterized by sharp, defined elements that prioritize simplicity and clarity. A restrained color palette is used to emphasize functionality and atmosphere, with metallic tones reflecting the sci-fi setting of a space station. The use of grids and modular textures creates a sense of order and structure, enhancing the feeling of isolation in the confined space..

A screenshot of a video game

Description automatically generated

*\*Not an actual level, merely an example of the tileset and art style\**

## Audio

### Music

The audio design immerses players in the atmosphere of the space station through a purposeful soundscape. The background features a soft, constant ambient hum, evoking the subtle pressure and resonance of a sealed environment. This sound creates a sense of quiet tension and isolation, enhancing the sci-fi setting without being intrusive.

### Sound Effects

For player actions, the weapon audio is straightforward and crisp, delivering satisfying feedback with a retro, arcade-inspired quality. Alien sounds are unpredictable and quirky, with an offbeat, almost humorous tone that adds character to the otherwise tense atmosphere. The boss shifts the tone with menacing growls, amplifying the sense of danger and urgency while highlighting the boss's intimidating presence.

## Game Experience

### UI

Follows the pixel art style of the game with a retro aesthetic with a sharp and simple look.

### Controls

**Keyboard**

Movement/Ladder - Arrow keys / WASD

Shoot – Left Click / R

Dodge - C

Interact - E