

Mini-Game Design Doc (Project: END)

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Forked and modified from [Game Dev Underground](#) & [Josehzz](#) (under [CC 4.0](#))

Additional game design resources [here](#).

Mantra/Tagline

A single sentence description of the game that you will use to guide design decisions.

Example: an educational infinite running game that tests your mental reflexes.

A bullet hell game that will be a breeze if you have good reflexes.

Design Pillars

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. *Example: Fast. Cerebral. Smart.*

Fast	Intense	Frustrating
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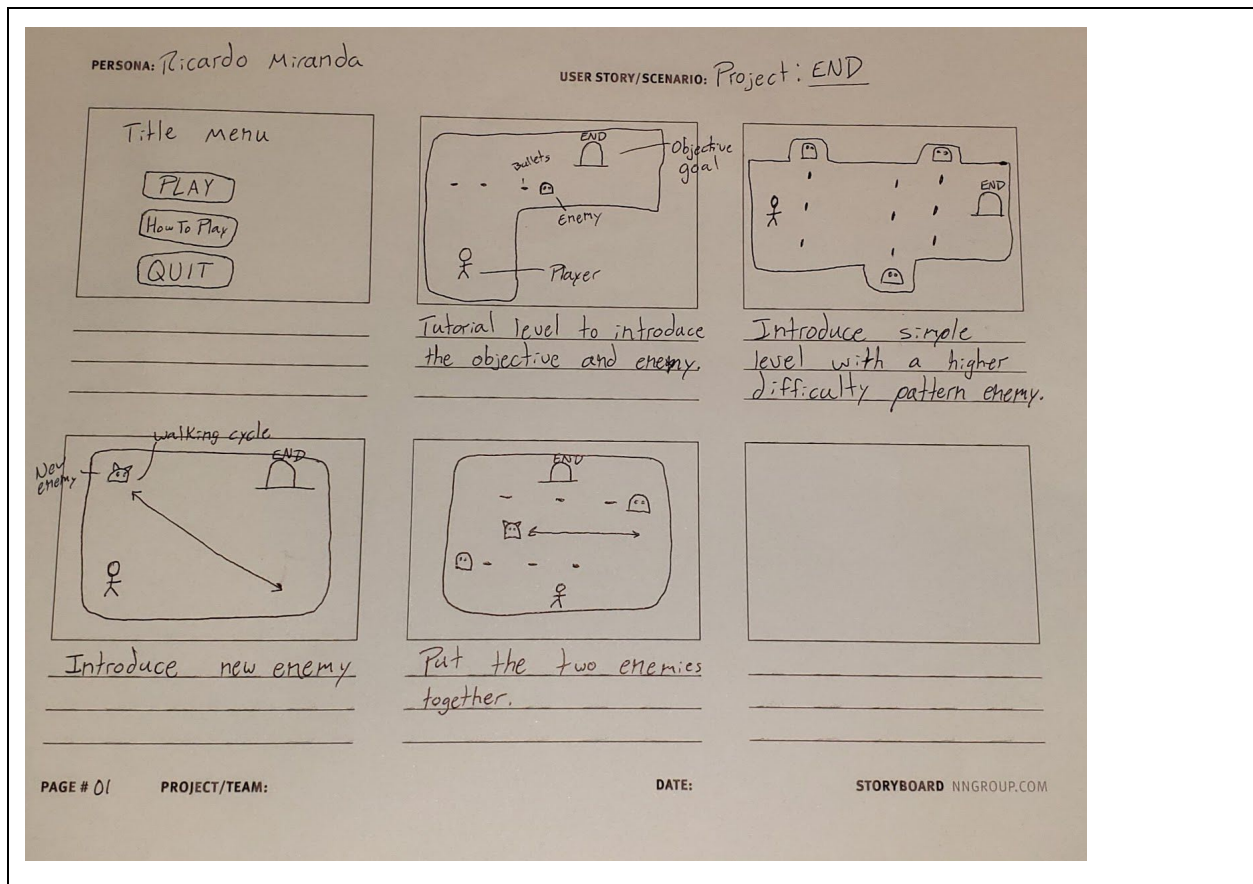
Story/Gameplay Summary

List what the game is from gameplay and/or story perspective. *Example: This game places the player into an infinite runner where they have to answer progressively harder trivia questions about geography in order to get power-ups and stay alive.*

A bullet hell game that will make you feel defenseless as you try to avoid the bullets that come your way. Make your way to the boss by surviving the other levels, and prove yourself worthy of calling yourself a player.

Storyboard

What's the arc of the gameplay? See this [introduction to storyboards](#) for user experience design. You can use their [template](#). See some examples of [space games](#), [educational games](#). Your storyboard should have three-six frames. Think about the progression of difficulty/mechanics or the progression of the story.



Feature List

List all the features that you want to include in your game. Don't worry about implementation - it's okay to list a feature you don't know how to make. Everything is a feature - from collectibles to player controls to showing visual feedback when a character is hit, to story voice-overs triggered when you enter a room, to a HUD, to the player's footstep sounds, etc. If you've got less than six features, you may have skipped a few things.

<ul style="list-style-type: none"> • AI • Bullets • Health • Power-Ups 	<ul style="list-style-type: none"> • Levels • Tutorial • Menu • Save/Load
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References

Link to at least three links to other pieces of media - books, designs, other games, etc. - that have something similar to what you are trying to accomplish and explain which element you are interested in. It could have similar gameplay elements, a related story motif or anesthetic you want to remix.

The games that helped me come up with this idea was "Enter the Gungeon" and "Worlds Hardest Game". The idea of the player getting to the endpoint with little checkpoints is from the "Worlds Hardest Game", and the bullet hell idea that enemies shoot at the player was from "Enter the Gungeon".

Enter the Gungeon Link:

https://store.steampowered.com/app/311690/Enter_the_Gungeon/

World's Hardest Game Link:

<https://www.coolmathgames.com/0-worlds-hardest-game>

Target Audience & Platform

Who is the target audience for the game (e.g. age, interests, type of games they play, when they play)? How does that experience it (e.g. mobile, browser, AR/VR, desktop with keyboard, console with controller site-specific, etc.)? *For example, for an educational game to teach geography, the target audience might be high schoolers who like to play quick and rewarding casual games, and it will be played in classrooms on PCs with a mouse and keyboard.*

The target audience will be anyone that enjoys fast-paced games. The game can be played in either mobile or browser, on a keyboard or touchscreen is enough to play the game. The game is supposed to make the player feel frustrated at times with a sense of accomplishment.

Asset Research

This is primarily a scripting class, so the focus is not on creating your own assets. Look through the free resources to find assets that you are considering for your project. Link them below. At a minimum, you should have some 3D assets and some sound assets linked below.

Some assets that I found that seem interesting to use for my game can be found on itch.io. I want to make the setting in some kind of dungeon/cave feeling.