

Design Document:

Jermination

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Summary

Jermination is a fast-paced action platformer with emphasis on traversing through varying difficulties of obstacle and enemy intrusions. The player will explore an assortment of dungeon style levels in order to escape from deep within unknown territory and find their way out.

Gameplay

Gameplay Loop

The gameplay loop for Jermination will be broken down into two parts: obstacles/enemies and store upgrades, and boss fights. The player will immediately start with a basic level to get a feel for controls and common obstacles/enemies. The player will then progress through varying levels to acquire points used in semi-occurent levels containing an upgrade store. Then the player will have to defeat a boss at the end of set number of levels (thematically based for each set).

Major Mechanics

1. Versatile movement system that enables the player to both jump, hover, and simultaneously dodge obstacles and enemies.
2. Reward based system used to provide the opportunity for player upgrades that allow harder levels to be done with more ease.
3. Basic 3-point health system, with a chance to replenish a point within a level by defeating certain special enemies, or taking a secret path.

Art and Visuals

The first game I will reference is Geometry Dash (2014). This game features rhythm-based action platformer levels built nearly entirely from geometric shapes, accented with a vibrant neon style color palette.



Figure 1: Geometry Dash (2014)

The second game I will reference is Rush Bros. (2013). This game features music reactive platform racing levels built from basic elements like jumpable walls, bridges, deathtrap floors, etc. (similar to the basic elements of a platformer like Mario Bros.).



Figure 2: Rush Bros. (2013)

Here is the mockup (VERY rough draft):

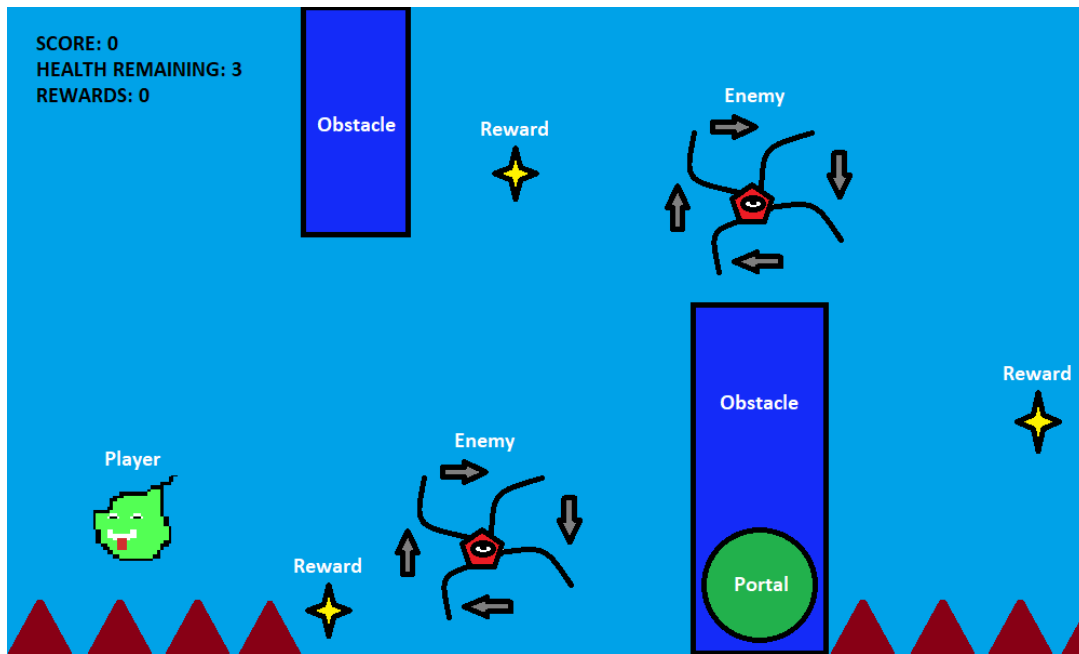


Figure 3: Mockup for Jermination

Development Plan

This is an outline of my game's development for the next 6 weeks. My main goal is to have a playable level finished with obstacles/enemies to dodge, and to make an instance of a store for displaying upgrade mechanics.

Week 1: Create initial terracing for platforms and obstacles/enemies. Build a rough draft (on-paper only) of how level will function internally (number of obstacles/enemies, occurrence of rewards, etc.).

Week 2: Design simple assets (like character, a template of a few basic enemies, and obstacles) that mimic that graphical style originally scoped for.

Week 3: Solidify character and enemy movement controls, such as jumping, hovering, and basic walking for store levels.

Week 4: Integrate the reward, health, and store upgrade system for player to start using.

Week 5: Finalize thematic elements within a level (i.e., sounds for rewards acquired, player dying, etc.)

Week 6: Create a single level, with a store level directly succeeding the completion of the first level, with a progression status showing how far the player is from completing the level.