DESIGN DOCUMENT

BUZZZ
VS
THE HARVESTERS

A game made for Games Fleadh 2025 created by:

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,,Buzzz the Destroyer, the Destroyer of Harvesters, liberator of the Forest, and the cutest boy. These and so many things can describe this humble bumblebee, that took the responsibility of the entire Forest upon himself. So, make sure he delivers!"

CORE CONCEPT

Buzzz vs The Harvesters is an endless shooter set in a magical forest filled with mushrooms and enemies to kill.

You, as a player, will play as Buzzz, the cutest bumblebee protecting the forest by destroying the enemies (Harvesters).

MAIN FEATURES

STORY

Buzzz is a bumblebee living in a magical forest, gathering pollen and being the goodest boy, Buzzz lived a happy and boring life.

That changed one day, when the Harvesters attacked his forest, raining like bullets upon its inhabitants, siphoning its life force.

Buzzz took it up to himself to save the forest, gathering the technology destroying the forest, to help it. In return, the forest helped Buzzz and infused him with its magical powers, fusing the enemy's technology with its magical prowess.

MECHANICS

Gameplay consists of:

- Player moving forward in traversable gully filled with mushrooms.
- Player colliding with the environment and flying around it.
- Player shooting and destroying enemies spawned around the environment.
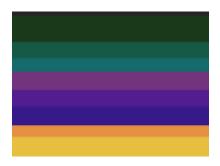
There are 2 types of enemies:

- The Feeders spawns on mushroom to harvest them. Shooting periodically at player in a straight line. If hit player suffer Decay debuff. Slowly losing life.
- The Swarmers spawn around the gully, protecting the Feeders from the Player. Charging if player gets too close and dealing damage.
- Each destroyed enemy gives Player score.

After Player dies the game restarts, creating the endless loop.

VISUAL STYLE

The game is set in a fairytale-like fantasy setting filled with mushrooms, stones and grass.

The visual art style is filled with vibrant colours, all kept in consistent colour palette.

The assets consist of:

- UI elements and Visual effects

- Textured Player models with multiple Animation states

- Textured Enemy models with multiple Animation states

- Textured Environment models some of them with multiple Animation states

- Sound effects and music

TECHNOLOGY

The game was made in Raylib using C++.

The art was made and polished using Blender, Photoshop.

We hope you enjoy playing our game, love from team Buzzz.

"KEEPING FOREST FREE FROM HARVESTERS SINCE BUZZZ CAN REMEMBER"