



GET OFF ME!

Game Design Document
16-10-2017





Game Team

- Developers: Swen, Niek
- Artist: Lars
- Design: Kevin



Gameplay

The goal of Get Off me is to live as long as possible and get the highest score by swiping enemies which are coming at the player from the edges of the screen. If the player gets hit by an enemy, he will grow until he reaches the bounds of the screen. When the player gets hit by a blue cell(medic ally) its size will shrink. As the game proceeds, different types of enemies will spawn. These enemy types have a difference in speed and mechanics.

Character

- The character controlled by the player
- Plap is always in the center of the screen and won't move.
- Plap can grow and shrink by absorbing enemies and allies.
- The character has different emotions



On hit



Charged



Neutral



Dead





Gameplay (1/2)

- Genre: Arcade Game
- Goal: Defend your character by swiping enemies off the map.
- Play style: Single Player
- Controls: Touch swipe to swipe enemies away & gesture to activate 'Shockwave' ability



Gameplay (2/2)

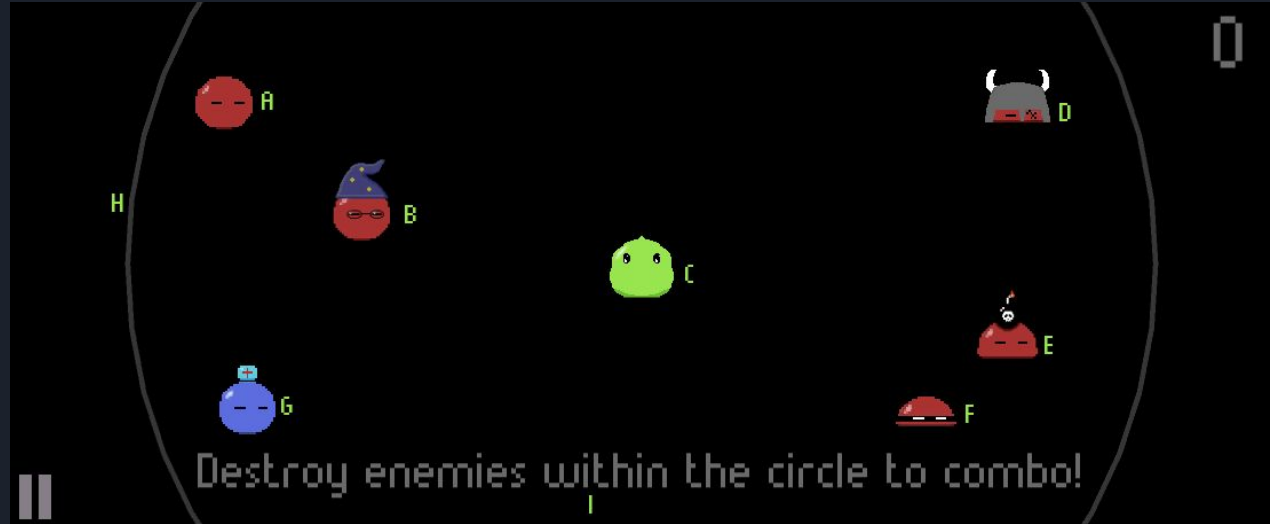
- Gameplay elements:
 - Score: For each swipe or tap on enemies the player receives a score
 - Combo: If an enemy is swiped within the combo circle a combo streak will be built up
 - Enemies: Need to be swiped away in order to survive
 - Allies: Medic ally can be absorbed by the player to heal
- Experiences:
 - Overcome complete chaos with the 'Shockwave' ability
 - The feeling of getting a high combo and score huge amount of points
- Hardware usage
 - Vibration on hit and on bomb enemy explosion (Can be disabled)
 - Sound

USP's

- Difficulty modifier
- Combos

Game World

- A: Slime enemy
- B: Wizard enemy
- C: Player
- D: Helmet enemy
- E: Bomb enemy
- F: Rogue enemy
- G: Medic ally
- H: Combo circle
- I: Help text





Gameplay Mechanics

- Core Game Mechanics:
 - Player swipes inbound enemies out of the map
 - Enemies will have different sizes and speeds
 - Player grows when it gets hit by an enemy
 - Charge 'Shockwave' ability by swiping enemies
 - Use 'Shockwave' ability by making a zoom-out gesture



Enemies and Allies

In the game a few types of enemies can be found

- Slime enemy
- Helmet enemy
- Rogue enemy
- Wizard enemy
- Bomb enemy

There is also an ally in the game:

- Medic ally



Enemy - Slime

Basic slime enemy which can only move forward in one direction, can be swiped away.

Stats

- Weight: Normal
- Speed: Normal



Enemy - Helmet

Helmet enemy needs his helmet to be removed by a tap before it can be swiped away

Stats:

- Speed: Slow
- Weight: Heavy



Enemy - Rogue

Rogue enemy is a faster enemy which will reach the player way faster than any other enemies. The player needs to respond immediately.

Stats:

- Weight: Light
- Speed: Fast



Enemy - Wizard

Wizard enemy teleports through the map, causing a distraction for the player, this enemy can be swiped without any further actions.

Stats:

- Weight: Normal
- Speed: Normal
- Teleports: Yes



Enemy - Bomb

The bomb enemy can be swiped into other enemies to cause an explosion, killing all the enemies around the bomb.

Stats:

- Weight: Heavy
- Speed: Slow





Ally - Medic

Ally medics help the player to regenerate health, can be absorbed by the player to shrink.

Stats:

- Weight: Light
- Speed: Normal





Level Beat Chart

Level	Infinite Mode
Name	Survival
Progression	Survive different types of enemies while the difficulty gradually increases
Est. Play Time	Infinite mode, can go on forever
Color map	Black (background), red (enemies), grey (combo circle)
Enemies	Slime(basic), Helmet Slime(helmet), Rogue Slime(rogue), Wizard Slime (wizard), Bomb Slime(bomb)
Mechanics	Swipe, player can grow and shrink, enemy sizes and speeds can differ from each other. Shockwave(gesture)
Hazards	Incoming slime enemies
Power-ups	Healing slime(ally)
Abilities	Shockwave(gesture)
Reward	Score
Music	Overworld (8 bit soundtrack)



Reward System

- How to score points?
 - A player can score points by swiping enemies off the map, for each swiped enemy a score of [XX] will be added to the total score count. If an enemy is killed by the swipe, the player receives a [XX] score.
- Visualization of score
 - In the top right corner of the screen a score counter is shown while playing, this score counter will update whenever the player scores points.
- Highscore
 - Whenever the game comes to an end, the player is shown his final game score and his highest score, if the current game score is higher than the highest score, the high score will be updated to the new score.
- Vials
 - When a game is over, the player will be shown a notification with unlocked vials
 - These vials can be activated in the main menu
 - More on vials in 'Expansion - Vial System'

Expansion - Vial System

Vials can be used by the player to increase the difficulty of the game, in exchange the player gets extra rewards.

The following vials can be used:

- **Fast Spawn**
 - Reward: Combos are easier; Difficulty: Enemies spawn faster; Unlock: Play with a combo of 30x for 60 seconds
- **Speedster**
 - Reward: Combos can be doubled; Difficulty: All enemies move faster; Unlock: Kill 75 enemies without getting hit
- **Hardcore**
 - Reward: More allies, combos are easier; Difficulty: Lower health; Unlock: Survive for 1 hour total
- **Rogue Slayer**
 - Reward: Rogues award more points; Difficulty: Rogues move faster; Unlock: Kill 200 rogues
- **Wizard Killer**
 - Reward: Wizards award more points; Difficulty: Wizard health increased, teleport time decreased; Unlock: Kill 150 wizards
- **Helmet Destroyer**
 - Reward: Helmet taps award more points; Difficulty: Helmets require more taps; Unlock: Kill 250 helmet enemies





Sounds and Music

- Sounds
 - Slimy menu click sound
 - Each button click in the menu gives a slimy click sound
 - Swipe enemy sound
 - When an enemy is swiped out of the map, you hear a sound
 - Kill enemy sound
 - Whenever an enemy gets killed the player hears a screaming slime sound
 - Player hit sound
 - When the player gets hit the player will hear a sound of a dieing slime
- Music
 - Background menu music
 - Ingame music