

A decorative graphic on the left side of the slide consisting of two overlapping parallelograms. The front one is blue and the back one is a light mint green. They are positioned diagonally, with the blue one partially covering the green one.

Get Off Me

Game Design Document



Overview

- Genre: Strategy Game
- Goal: Defend your character by swiping enemies off the map.
- 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
- Play style: Single Player



Game Team

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



Goals, Rules, Choices

- What is the goal of the game?
 - To get the highest possible score by swiping enemies off the map and defending your character
- Rules
 - The player can swipe enemies in every direction of the screen
 - Player has [XX] amount of health and every hit does damage depending on the enemies size(health)
- Choices
 - A player can choose to swipe enemies in every direction he/she likes



Core Mechanics

- Player can swipe enemies out of the map
 - A player can use the touchscreen to grab enemies and toss them in any direction
- Different sizes of enemies
 - Enemies can have different sizes which is based on their health, the amount of enemy health is the amount of damage they will cause on the player.
- Player grows when it gets hit by an enemy
 - Whenever a player gets hit by an enemy it will grow accordingly to the health of the enemy



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 out of the map. If the player gets hit by enemies the player's character will grow until the player will eventually die. When the player gets hit by a green cell its size will shrink. As the game proceeds, more enemies will spawn and enemies will spawn with a faster movement speed and more health. If an enemy has more than 1 health, the player is forced to push out the enemy for each healthpoint it has. (for example an enemy has 3 health, the player has to push the enemy out of the field 3 times in order for the enemy to disappear)



Difficulty Levels

The game will become more difficult as game time progresses, the following mechanics make this possible.

- After [xx] seconds: The percentage of each enemy type to spawn changes
- Etc.

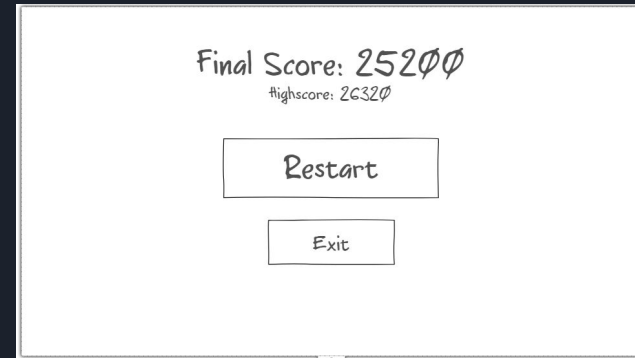


Enemy System

- Enemies
 - Default
 - HP: Normal
 - Speed: Normal
 - Tank
 - HP: High
 - Speed: Slow
 - Weight: Heavy
 - Rogue
 - HP: Low
 - Speed: Fast
 - Bomb
 - HP: Normal
 - Speed: Slow
 - Weight: Heavy
 - Rare Spawn (Optional)
 - Gives extra points on tapping and drops recovery cells
- Ally
 - Recovery:
 - HP Recovery: Normal

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.





Assets

- Enemies
 - Normal
 - Tank
 - Rogue
 - Bomb
- Ally Recovery
- Background
- Start Menu
 - Leaderboard
 - Start
 - Settings
- Game Over Menu
- Pause Menu



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