Ninja Game

Game Design Document

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Game Design

## Summary

No need to hide in the shadows when you’re faster than light. This young ninja is the fastest there is in the world. Zip through forest, villages, and castles, taking out the guards and relieving those nobles of their heavy money bags. Don’t worry about the guards or taps, they’re far too slow to catch your right. Don’t trip!

## Gameplay

Core game is fast moving 2D platformer that keeps you constantly moving forward. You have to jump to hit your targets and to avoid obstacles and traps. If you miss a target they will send guards to chase you. If you trip or slow down while getting chased you will lose. If you fall into a trap you will lose.

Set pieces in the game will face you with multiple enemies at the same time. In these set pieces time will slow down and stop allowing you to select your targets in the order that you want to dispatch them. The order you select them will also choose which direction you will be moving at the end.

A boss encounter will consist of racing a nemesis ninja to the end of the level. The ninja will throw out the time slowing set pieces and dart off in a direction forcing the player to dispatch the targets in the right order to follow him and get a head.

## Mindset

The player alternates quick reaction based platforming and rapid fire puzzle solving. The slow-mo and target selection followed by rapid target destruction gives the player a cool and powerful feeling.

Technical

## Screens

1. Title Screen
   1. Ninja Game
   2. Play
      1. Story
      2. Endless
   3. Shop
   4. Settings
2. Zone Select
   1. Level Select
3. Game
   1. Results
4. End Credits

## Controls

Swipe Left or Right to accelerate in that direction.

Swipe Up to Jump

When in slow-mo, tap targets to target them.

## Mechanics

Unique mechanic is the time slowdown for multi-target selection. There will be small zones that the player enters that will cause the game to slow down and pause for a few seconds allowing the player to select his targets. After the targets are chosen the time resumes to normal and the ninja quickly executes dashing slashes to the targeted enemies in order. After the last dash the player will continue in the direction of the last dash they performed.

## Store

Level Design

## Themes

1. Forest Infiltrate
   1. Mood
      1. Light, bright, and happy
   2. Objects
      1. *Ambient*
         1. Shields/Spears
         2. Grass/Bushes
      2. *Interactive*
         1. Characters
            1. Bandits
            2. Lower Nobles
            3. Poorly equipped bodyguards
         2. Platforms
            1. Tree Branches
            2. Tree Stumps
            3. Rocks
            4. Vines
            5. Palanquins
            6. Log Tunnels

Graphics

## Style Attributes

Chibi art style. Childlike violence. Cute.



