GAME DESIGN DOCUMENT

Slime Climb

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1. Executive summary, Quick overview

The game is going to be a 2D platformer shooter with complex movement mechanics. The player climbs higher and higher on randomly generated platforms. Enemies fall from the sky and the player needs to dodge or shoot them to survive and keep climbing. The longer the player survives, the higher the score will be.

2. Target Audience

The game is going to be fast paced and needs good attention, so the game is for players who want a challenge. The movement mechanics and balance between moving and shooting can create an increased skill ceiling, so the game may need time to be mastered. On the other hand, the simple setting makes the game a good one to just play for a couple of minutes to reset one's brain.

3. Main Characters

The controlled character is a slime that tries to get out of an infinitely deep well.

4. Main Features

The player can move left, right and jump. The jumping is required to move around the playable area, but the jump height is very limited. This means that the player needs a boost from the shooting mechanics to gain access to higher platforms.

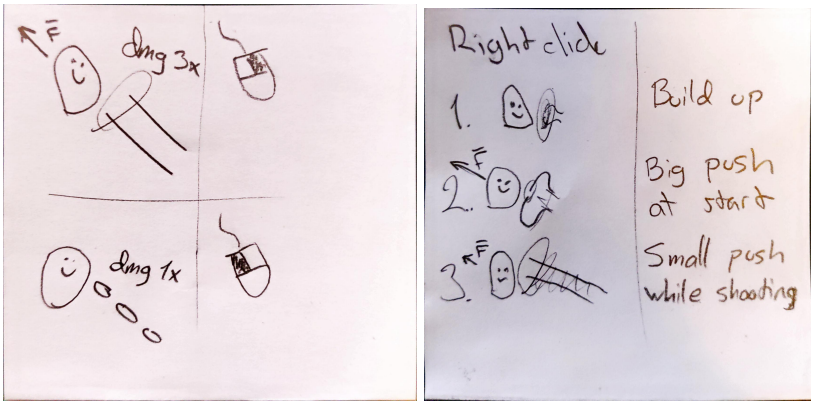

Figure 1. Doodles regarding the shooting mechanics.

As can be seen in Figure 1, the player has two fire modes available. Left click is a basic single fire mode that shoots one bullet at a time and right click shoots a continuous laser that also pushes the player backwards. The laser has a certain

amount of energy that depletes while shooting and regenerates while it's on cooldown. The laser shooting can only be initiated when the laser energy is fully restored. The laser pushing should be designed in a way that the player can fluently move around the playable area using it, and that the laser is required to reach certain areas.

The build up and damage shown in Figure 1 was not used on the final version to make the controls more responsive and the game more challenging.

5. Genre, Setting

The genre of the game is a 2D platformer shooter. The setting is an infinite well or a tube that the player is climbing up.

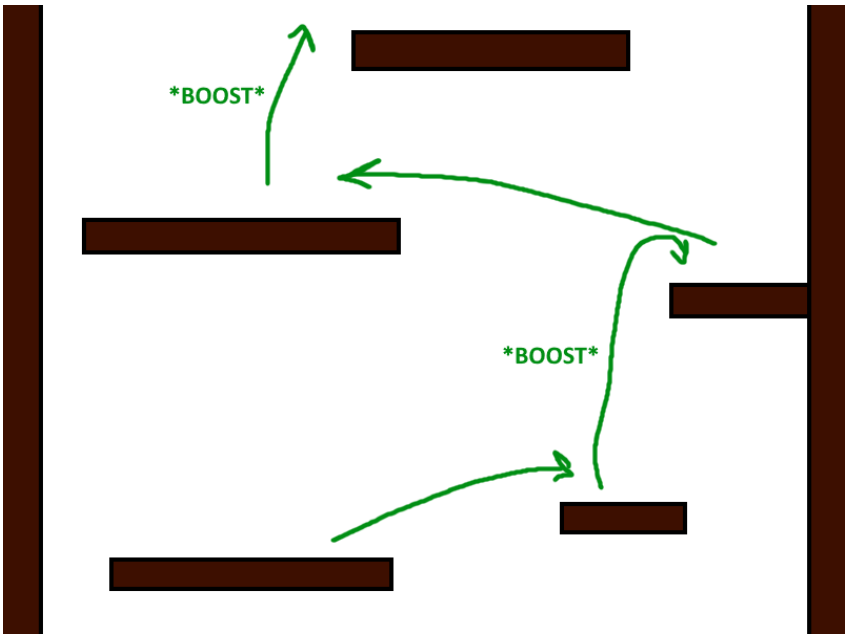

Figure 2. Platforms and player movement path.

In Figure 2 there is an idea of platform positioning, where the boost is needed to progress higher on the platforms. There can also be multiple ways to climb the platforms, where some paths are more risky than others.

6. Enemies

The enemies fall from the sky and damage the player when they collide. The spawn rate of the enemies should increase along the game to make the climbing increasingly difficult. The basic enemy will fall on a linear path from top to down. If

needed, the gameplay can be made more interesting by creating more enemy types. One example is an enemy which turns towards the player while falling.

7. Story

There is no real story, the main point of the game is the challenge of getting as high a score as possible.

8. Technical definitions

The game will be a windows executable.

The player can move left and right with A and D keys, and jump with a spacebar. Mouse is used for aiming and shooting.

9. Business definitions

There will not be any monetization on the game. Outsourced assets and sounds will need to be free to use. This game could be a training ground for a future game, where the player plays against other players in an arena where they try to shoot each other. The arena shooter would be a way to test the players movement and shooting skills against other players. The arena shooter could be behind a paywall.

10. Outsourced assets

Sprites that are animated are going to be outsourced, since good looking animations are difficult to make and I do not have the necessary software or skills to make them myself. Music and sound effects are also very difficult to make well, so they are also outsourced.

The game will have a credits scene where all the outsourced assets and sounds are credited.