Game Design

SeaQuest

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Copyright Information

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# Section I - Game Overview

## Game Concept

is an action, shoot-them-up, horizontal game where the player controls a submarine and needs to rescue divers while avoiding being hit by enemies’ submarine missiles and sharks.

## Design History

This is a living document and will change as you develop your game. This section maintains a history of any significant changes to your game.

## Feature Set

## Genre

All genres

## Target Audience

The game is free for all ages

## Game Flow Summary

The player can move free through the water. The screens’ bottom, left, and right are limites to player movement. The sea surface is the highest vertical position the player can move.

All underwater enemies will move in a left-right or right left way. They are going to spawn outwards the screen and cross it until they leave the screen by the opposite border they entered the screen.

Some sharks will swim on a sin format paths.

The divers will follow the same movement way as the enemy submarines, but randomly they can change its direction, which means, some swimming left may switch direction to the right and vice-versa.

If one shark or enemy submarine collide with the diver, they are going to push the diver forward in the same direction and speed as the enemy.

If enemies appears in groups, only the first one can push the diver. The same for groups of missile-shooting subs: only the first one can launch missiles. If the first one got killed by player’s fire, the second becomes “the first” in line and then it start to shoots if the player sub is on sight.

The patrol submarine also can change its direction randomly. It only moves horizontally (x-axys movement) .

## Look and Feel

The basic look for the game is an underwater scenario showing the usual ocean blue at the background and a bright sky above the sea surface

## Project Scope

A summary of the scope of the game.

### Number of locations

Only one location and one scenario

### Number of levels

Unlimited levels. Every new level will increase enemy speed, spawn rate and enemy count in enemy groups

### Number of NPC’s

At least 2 types of sharks, at least 2 types of enemy underwater sub, one type of patrol sub and the one type of diver.

### Number of weapons

Only one weapon (missile shooter) for the main player and one weapon (missile shooter) for some enemy subs

### Etc.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

The game starts with a pretty calm pace. Large enemy spawn intervals, enemies spawning in small groups or alone, no patrolling sub at surface.

Every time player successfully rescues 6 divers, the game will give them points and restart with increase enemy movement speed and spawn rate.

Every 5 levels the game can change the size of enemy groups. At level 5 also the game spawn the patrolling sub at surface.

### Mission/challenge Structure

n/a

### Puzzle Structure

n/a

### Objectives – What are the objectives of the game?

To stay alive, rescuing divers and killing enemies to gain points.

### Play Flow – How does the game flow for the game player

n/a

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

There is no special physics envolved.

### Movement

#### General Movement

The player can move freely on x and y axis underwater, and only on the x axis while in surface (or submerging by going to down direction)

#### Other Movement

n/a

### Objects

#### Picking Up Objects

n/a

#### Moving Objects

n/a

### Actions

#### Switches and Buttons

Besides arrow keys (and WASD keys) the player can use Left-Ctrl or Left-Shift or Spacebar to fire missiles

#### Picking Up, Carrying and Dropping

The player can pick up only the divers. And if the sub is on its maximum capacity of 6 divers, the player will pass through any other diver without colliding with them.

#### Talking

n/a

#### Reading

n/a

### Combat

The combat is made by collisions.

Missiles can kill entities with only one shot. That means player will die with any single enemy shot, and enemy subs and sharks are going to die with any single player’s shot.

Also one single collision between player and enemies is going to kill both.

### Economy

n/a

## Screen Flow

### Screen Flow Chart

There is only the main menu screen and the game screen.

There is no several game screens. The game scenario will remain the same the whole game.

### Screen Descriptions

What is the purpose of each screen?

#### Main Menu Screen

The purpose of the main menu is to let the player chooses to play the game, to view the top 5 high scores, or to go to setttings to toggle music and sound effects playing

#### Options Screen

The only available option is to toogle the sound effects and music on or off

#### Etc.

## Game Options

What are the options and how do they affect game play and mechanics?

## Replaying and Saving

n/a

## Cheats and Easter Eggs

n/a

# Section III – Story, Setting and Character

## Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

As the commander of a high-tech submarine, your mission is to rescue divers in distress and protect them from the dangers of the deep sea. But you're not alone in the ocean. Hostile enemy submarines and deadly sharks are constantly on the prowl, looking to sink your vessel and eliminate the divers under your protection.

As you navigate through the treacherous underwater terrain, you must use your submarine's advanced technology and weapons to outsmart and outmaneuver your enemies. But be careful: your oxygen supply is limited, and you'll need to surface to refill your tanks and make repairs to your submarine.

As you complete rescue missions and gather valuable intel, you'll uncover a sinister plot by the enemy to exploit the ocean's resources and dominate the seas. It's up to you to stop them and save the divers before it's too late.

As the story progresses, the player will have to make strategic choices on how to use the limited resources, such as choosing between rescuing more divers and refilling the oxygen tank.

This game offers a thrilling and challenging experience, with a mix of action, strategy and survival elements.

### Plot Elements

n/a

### Game Progression

n/a

### License Considerations

n/a

### Cut Scenes

n/a

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut scene #2

etc.

## Game World

### General look and feel of world

### Area #1

#### General Description

#### Physical Characteristics

n/a

#### Levels that use area

n/a

#### Connections to other areas

n/a

### Area #2

n/a

## Characters

### Character #1

#### Back story

#### Personality

#### Look

##### Physical characteristics

##### Animations

#### Special Abilities

#### Relevance to game story

#### Relationship to other characters

#### Statistics

### Character #2

etc.

# Section IV – Levels

## Level #1

### Synopsis

### Introductory Material (Cut scene? Mission briefing?)

### Objectives

### Physical Description

### Map

### Critical Path

### Encounters

### Level Walkthrough

### Closing Material

## Level #2

etc.

## Training Level

n/a

# Section V - Interface

## Visual System

### HUD - What controls

### Menus

n/a

### Rendering System

### Camera

Fixed 2d sided view camera

### Lighting Models

n/a

## Control System

How does the game player control the game? What are the specific commands?

Besides arrow keys (and WASD keys) the player can use Left-Ctrl or Left-Shift or Spacebar to fire missiles

## Audio

## Music

## Sound Effects

## Help System

n/a

# Section VI - Artificial Intelligence

## Opponent AI

The active opponent that plays against the game player and therefore requires strategic decision making (example, Civilization or Chess, how is it to be designed?

## Enemy AI

Villains and Monsters

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Section VII – Technical

## Target Hardware and operating system

Any X86 processor that supports Windows 7 OS

## Supported game controllers and peripherals

PC Keyboard

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art

## Style Guides

## Characters

## Environments

## Equipment

## Cut scenes

## Miscellaneous