Game Design Document

The Nemesis

Document Version:
1.01

Production Team:
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Anticipated Deployment:
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High Concept:
A single player 2d platform, where the player's body pillow was taken by his Nemesis and the player must defeat his Nemesis to get his body pillow back.

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Full Concept:

❖ The game is going to be a fun 2d pixel platform game that will have simple elements of gameplay. The game will take place in the countryside filled with different types of environment hazards such as obstacles that the player will have to navigate by the use of jumps, movement, and special abilities that the player will be able to pick up throughout the stage.

Deliverables:

❖ A working version of the game
❖ Playable level with working enemy/player mechanics
❖ Working sounds and UI

Genre:

❖ Platform, Action

Core Mechanics:

❖ **Jumping:**
  ➢ The player will be able to go vertical for a tbd set height. By using the spacebar key.

❖ **Movement:**
  ➢ The player will be able to control the character movement. By using the arrow keys.

❖ **Special Abilities/ Power up: (Still Underdevelopment)**
  ➢ When the player opens a chest a pre-determine item will appear. Once the player walks over the item, the item will then activate giving the

player the ability to use it until the player takes damage from an enemy.

❖ **Question Blocks:**
  ➢ When the player hits the block the will then shoot a coin that will add to the score. The Block then turns into a solid block when the player can no longer get anything from it.

❖ **Life System: (underdevelopment)**
  ➢ The Player will have three lives to start with. Then they can attain more lives by getting 99 tickets.

Flow Summary / 60 Seconds of Play:

1. The player will first start the game and the main menu will appear, then the player will click the start game.

2. Once the player presses start the game will begin with the playable character at starting point.

3. Players will begin to move the character with the use of "Left Arrow Key" and "Right Arrow Key" to avoid the environment and enemies.

4. The player will journey across the stage defeating the enemies and collecting power ups.

5. The goal is to clear the stage to get to the next one.

Look and Feel:

❖ The game will consist of 2d pixel art and text for the main menu. The background will be vibrant and eye-catching.

Target Audience:

❖ Members of the class, Professor Meaney, people of all ages, itch.io users, and portfolio viewers.

Gameplay:

❖ The player's main objective is to get to the end of the stage without losing their three lifes, to get their body pillow back. If the player is able to get a power up then it will be easier to defeat the enemies. The game will come to an end when the player safely makes it across the entire stage to retrieve the body pillow. The game could also end if the player loses all their lives ending the game and having the player to restart at the beginning. For the player to lose life they have to take damage from the enemies or fall into a dark pit that will kill them instantly.

Mission/Challenge Structure:

❖ The player's mission is to get from point A(the beginning) to point b(the ending) without dying, in order to get the body pillow back. The challenge in the game is for the player to defeat enemies to get to the end. The player will have to avoid getting hit by the enemies as well as watching out for dark pits.

Core Gameplay Loop:

❖ The main loop for the game is to collect power ups and defeat enemies to reach the end of the stage to get the body pillow and end the game.

❖ The other main loop is to avoid taking too much damage from the enemies as well as watching out for the dark pits. As the player continues to avoid these things the game will continue and the player will be able to reach the end to get the body pillow back completing the game.

Subgame Loop:

❖ A subgame loop for the game is becoming familiar with the power ups as the power ups can be helpful when the player is trying to advance through the stage. If this continues because the player is meeting the main core groups the power ups will stay with them until they take damage in which the player will lose that power up.

Puzzle Structure:

There is no puzzle structure within The Nemesis.

Diegetic Objectives:

❖ The game has one objective and that is to make it across the stage, while getting power ups to help you to get back your body pillow.

❖ A sub objective is to also have fun while playing.

Auxiliary Mechanics:

❖ **Life System(in Development)**
> ➢ The life system will help the player by knowing how many lives that they have left. The life system will be displayed in the top left of the screen in the game. The lives will be removed when the player either takes damage or falls to their deaths. Once the player loses a life the counter will go down and the player spawn where they died. Once the player loses all their lives the game will end with a game over screen and the player has to restart the game.
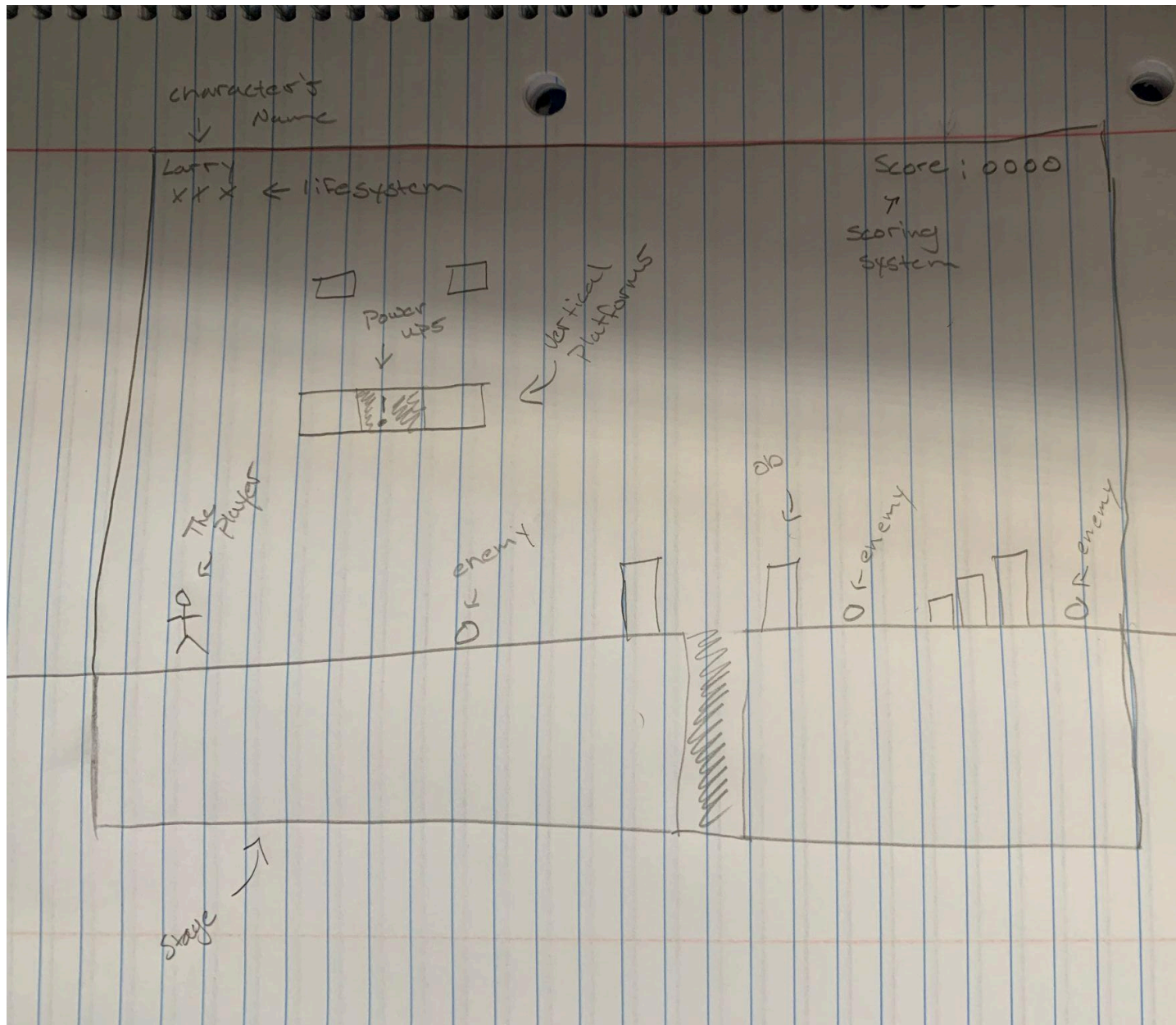
❖ **Movement function**
> ➢ The Movement function will allow the player to move side to side using arrow keys, which will allow the player to move to avoid the enemies. Also the player is able to jump by using the spacebar. The

Jump function, will help the player to jump to places that they will need to jump and also to jump atop of enemies to defeat them.

❖ **Scoring System**
  ➢ This mechanic will add points whenever the player destroys a platform block or defeats an enemy this will add to their score. When the player destroys a platform block the player will be rewarded 15 points, and if the player defeats an enemy they are rewarded with 100 points. The scoring system will be displayed in the top right corner of the screen, showing how many points the player has.

character's
Name
Larry
x x x ← lifesystem

Power
ups

The Player

Vertical
Platforms

enemy

Score : 0000
↗
scoring
system

% ← enemy

OR enemy

Stage

Physics:

❖ There is no Physics in the game.

Movement:

❖ To Start the game

➢ Use the mouse to click the start button.

❖ To move the Character
  ➢ Use the "Right Arrow" and "Left Arrow" keys to move left and right.

❖ To jump with the Character
  ➢ Use the spacebar.

Objects:

❖ **Power Ups(wip)**
  ➢ When you go under the elevated Platforms the Power ups will be noticeable to the player and the player can hit the chest that the power ups are in to activate.

❖ **Health(Still under Development)**
  ➢ This object will show how many lives that the player has in the game. The player will start off with 3 lives.

❖ **Coins**
  ➢ This object will come out of the question block when the player hits it. A coin will appear and give the player 350 points which will be added to the Score.

❖ **Score Counter**
  ➢ This object will be in the top right of the screen and when the player jumps on top of an enemy or destroys a piece of Platforms, the user will be rewarded a 100 points.

❖ **Character**
  ➢ This is how the player interacts with the game, they will be able to control the Character, and are able to collect points and power ups. Within The Nemesis the character will resemble a Panamanian Capuchin monkey with clothes.

Action:

❖ In gameplay in The Nemesis the player is able to do three actions. The first action is that the player is able to destroy the vertical platforms(wip). The second action is that the player is able to get power ups when they hit the power up box(wip). The final action is that the player is able to get points from defeating enemies and hitting the question blocks for coins.

Economy:

❖ Life System has not been created at this time, and the Scorecounter.

UI Flow:

Main Menu:
    Start Game:
        Gameplay
            Pause Menu
                (Game Over)
                    Game Win

Replay and Save Structure:

❖ The game will be built to be replayable. If time permits, the game will also have a safe structure.

Extra-Diegetic Elements:
❖ There are no extra Diegetic Elements for The Nemesis.

Story and Narrative:

One Day Larry was walking to school with his body pillow, enjoying life and the beautiful town in Ohio. As he was walking, his nemesis ambushed Larry and took Larry's body pillow. Larry followed his nemesis to the bad side of town, and Larry now has to fight his way through to defeat his nemesis and take back what is his. I thought this would be a fun game that everyone can enjoy. With funny memes and stuff added to it such as the body pillow and a dripped out monkey as the main character.

Game World:

- ❖ The main character of the game is a Capuchin Monkey. The main idea for The Nemesis is to make it from point A to point B, while defeating enemies on the way to get the body pillow back.

Game Area(s):

The game will take place in a random jungle.
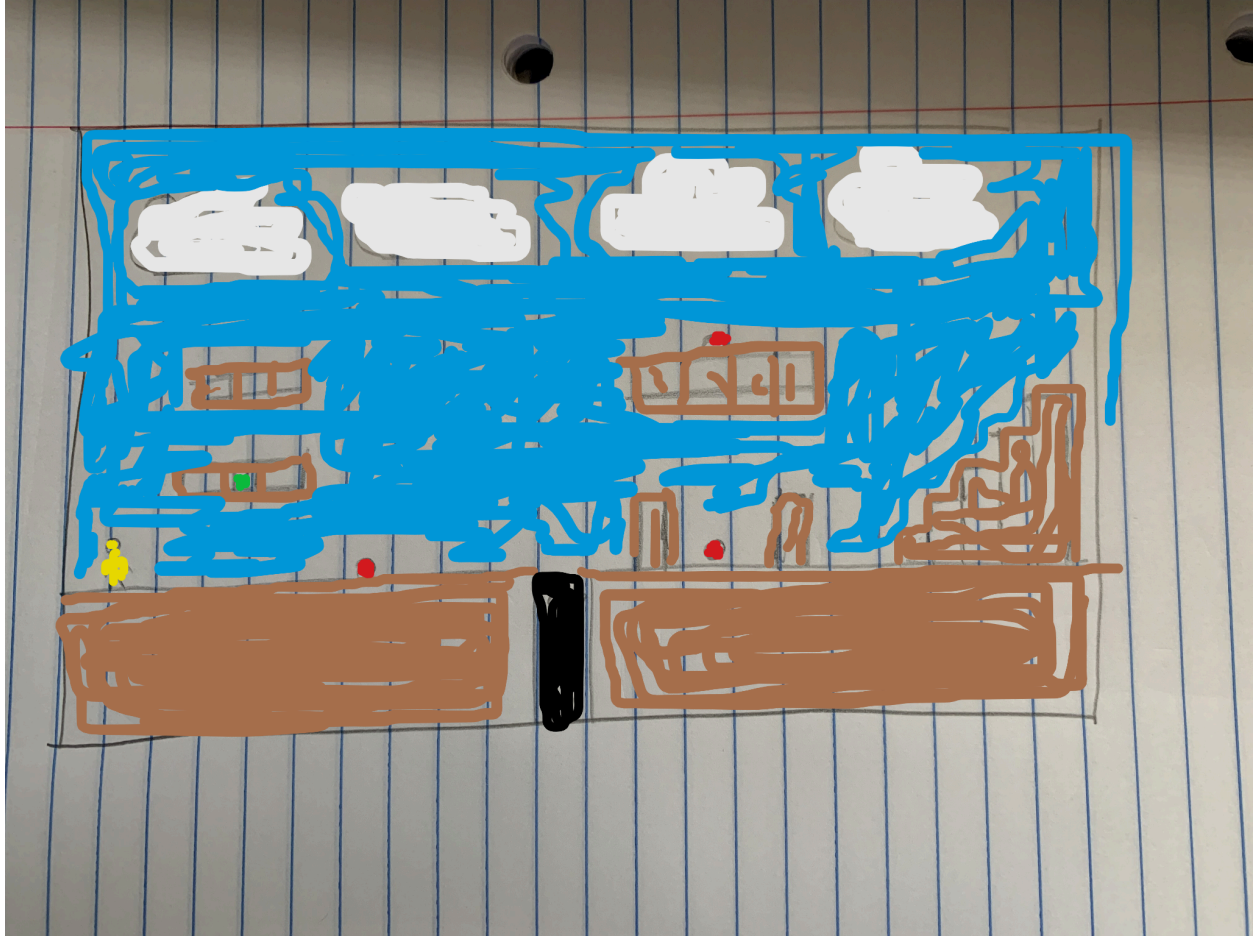
❖ Above is a very quick sketch of how I want the game to look. The brown is the vertical platform as well as the regular platforms. The red are going to the enemies that the player will have to defeat. The Green is the power up that the player can get. The black is a pit that the player will have to avoid so they won't lose any lives. Lastly the yellow is the character/player.

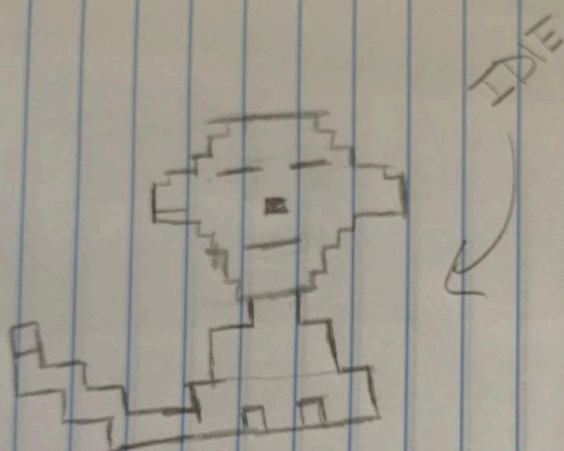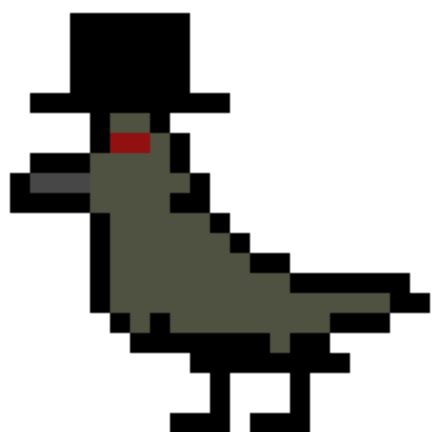# Character(s):

❖ Larry: You the player
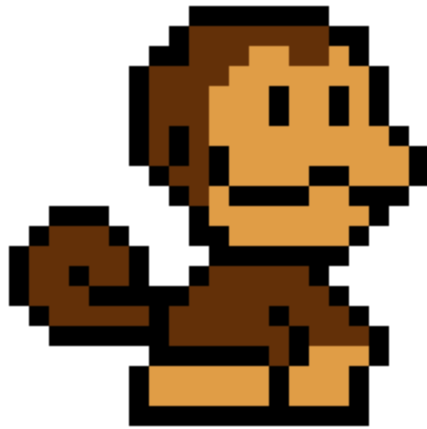
❖ The Nemesis: The guy that took your body pillow(wip)

Character Animation:

❖ Very basic Character Animation will be added, or the small movement when the player moves the character back and forth, also when the character jumps. Also will make a visual animation when the player is hit by the enemies as well as the enemies having small animation for movement and when they are defeated.

Character Design:

IDLE

↑
Larry
The Players Character

Level Progression:

❖ For the initial release for this game there will be no level progression. The player will be able to play one stage, once the player beats the stage the game will end, with the player getting his body pillow back. In the future I will add more worlds for the player to progress through and a proper boss world as will.

Character Progression:

❖ There will be no Character Progression for The Nemesis. As the Character will not change throughout the story.

Player Training:

❖ The game will include a small goal page on the main menu showing the objectives for the game. The goal page will explain the key points on how to move, and the key objective for the game. It will also explain how certain power ups will work as well as showing how to defeat enemies.

Player Progression:

❖ As the player plays the game they will be able to create new and fun ways in defeating the stage and in the future the boss. Which will help them in the later parts of the game.

Interface:

❖ Human playing as a Capuchin Monkey.

Visual Systems:

❖ The Nemesis will be uploaded to itch.io.

Influences:

❖ **Mario:**

➢ The game that influenced the gameplay after. The fact that the gameplay is very simple with a simple object, while having fun mechanics, dodging obstacles and enemies. As well as the art style of the game.This game influenced the UI and test style of the game.

❖ **Sonic:**

➢ Sonic is another game that influenced the gameplay. The gameplay from sonic is very simple and easy for the player to understand. As well as the music for the game. A great example of a platform game.

Audio:

8- bit music:

❖ **Menu Music**
➢ The Main menu music will be calm, relaxing, and not too loud either.

❖ **Game Music**
➢ The Game Music will be very subtle compared to the main menu music. As I want the player to be able to hear everything else that is going on within the game. The game music will be a subtle happy music in the background of the game.

❖ **GameOver Music**

➢ When the player dies to an AI the player will be sent to a gameover screen in which the player has the option to restart or quit the game. This also has music playing.

❖ **Game Win Music**
➢ When the player wins the game they will be sent to a winning screen in which the player will have the option to restart or to quit the game. This also has joyful music playing.

Sound Effects:

❖ **Player's Jump sound:**
➢ When the player hits the spacebar to jump, Larry the Character will then make a noise, representing that he is jumping.

❖ **Enemy Death sound:**
➢ Whenever the player destroys the enemy. The enemy will make a sound

❖ **Player's death sound:**
➢ When the player either loses all their lives or falls to their death. The death sound will play along when the player loses a life. When the player loses all their lives the sound will play as well as the game over screen.

Legal Issues:

❖ The Nemesis will not have any legal issues, all the music will either be made by me or free use music and the art is designed by the design team.

Ai:

❖ **Enemies**

➢ The enemies in the game will be controlled by a simple random loop that will be implemented by the computer. The Enemies will set in certain areas within the stage. In which the computer will take over having the enemies walking back and forth.

Hardware:

❖ **Processor**
 ➢ Amd A10-5745M APU or anything higher

❖ **Ram**
 ➢ 8 GB or Higher

❖ **System Type**
 ➢ 64 bit or 32 bit operating system

Software Specs:

❖ Itch.io

❖ C#

❖ There will be no network requirements, this game is a lan game.