Speed Clear

Game Design Document

Copyright Information

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Game Overview

**Summary**

A 2D action platformer in which the player picks from an assortment of characters and tries to clear enemies from a level as fast as possible.

**Target Audience**

Anyone who likes 2d action platformers and those who need a game that has levels that can beat in under a minute.

**Gameplay and Mechanics**

**Gameplay**

Players will have a choice of characters with the same number of different abilities. They will use these abilities to fight enemies in each level while trying to clear the level in the fastest time possible.

**Goals**

The goal of every level is to clear it in the fastest time possible. Along with trying to beat personal records, there will also be a global leaderboard so there is always a goal to reach for.

**Abilities**

Characters will all be able to move and jump and double jump. Each character will have a selection of three abilities to help them clear the level. One offensive, one defensive, and one utility. Along with the abilities they will also have basic attacks. (more detail under characters)

Story and Characters

**Back story (WIP)**

Monsters seem to always show up in the same spots even after they are defeated. It is the job of those with the most strength and best abilities to keep clearing them out for the safety of the land.

**Character Types**

Knight – A standard knight in armor, it is the most basic of the melee classes uses his sword for basic attacks.

offensive – a powerful sword slice which sends a shock wave forwards damaging all enemies in its path.

Defensive – The knight uses his shield to block the next few incoming attacks in front of him.

Utility – The knight’s basic attacks are speed up allowing the knight to cut through multiple enemies.

Mage – The standard Mage, uses simple spells to clear out multiple monsters including a magic missile as a basic attack.

Offensive – Uses his magical powers to send up a beam of energy from the ground hitting all enemies in its path.

Defensive – Cast a barrier around the mage protecting him from attacks in all directions absorbing the next couple of hits.

Utility – The mage teleports a short distance in the direction the player is traveling.

Thief - The standard agility type class, uses quick movement and fast attacks to help clear areas of enemies. Their basic attack is a quick dagger slash.

Offensive – teleports and quickly attacks the closest three enemies.

Defensive – uses a smoke bomb that allows them to evade enemy attacks within the smoke cloud.

Utility – allows triple jumping for a short amount of time.

Levels

**Types of settings**

forest

plains

jungles

oceans

artic

**Level layouts**

Each level will have an assortment of Platforms (moving and static) and hazards. A predetermined amount and types of enemies will also be spawned in the level.

Easy levels – less platforms (only static ones) no hazards, minimal number of enemies (two types max).

Medium levels – multiple platforms (static and moving) two hazards max, small to moderate enemy count (two types max)

Hard levels – multiple platforms (static and moving) four hazards max, moderate enemy count (three types max)

Impossible levels – multiple platforms (static and/or moving) four or more hazards, moderate to large enemy count (multiple types [no max])

Interface

**Menus**

Quick game – will pick a random level and character for the player to play.

Level Select – Lets the player chose which level they want to play

Character Select – Once the level is chosen the player will be able to pick their character then the game will load.

Options – Various options resolution, dynamic volume control (Master, sound effects, music), Key rebinding.

Leaderboard – Menu that shows times players have achieved on each level and with what characters, can be filtered and sorted.

Exit Game – exits game.

**In-game Hud**

Health Bar – top right corner

Magic Power Bar – under health bar equal in size

Ability icons with button/use icon in the top right corner – bottom center of screen.

Count up timer – Top center of the screen in form of (minute:second:millisecond)

**Controls**

Bring up menu – Esc (PC can be rebound) Start button (consoles)

Movement – w a s d (PC default can be rebound) Joystick or D-pad (Consoles)

Jumping – space bar (PC default can be rebound) A (Xbox) x (PlayStation) (can double jump if pressed again)

Abilities – j k l (PC default can be rebound) X Y B (Xbox) Square Triangle Circle (PlayStation)

AI

**Enemy AI**

Each enemy will have one unique way of attacking.

Examples

Enemy 1 – horizontal Projectile shooting

Enemy 2 – vertical projectile shooting

Enemy 3 – player seeking projectile (projectile expires after a second or two)

Enemy 4 – projectiles horizontal and vertical at once

Technical

**Target Systems**

PC, Xbox, Playstation

**Development and Engine**

Unity

**Network**

Leaderboard system stores players time for each level and character. Could be filtered to find any info you want.

Game Art

**Art Style**

Mix of pixel art and particle effects (like metal slug series or MapleStory)

Management

**Schedule**

One month would be put aside for prototype (one character, one enemy, basic gameplay) to help determine appropriate Development Schedule (assuming a year).

First month – placeholder art and environments to give programmers something to work with while main art is being finished.

6 months – art and programming work

1 month – leaderboard programming and setup

2 months – testing and bug fixing

2 months – final touches

(additional time if goals are met sooner than expected will go into making more levels or additional characters. If time allows a possible level editor might be added.)

**Budget**

$500

**Test Plan**

In-house testing, also including families and friends of those who worked on the game.