

**Design Document:**

**Shock & Awe**

Shock the Monkey

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**TITLE: *Shock the Monkey***

This is a literal title in a few ways. One the main character is named Shock and the mad scientist will be submitting him to electric shock.

**DESCRIPTION/FEATURE SET:**

In this game you play the reversed role of a female primate. Her mate has been captured by a mad scientist that intends to use him for “experiments”. Her motivation is to defeat the mad scientist and rescue her mate.

* 2D scrolling platformer
* Each level presents new challenges and points that can be earned
* Levels have a locked door and a key stashed somewhere that unlock the next level
* Mad scientist minions occupy each level presenting the player with challenges
* Obstacles in the form of puzzles and traps test the player’s skill and cunning
* Levels start with a large number of bonus points that diminish as time passes
* Various fruits can be found on each level granting additional scoring points

**PURPOSE/APPLICATION:**

The purpose of this game is to entertain the player and challenge them to achieve higher scores with each play. This is done by creating a sense of urgency and a twist of romance that should draw the player into the character. The high score table will record their accomplishments and encourage them to play again so they can reach a higher ranking.

**PREMISE:**

Help! I’ve been kidnapped! The mad scientist unscrupulously snagged your mate and will do unspeakable experiments on him if you don’t rush to his rescue in time. There is no time to lose, you must first find the lair of the mad scientist and free your loved one before it is too late.

**GENRE:**

This game will be a 2D scrolling platform game. It is played with the main character roughly centered on the screen and the environment scrolling as the player moves left or right or climbs up or down.

**PLATFORM:**

This game will be composed for the PC. However, it is perfectly suited for console and hand- held and can be easily ported. The audio and video will be fairly simple with background music and sounds attached to actions.

**TARGET MARKET:**

The target audience for this game is primarily casual gamers that are looking for a quick fix.

However, the game content is compelling enough to appeal to some hard core gamers as well.

The fans of popular platform titles will enjoy this one too. The age range for this game will be 4 and up.

**TARGET RATING:**

The target rating for this game is E for everyone.

**PLAYER MODE:**

This game is single player

**TIME INTERVAL:**

Time is a huge factor in this game. To increase the sense of urgency, bonus points diminish as time passes. The exact time values will need to be tested and will possibly be level specific but the idea is for there to be a constant tick value (5 seconds before testing). Each tick the possible bonus points drop by 50.

Each level should take no longer than three minutes to complete but using a bonus value of 5000 it will allow for 8.3 minutes before the bonus reaches zero. Thus giving the player plenty of time to explore the level and still gain bonus points.

**BACKSTORY:**

The back story for this game involves the romance between the two primates and will make a reference to their best friend. The best friend is a small kitten that may appear in the final level as a bonus rescue. The mad scientist will have very little back story since his name inspires the imagination to draw its own conclusions.

**CHARACTER DESCRIPTION:**

The main character, Awe, is the player character who is a female primate. She is the hero of the story who must rescue her mate from the mad scientist. To encourage immersion, the main character will have little back story or personality. Instead, she will have quirks that make her unique and interesting. The male primate will not be shown until the final level but he will behave as if he were about to be experimented on. The mad scientist personifies evil intentions and his hoards of minions are out to do no good.

**COMPETATIVE ANALYSIS:**

This platform game will resemble Mario Bros. and Sonic both in aesthetics and game play.

**RULES:**

Number of Players**:** Single player only

Age Range**:** This game will be suitable ages 4 and up

Approximate Time of Play: This depends on how fast the player can solve the levels and how many levels are bundled with the final release. Generally, the game should provide at least a couple hours of entertainment.

Victory and Loss Condition: The player achieves victory by completing all levels, defeating the mad scientist, and rescuing the mate. There are small victories and rewards along the way such as point pick-ups and extra lives rewarded.

Scoring:

The player scores points for collecting rare fruits and receives a bonus for completing each level rapidly. The scoring system is as follows:

Bonus points: Start at 5000 and diminish with time.

Cherries: 50

Strawberries: 100

Apples: 250

Bananas 500

Game play:

The player is a sprite that can move left or right, climb up or down, jump, and interact with switches, buttons or moveable objects. The levels contain platforms that provide a way to “climb” to each goal. Platforms can be reached by either jumping or using ladders and ropes. In some cases, there may be moving platforms that will convey the player to another platform.

Game end:

The game ends with the player defeating the mad scientist and releasing her mate. They are reunited with a hug and kiss. Then the high score table shows with rolling credits.

**CHALLENGES:**

The challenges in this game are jumping over obstacles, smashing enemies, avoiding pit-falls, and reaching the target with the key. Navigating the levels may be a challenge at times and the keys could be stashed in difficult areas to reach. The minions will be in the way and some will not be killable forcing the player to employ new strategies.

There is also a time element which presents the player with a dilemma, to explore and gain more points or to run through and get as many bonus points as possible.

**STRATEGIES:**

The player will need to use timing and cunning to make it past the minions. They will have to make decisions about gathering fruits since it may cost them a large amount of bonus points trying to get to them. The player should always be wary of the time spent in a level and should plan a route that maximizes points and minimizes lost bonus points. Getting the key rapidly should be the priority, but grabbing some extra points by picking up fruits may result in a higher score.

**THEORY/GAME BALANCE:**

Game balancing will involve making levels that are not too big and not too small. They should not be too difficult to navigate before losing all the bonus points. Key points in game balancing are: player motivation, game rules and testing to make sure the game is rewarding as well as challenging.

The player will want to finish the level quickly to gain the most bonus points but also can venture off the path to collect fruit, which give points. It is possible for a slower player to still get the same amount of points as the faster if they still complete the level relatively quickly but also gather the fruit. There is an additional sense of urgency created by the Mad Scientist; as Awe is running through each level the he is experimenting on Shock. This creates a sense of urgency in the player even if there is no real consequence to the story for taking longer to finish the level.

Finishing the level grants the player one additional life. Finishing at or above a certain score will yield a second 1up. Dying in the level will reset the level to start and remove a life.

In order to test the game balance the level designers will implement a bot that can run the level’s optimal path. This will give a time value to shoot for and thus allow for a realistic time challenge.

Upon testing, the level designer should be able to better balance their level and allow for a realistic challenge and maximum reward for a variety of players.

**PERSPECTIVE/GAME VIEW:**

Pure 2D side-scroller, with a tracking camera view that follows the player

**USER INTERFACE:**

The game will be played with the keyboard and the mouse to interact with game menus.

The keyboard assignments are:

<Up> = Climb up

<Down> = Climb down

<Left> = Move left

<Right> = Move right

<Spacebar> = Jump

<Shift> = Interact with object (lever, switch, etc.)

There is only a minimal interface that displays current score, time taken in the level and current lives. Any dialogue sequences will be text based and there will be a box that comes up containing the text.

**AUDIO:**

The audio for the game will include background music and sounds attached to actions.

The actions that will be mapped with sound are tentatively:

Step, Jump, interact, smashing minions, unlocking doors, gathering fruits, death by pitfall, death by minion, collision with solid objects, moving movable objects.

**SUMMARY/FUTURE UPDATES:**

Incomplete