# **Game Design Document (GDD)**

Game Title: M.A.I.D. - Ultimate Cleaning Madness

**Developer:** FENASAL STUDIOS **Genre:** 2D Arcade Fighting Game

Target Platform: PC, Arcade Machine

Target Audience: Fans of anime, and players who enjoy humorous and accessible

fighting games.

# 1.0 Vision and Concept

### 1.1. High Concept

"The fast pace of Street Fighter meets the comedy of anime tropes." *M.A.I.D.* - *Ultimate Cleaning Madness* is a fast, witty, and easy-to-learn 2D fighting game where players control maid characters, each with their own unique "cleaning-themed" fighting style.

# 1.2. Game Summary

The M.A.I.D. (Mansion Assistance International Duel) tournament is about to begin, held to find the "ultimate maid" who can clean the endless mess of the cursed Magnefick Mansion. Players will choose from four main characters—ranging from a goth maid to a hyperactive ball of energy—and attempt to defeat their rivals using tea trays, giant scythes, and scientific cleaning gadgets. Filled with simple combos, exaggerated special moves, and comical dialogue, this game aims to bring a humorous twist to the competitive fighting genre.

# 1.3. Unique Selling Points (USPs)

 Unique Theme: The "Warrior Maids" concept offers a fresh and memorable experience in the fighting game genre.

- **Accessible Mechanics:** The game focuses on simple 2-3 button sequences instead of complex combos, making it welcoming for new players.
- Humorous Tone: The characters' dialogue, animations, and special moves
  poke fun at anime clichés, aiming to keep the player entertained.
- **Appealing Art Style:** Vibrant, anime-style character designs and dynamic animations, as seen in the provided sketches.

# 2.0 Story and World

### 2.1. Backstory

The once-dazzling Magnefick Mansion has fallen under a mysterious curse: every single night, it becomes inexplicably filthy and chaotic. Its arrogant and elitist owner, Lady Magnifica, devises an unprecedented solution: she organizes the M.A.I.D. tournament to determine the world's greatest maid. The winner will receive a lifelong title and fortune, while the losers... will be fired! In this chaotic tournament, four legendary maids will fight for their own goals.

### 2.2. Characters

#### 2.2.1. Marceline - The Goth Maid

- Personality: Cold, sarcastic, and pessimistic. She considers a day without coffee a nightmare. She takes the word "cleanup" quite literally, wielding a giant scythe instead of a duster.
- **Fighting Style:** Slow but powerful strikes. Mid-range attacks focused on controlling the opponent's space.
- Special Moves:
  - Scythe Sweep: Sweeps a wide area in front of her with her scythe, knocking the opponent back.
  - Dark Cloud: Summons a small, slowing black cloud over the opponent.
- Super Move: "Dark Tea Ritual" Forces the opponent into a seat at a gothic tea table and finishes them off with a spooky ceremony.

• Sample Quote: "I'm not happy about this outcome... but fate is cruel."

#### 2.2.2. Alia - The Genki Maid

- Personality: A hyperactive ball of energy who never seems to get tired. She
  prefers to punch the dust away. Her motto: "The faster you clean, the more
  break time you get!"
- Fighting Style: Fast and combo-oriented close-quarters combat.
   Overwhelms the opponent by staying in constant motion.

#### Special Moves:

- Tray Leap: Uses her tray like a springboard to jump onto the opponent.
- Sugar Toss: Throws a handful of sugar at the opponent from a distance for minor damage.
- **Super Move: "Hyperactive Party"** Dashes across the screen multiple times, hitting the opponent with a flurry of candy and confetti.
- Sample Quote: "Yay! Let's have another cup of tea!"

#### 2.2.3. Isabella - The Ojou-sama Maid

- Personality: Elegant, composed, and a perfectionist. She sees herself as the maid of a *true* refined lady and fights while belittling her opponents.
- Fighting Style: Defensive and counterattack focused. Punishes the opponent's mistakes with deadly grace.

#### Special Moves:

- Silver Tray Parry: Blocks an incoming attack with her silver tray and delivers an immediate counterattack.
- Deadly Teacup Toss: Throws a teacup with perfect aim, which ricochets like a projectile.
- **Super Move: "Forced Service"** Forcibly pours scalding tea on the opponent, stunning them for a moment and dealing heavy damage.
- Sample Quote: "Such rudeness deserves a lesson. Consider yourself taught."

#### 2.2.4. Danya – The Mad Scientist Maid

**Personality:** Lives by the motto, "Cleaning is a science!" She is armed with mechanical brooms, electric dusters, and laser dishwashers, fighting with the power of innovation and madness.

• **Fighting Style:** Trap and projectile focused. Controls the battlefield by setting up her inventions.

#### Special Moves:

- Robo-Broom Barrage: Deploys small robotic brooms on the ground that advance towards the opponent and explode.
- Chem-Spill Slick: Pours a liquid on the floor that causes the opponent to slip, hindering their movement for a short time.
- Super Move: "Full Automation" Fills the screen with lasers, robotic arms, and cleaning drones, launching an all-out technological assault on the opponent.
- Sample Quote: "According to my data, your probability of losing is 100%!"

### 2.2.5. Final Boss: Lady Magnifica – The Arrogant Empress

- **Personality:** The owner of the mansion. Believe that no maid is good enough for her. She fights with her luxurious parasol and a condescending attitude, treating her opponents as mere commoners.
- **Fighting Style:** Powerful, slow, and punishing. Responds to every mistake with heavy damage.

# 3.0 Gameplay Mechanics

#### 3.1. Basic Controls

• Movement: D-Pad / Analog Stick

• **Jump**: Up

• Light Attack (Punch/Kick): Button 1 (e.g., X / Square)

• **Medium Attack (Stronger hit):** Button 2 (e.g., Y / Triangle)

• Heavy Attack (Themed Weapon): Button 3 (e.g., B / Circle)

Special Move: Directional Input + Button Combo (e.g., ↓→ + Attack)

### 3.2. Combat System

- Combo Structure: Players can perform simple and intuitive 2-3 step combos like Light-Light-Heavy or Medium-Special Move. No deep memorization is required.
- **Super Meter:** The Super Meter fills up as players deal and receive damage. When the meter is full, they can unleash their powerful Super Move with a single button combination (e.g., L1+R1).
- **Defense:** Blocking is done by holding the back button.

### 3.3. Stages (Battle Arenas)

- Classic Tea Room: Features interactive background objects like toppling cups and breaking plates.
- **Grand Mansion Entrance:** Colliding with the suits of armor on the sides can cause pieces to fall onto the floor.
- **The Cursed Garden:** Bursting the central fountain can drench the opponent, creating a comical visual effect.
- The Haunted Kitchen: Oven doors may swing open, or pans might fall to the ground periodically.

# 4.0 Game Modes

- Arcade Mode: A classic "4 opponents + 1 final boss" structure. Features
  short, witty dialogues between characters before and after each match. Each
  character will have their own unique ending cinematic ("Congratulations, you
  are the ultimate maid!").
- Versus Mode: A mode for two players to fight locally or against Al.
- Training Mode: An area where players can freely practice combos and special moves.

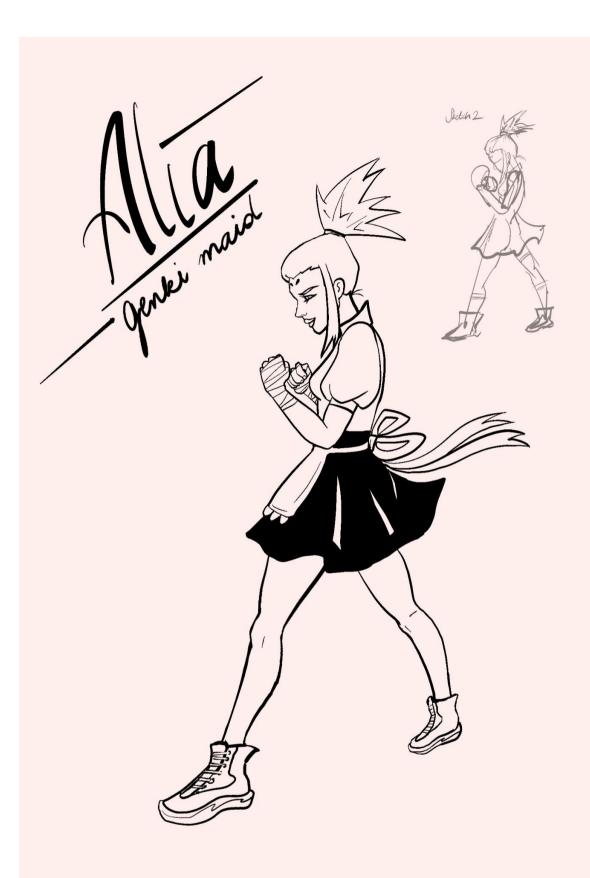
## 5.0 Art and Audio

# 5.1. Art Style

- Overall Aesthetic: An anime style with clean lines and vibrant, bright colors.
   Character animations will be exaggerated and expressive.
- User Interface (HUD): The health bars, super meter, and timer will be decorated with thematic elements like lace and tea stains to fit the game's theme.

5.2. Music and Sound Design

- Music: Upbeat, jazzy, or classical music themes that reflect the mood of each stage and character. (e.g., gothic rock for Marceline, an elegant waltz for Isabella).
- **Sound Effects:** Exaggerated impact sounds, breaking porcelain, teapot whistles, and comical character yelps like "Ouch!" or "That's not fair!"







|Sabella - Ojou Sana "Elegant" Maid Sketch 1 Sketch2

