**Frontiersman**

Game Design Document

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Game Design

## Summary

A pixelized 2D survival/sandbox/RTS, stay alive and become wealthy.

## Gameplay

Mostly do everything by simply controlling your character(yourself), your minions will do their own job after you give them a tool or a weapon. Then just survive, defeat your enemies, expand your power.

## Mindset

Adventurous, explore the unknown. Nervous, defend your enemy. Hurried, avoid death. Calm build your village.

Technical

## Screens

1. Title Screen
   1. Options
2. World Select
3. Game
   1. Inventory
   2. Assessment
4. End Credits

## Controls

Mouse button click, like traditional RTS games. Will try to make everything in the game triggerable, have a least one interaction.

## Mechanics

Physics will be close to the reality, algorithms to generate the world and NPC.

World Design

## Themes

Forest

* 1. Mood
     1. Dark, calm, warm
  2. Objects
     1. Ambient
        1. Butterflies
        2. Beams of sunlight/moonlight
     2. Interactive
        1. Deers
        2. Barbarians
        3. Rocks
        4. Rivers
        5. Trees

## Game Flow

1. Player starts in forest
2. Non-specific flow because it’s going to be sandbox

Development

## Abstract Classes / Components

1. BasePhysics
   1. BasePlayer
   2. BaseNPC
   3. BaseObject
   4. BaseWorld
2. BaseObstacle

## Derived Classes / Component Compositions

1. BasePlayer
   1. PlayerMain
   2. PlayerUnlockable
2. BaseNPC
   1. EnemyWolf
   2. EnemyBarbarian
   3. EnemyBear
   4. NeutralDeer
   5. NeutralRabbit
   6. NeutralGoat
   7. NeutralBuffalo
   8. NeutralBarbarian
3. BaseObject
   1. ObjectRock
   2. ObjectChest
   3. ObjectGoldCoin
   4. ObjectWood
   5. ObjectMeat
4. BaseObstacle
   1. ObstacleMountain
   2. ObstacleLake
   3. ObstacleRiver

Graphics

## Style Attributes

Middle ages colors

Pixel-y, solid, non-black outlines. Emphasize smooth curvatures over sharp angles.

## Graphics Needed

1. Characters
   1. Human-like
      1. Player
      2. Minion
      3. Barbarian
   2. Other
      1. Wolf
      2. Bear
      3. Deer
      4. Goat
      5. Rabbit
      6. Buffalo
2. Blocks
   1. Dirt
   2. Dirt/Grass
   3. Stone Block
   4. Stone Bricks
   5. Wet Dirt
   6. Weathered Stone Block
   7. Weathered Stone Bricks
3. Ambient
   1. Tall Grass
   2. Rock
   3. Tree
   4. Abandoned house
   5. Ruin
   6. Barbarian’s house
   7. Water
4. Other
   1. Chest
   2. Dungeon

Sounds/Music

## Style Attributes

8-bit.

## Sounds Needed

1. Effects
   1. Eating
   2. Working
   3. Soft Footsteps
   4. Sharper Footsteps
   5. Glass Breaking
   6. Chest Opening
   7. Tree cutting
   8. Weapon scratching
   9. Animal roar
2. Feedback
   1. Relieved “Ahhhh!” (health)
   2. Shocked “Ooomph!” (attacked)
   3. Happy chime (extra life)
   4. Sad chime (died)

## Music Needed

1. Slow-paced
2. Exciting
3. Creepy

Schedule

Work in progress