

CHOMPER STUDIOS



Grim Reaper

Loss of Memories

Version #06

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Version History

- Version 01 - Jan 21, 2024
- Version 02 - Feb 04, 2024
- Version 03 - Feb 25, 2024
- Version 04 - Mar 17, 2024
- Version 05 - Mar 31, 2024
- Version 06 - Apr 14, 2024

I. Game Overview

"Grim Reaper" is a single-player 3D action-adventure mobile game that immerses players in the captivating journey of a young boy on a quest to recover his lost memories and ultimately ascend to the role of the Grim Reaper, all with the help of his newfound friend, Crow.

II. Game Play Mechanics

The game will feature a platformer format, offering players the ability to move the character using on-screen controls. In addition to movement and attacking, players will also have the option to jump to navigate the environment effectively. As players progress, they'll encounter both monsters that need to be defeated and challenging bosses to confront, designed to challenge their wits and platforming skills, creating a diverse and engaging gameplay experience.

III. Camera

The camera in 'Grim Reaper' will provide a 3rd-person angle. This perspective ensures that players can fully immerse themselves in the side-scrolling platformer format, enabling easy navigation through the world and its intricacies while maintaining a consistent visual experience.

IV. Saving and Loading

In "Grim Reaper", players can expect a thoughtful savepoint system strategically placed throughout the game. These savepoints are thoughtfully distributed between stages to provide players with a sense of security and progression. Whether you find yourself in the midst of a challenging stage or right before a formidable boss encounter, the save button will allow you to save your progress and continue your adventure with ease. This ensures that players can focus on mastering the platforming and combat aspects of the game, knowing that their progress is safely preserved at key junctures in the journey.

V. Controls

In "Grim Reaper", players will make use of on-screen control.

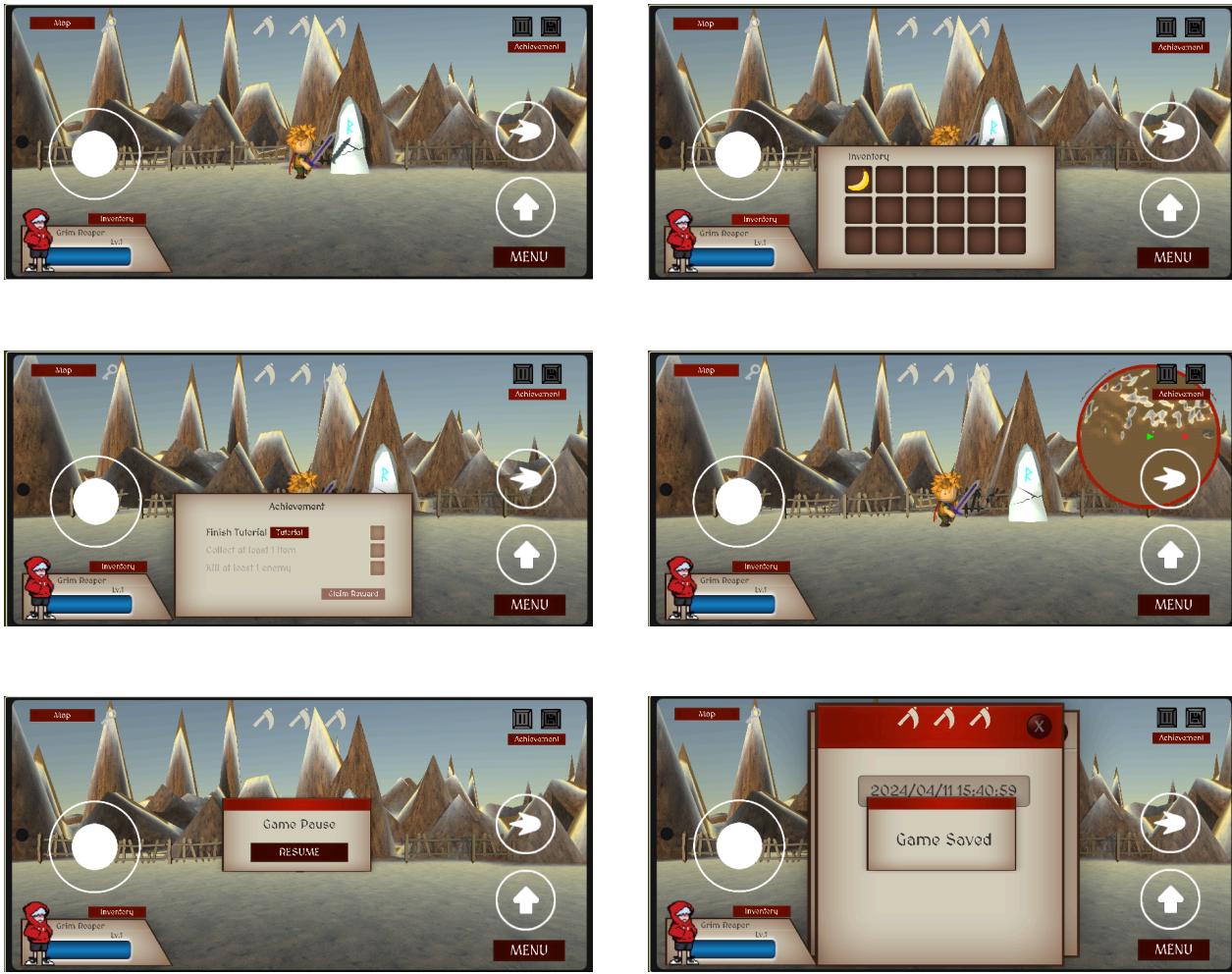


VI. UI and Menu Sketches



Main Menu

- New Game: Embark on a new journey and discover the world
- Load Game: Access a specific saved progress and continue from that checkpoint
- Options: Customize audio options.
- Exit: Exit the game.



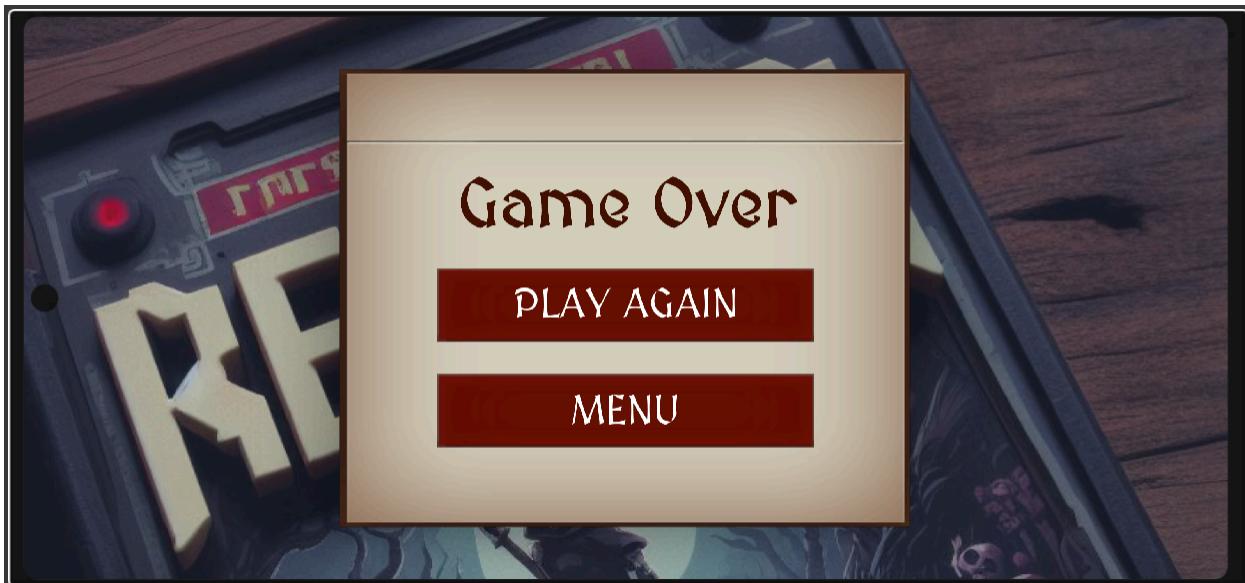
Game Level UI

- **Inventory System:** Consumables the player picks up on the way to refill player's health, consumables types and location are randomly arranged every time.
- **Health System:** Player's life count and amount of hit points (HP), the HP can be refilled by consuming consumables, however, life count cannot be recovered.
- **Achievement System:** A list of quests assigned to the player. When the player completes quests, a reward will be granted.
- **Mini Map:** A map showing a radar-like view of the level, indicating the player's position, enemy positions, and level checkpoints.
- **Menu:** It contains main menu options.
- **Pause Button:** The player can pause the game and resume
- **Save Button:** The player can save at any point of the game progress.



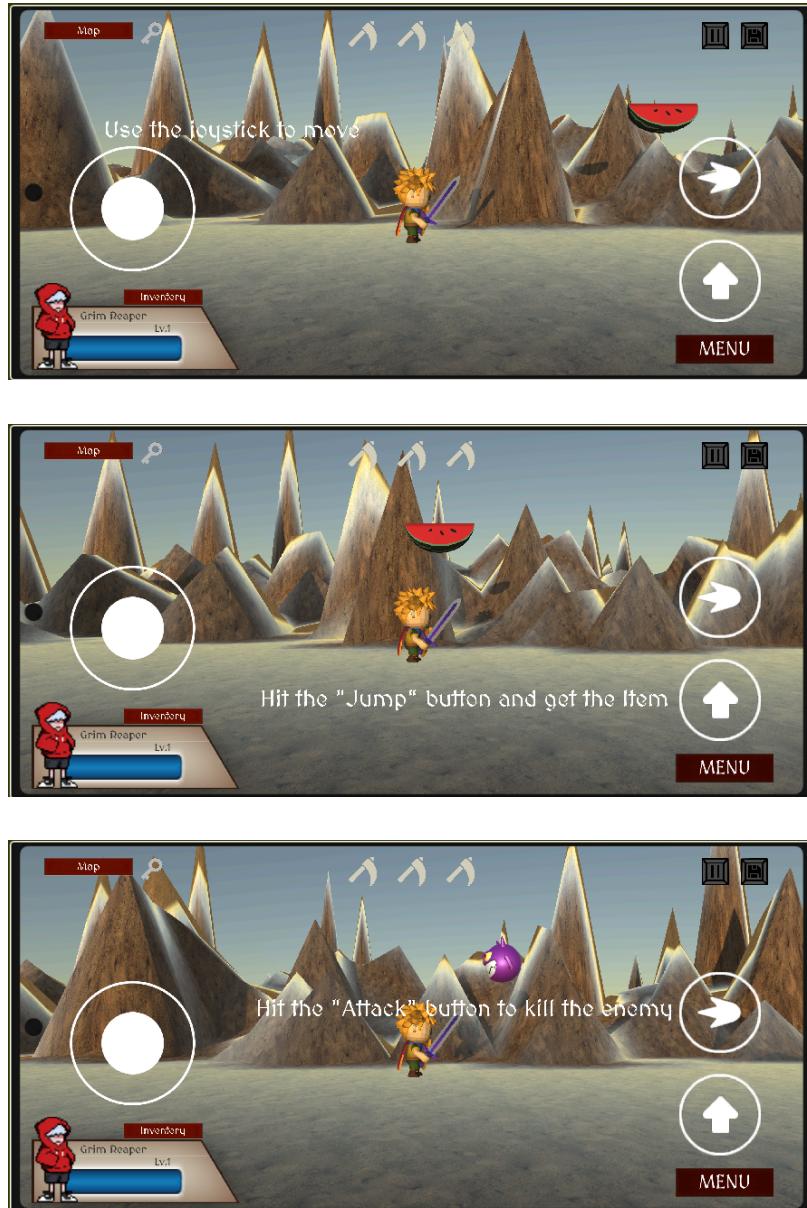
Game Win Menu

- Menu: Go back to the main menu scene
- Exit: Exit the game

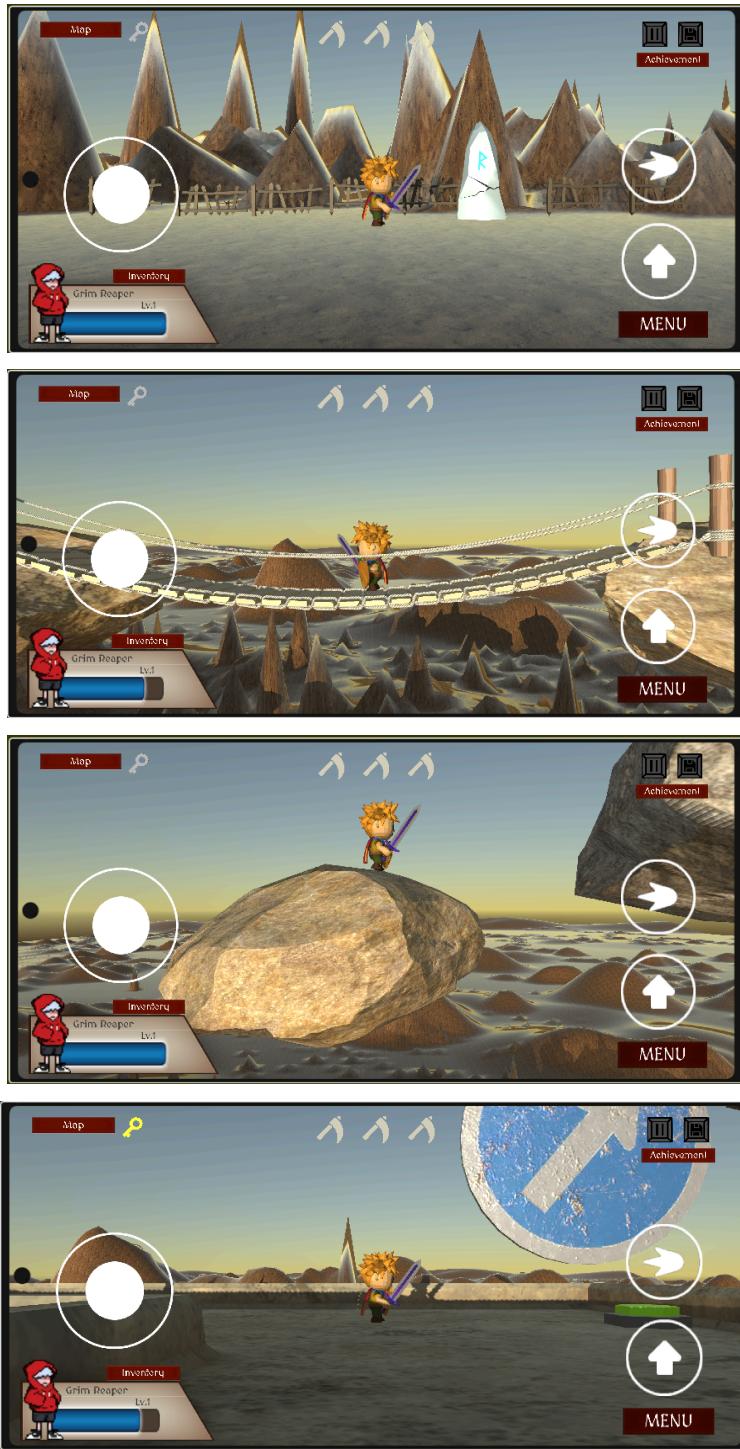


Game Over Menu

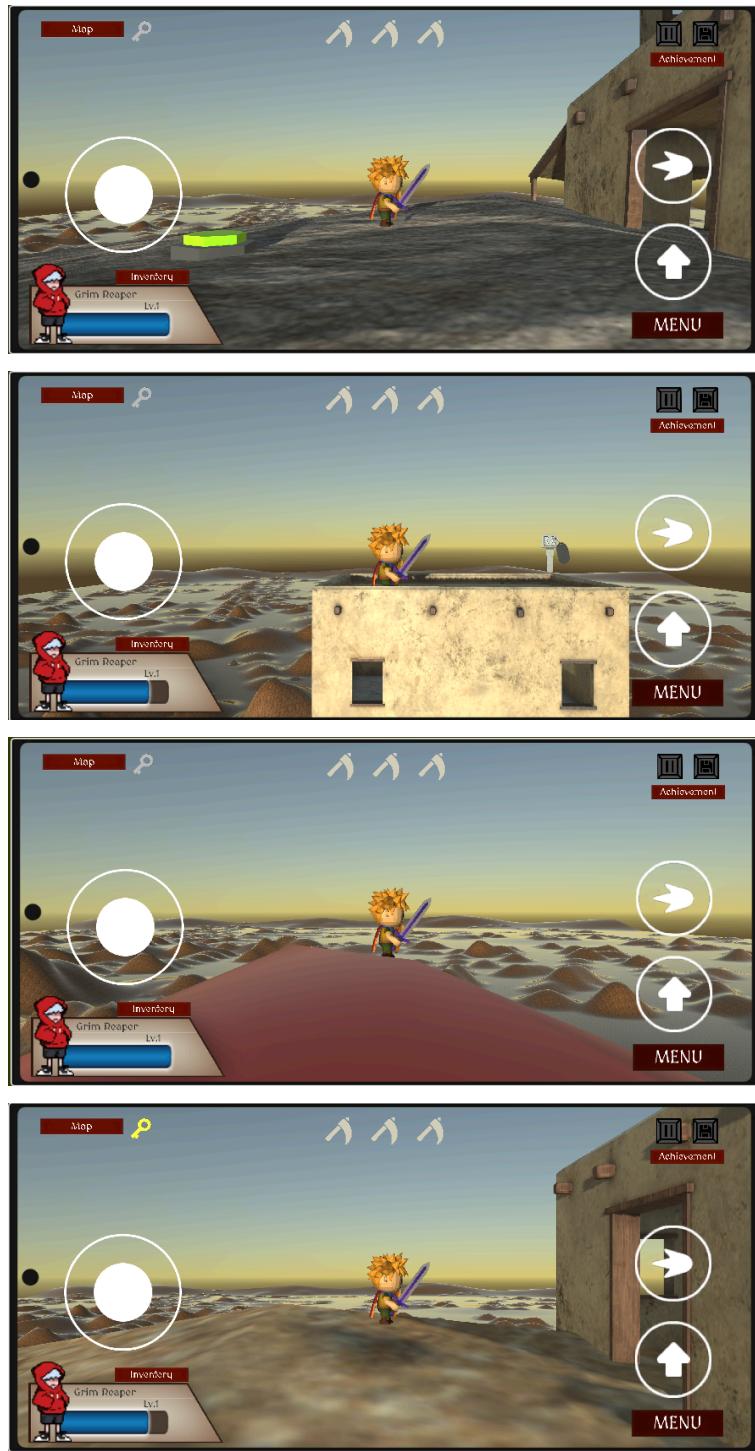
- Play Again: Go back to the game level to let player play again
- Menu: Go back to the main menu scene

VII. Level Sketches**Tutorial**

- Step1: Use the joystick to move the character
- Step 2: Hit the jump button to jump and collide to collect items
- Step 3: Hit the attack button to shoot crow bullets and kill the enemies



Game Level - Part 1

**Game Level - Part 2**

VIII. Game World

In our game, players will step into a surreal and haunting realm known as 'Limbo.' This ethereal world is a labyrinthine landscape, where reality bends and twists, giving birth to a series of mind-bending and captivating stages. This dimension-shifting world challenges players with its otherworldly beauty and treacherous terrain. As players traverse these twisted stages, they'll unravel the mysteries of Limbo and confront the surreal forces that dwell within, creating an immersive and unforgettable experience.

IX. Levels

The game consists of two levels in this stage, including tutorial level and game level, each featuring various types of platforms such as static, moving, ramps, elastic, spinning, and swinging elements. Additionally, different enemies and obstacles will be introduced in each level, with the difficulty increasing as players progress to higher stages. Enemies become stronger based on the current stage, providing a greater challenge, but players can discover more powerful weapons to aid in their journey.

X. Game Progression

When the player loads into the new game, a tutorial level hint will be shown. Meanwhile, there is an achievement scheme: when the player completes all the quests, including finishing the tutorial level, collecting at least 1 item, and killing at least 1 enemy, the player will be rewarded by being sent directly to the location of the key. It is because to advance to the game win scene, the player must first locate and retrieve the key from a designated location, then successfully navigate to the corresponding building or gate to unlock entry. However, the journey is fraught with challenges, as enemies and hazards stand in the way, hindering the player's progress. To overcome these obstacles, the player can employ various movements, including jumping and attacking, and utilize different weapons to either defeat enemies or navigate around hazards, ultimately allowing them to reach the gate and proceed to the next level.

XI. Characters

- Main character: Reaper
- Assistance character: Crow

XII. Non-player Characters

- Chickens

XIII. Enemies

- Batty
- Flamey (will be available in the next stage)
- Bunny (will be available in the next stage)
- Doggy (will be available in the next stage)

XIV. Weapons

- Crow
- Scythe (will be available in the next stage)

XV. Items

- HP Consumables (banana, watermelon, cherry)

XVI. Abilities

- Crow Attack: Shoot crows to attack
- Slice: To attack with the scythe (will be available in the next stage)

XVII. Achievement System

- Quest 1: Finish the tutorial
- Quest 2: Collect at least 1 items
- Quest 3: Kill at least 1 enemy
- Reward: Being sent to the location of the key

XVIII. Sound Index

- Walk/ Run
- Jump
- Crawl Attack
- Player Reborn
- Enemy Hit
- Background Music
- Button Click
- Achievement complete
- Game Win
- Game Over

XIX. Story Index

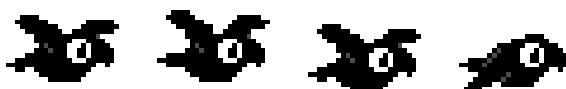
- Level 0: Tutorial
- Level 1: Journey
- Level 2: Adventure (will be available in the next stage)
- Level 3: Final Boss (will be available in the next stage)

XX. Design Notes

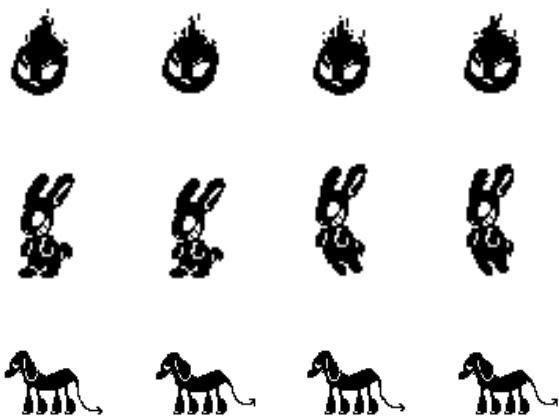
- Reaper Design



- Crow Design



- Enemy Design



XXI. Future Features

New levels, enemies, and equipment will be added, with polished music, sound effects, and graphics.