

CHOMPER STUDIOS



# Grim Reaper

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## Loss of Memories

Version #04

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Mar 17, 2024

**Grim Reaper**

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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

## 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

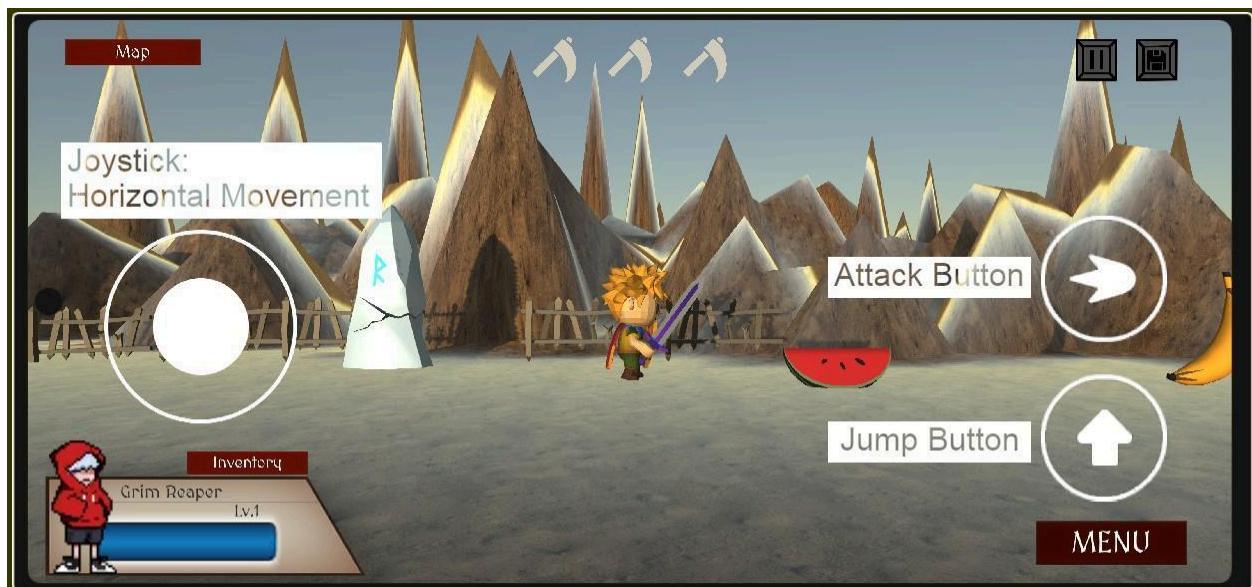
The game will feature a platformer format, offering players the ability to move the character using on-screen controls. In addition to movement and attacking, players will also have the option to jump to navigate the environment effectively. As players progress, they'll encounter both monsters that need 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.

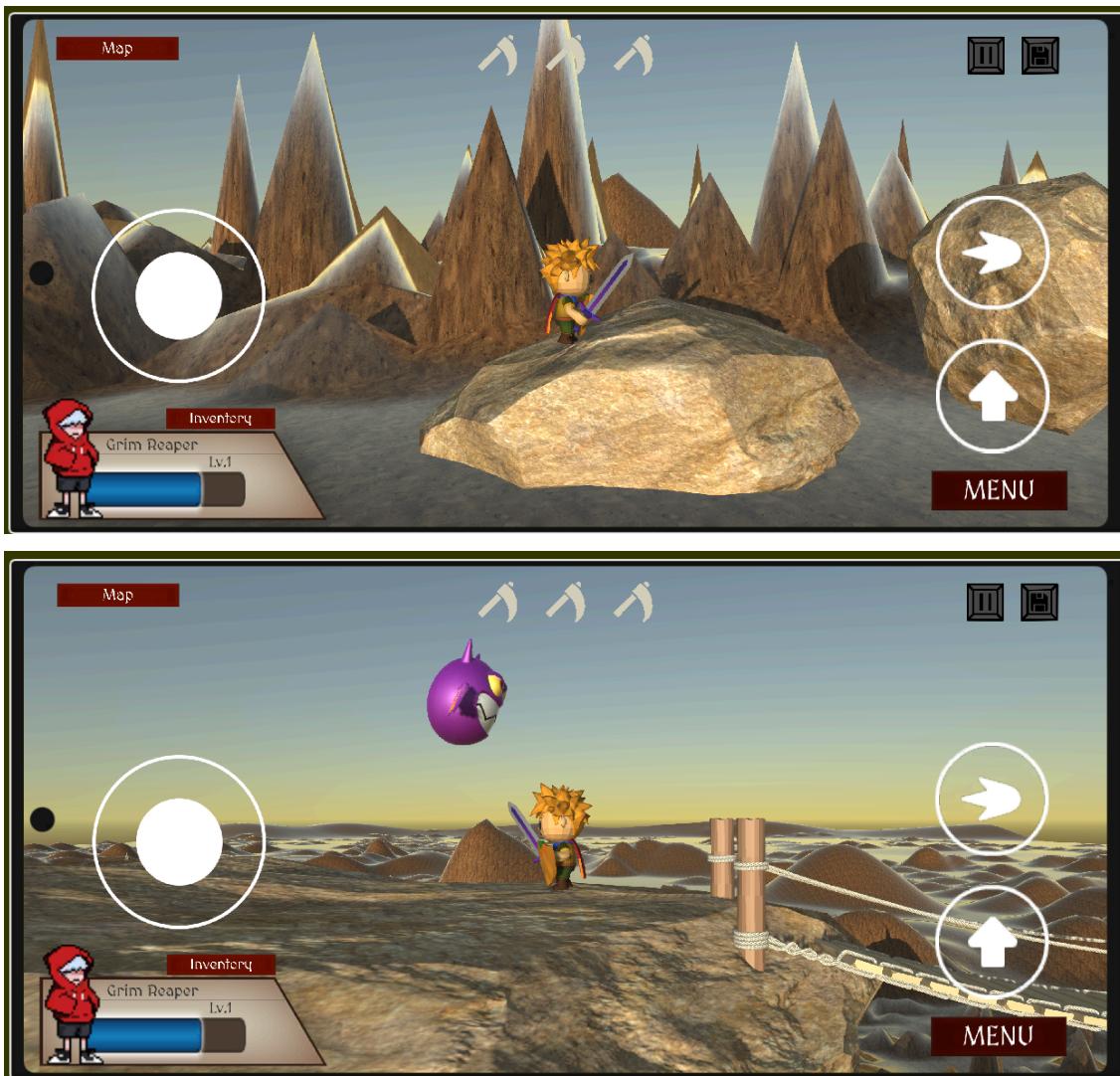
## IV. Controls

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



#### V. 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.

**VI. Interface Sketch**



## VII. Menu and Screen Descriptions



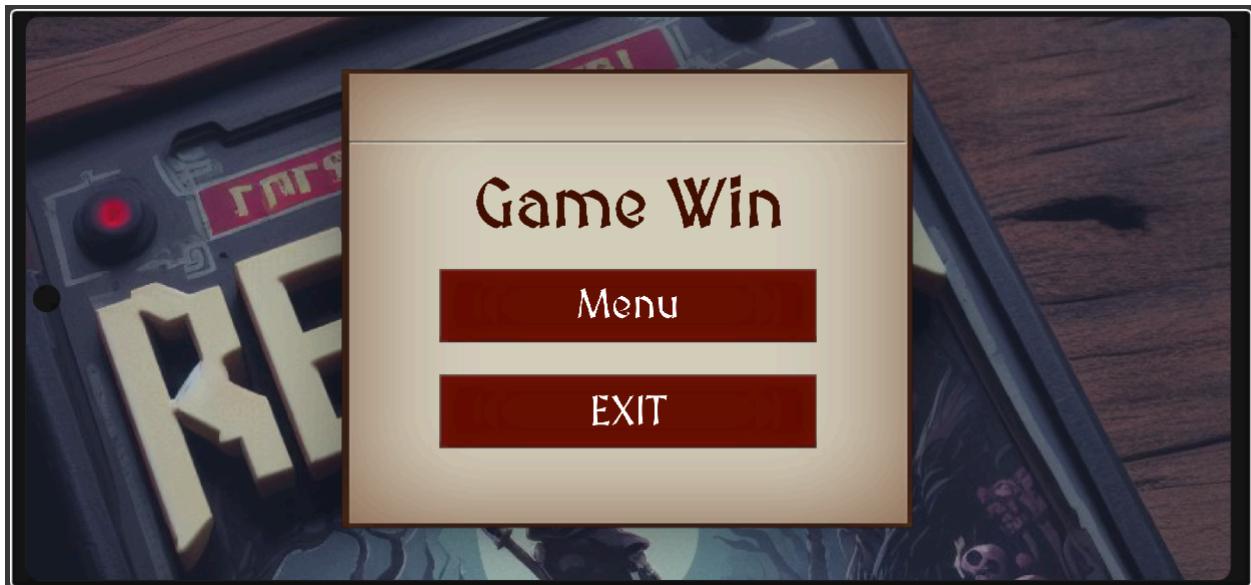
**Main Menu**

- 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



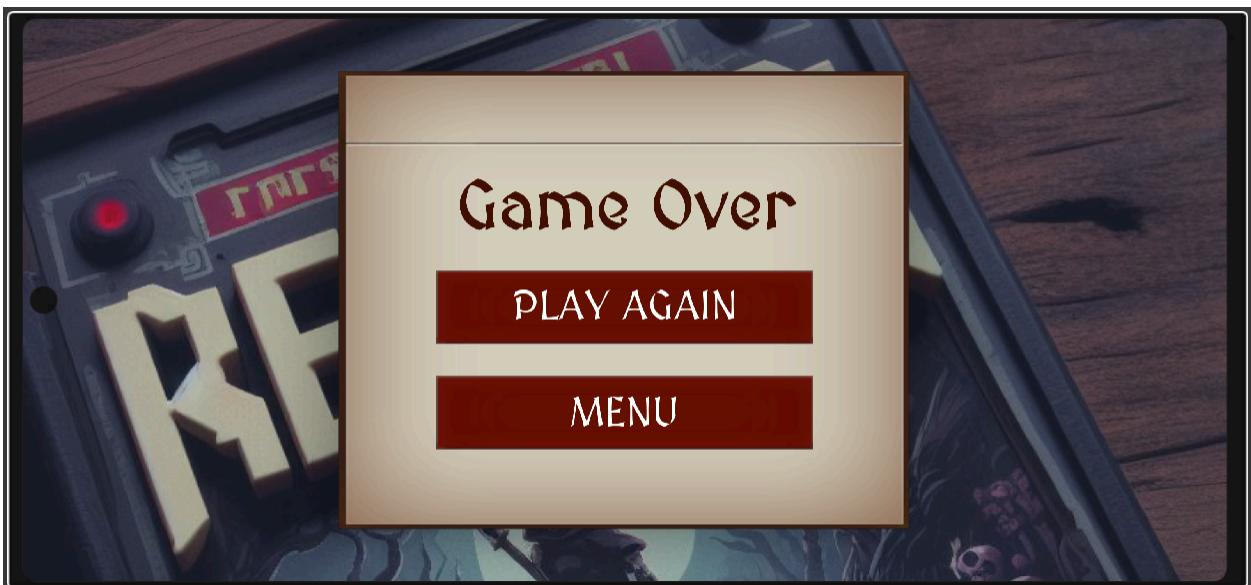
### Game Level Screen

- Inventory System: Weapons or magazines the player picks up on the way.
- Health System: Player's life count, amount of hit points (HP), and the number of remaining enemies.
- Mini Map: A map showing a radar-like view of the level, indicating the player's position, enemy positions, and level checkpoints
- Settings: It contains sound options and game exit button.



### Game Win Screen

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



### Game Over Screen

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

## 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 three levels, 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

To advance to the next level, 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. Vehicles**

No vehicles involved.

**XVIII. Script**

No external scripts at this stage.

**XIX. Scoring**

No scoring involved.

**XX. Puzzles/Mini-games**

No puzzles/mini-games involved.

**XXI. Bonuses**

No bonuses at this stage.

**XXII. Cheat Codes**

No cheat code at this stage.

**XXIII. Sound Index**

- Walk/ Run
- Jump
- Crawl Attack
- Scythe Attack (will be available in the next stage)
- Player Hit
- Player Die
- Player Reborn
- Enemy Move
- Enemy Attack
- Enemy Hit
- Enemy Die
- Background Music
- Button Click
- Game Win
- Game Over

**XXIV. Story Index**

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

**XXV. Art / Multimedia Index**

No art / multimedia at this stage.

**XXVI. Design Notes**

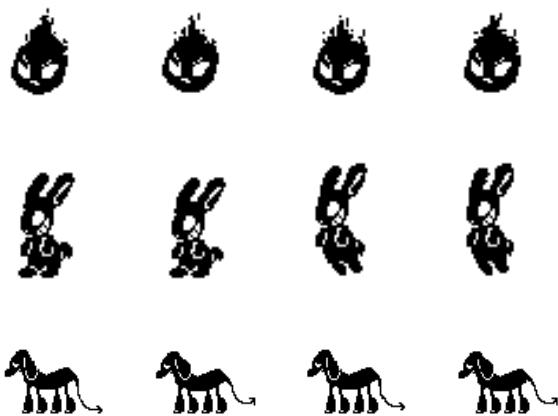
- Reaper Design



- Crow Design



- **Enemy Design**

**XXVII. Future Features**

New side story, new game mode, more equipment can be purchased in store.