

CHOMPER STUDIOS



Grim Reaper

Loss of Memories

Version #02

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Feb 04, 2024

Grim Reaper

Version History

- Version 01 - Jan 21, 2024
- Version 02 - Feb 04, 2024

I. Game Overview

"Grim" is a single-player 3D action-adventure 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 directional keys. In addition to movement and attacking, players will also have the option to jump and perform a double 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 keyboard and mouse. There are two options:

- Option 1: The movement is handled with the WASD keys, the space bar for jumping and the mouse right click designated for attacks.
- Option 2: The movement is handled with the arrow keys, the space bar for jumping, and the "F" key designated for attacks.

Players can switch between these two options on the main menu and also in the game scene.

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

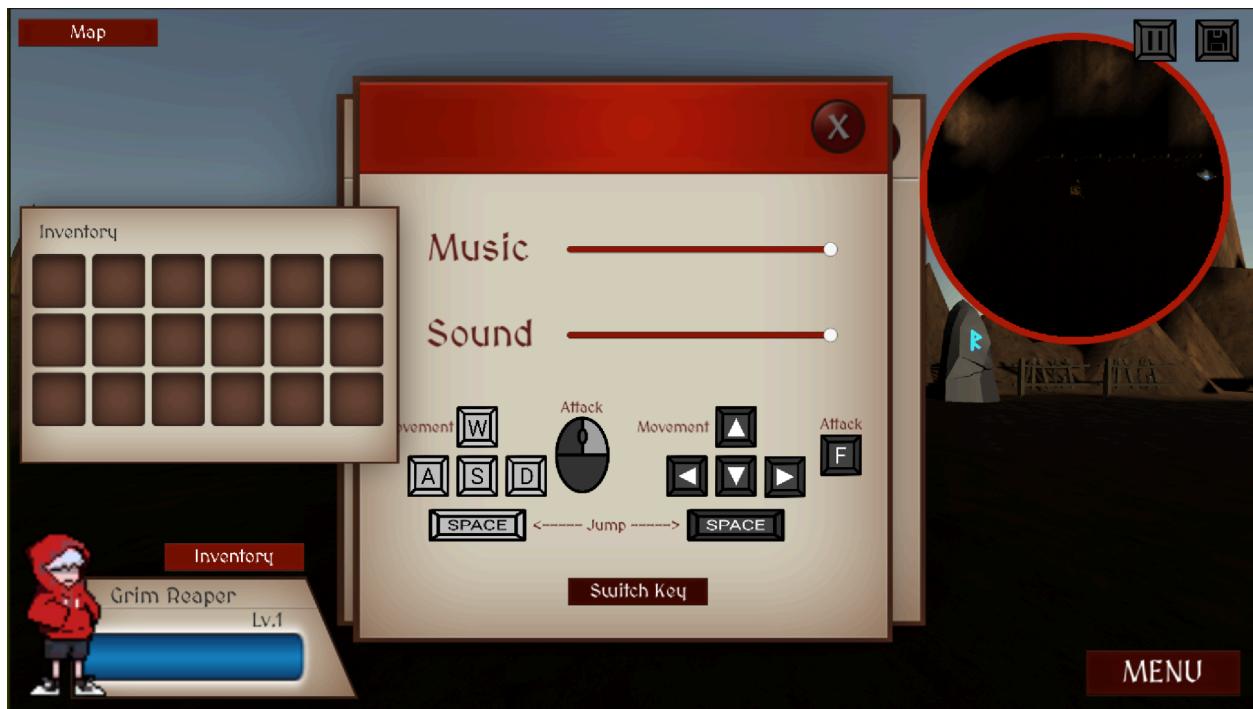


VII. Menu and Screen Descriptions



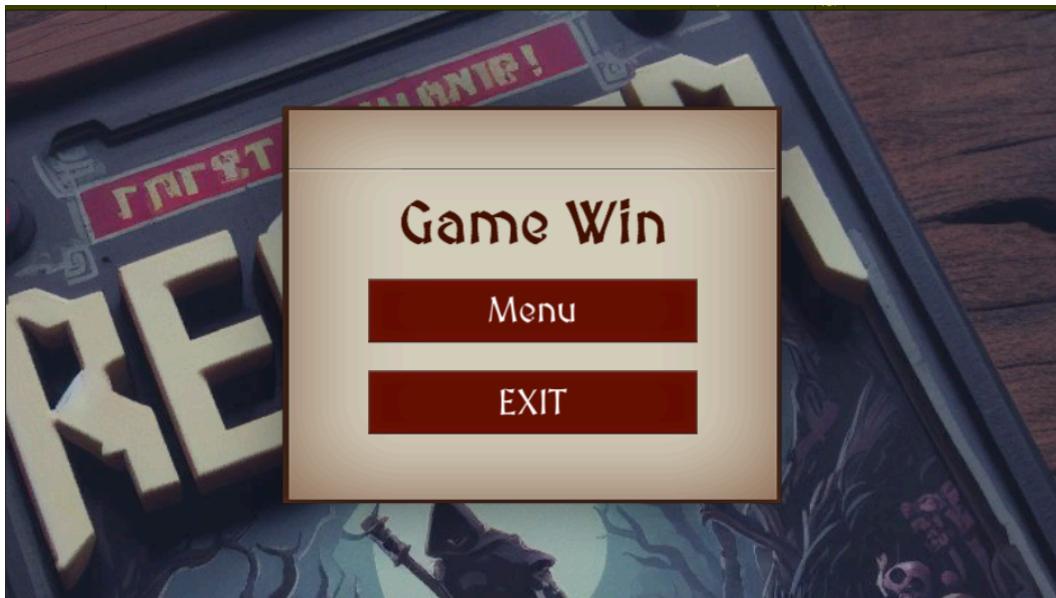
Main Menu

- 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 and control options
- Exit: Exit the game

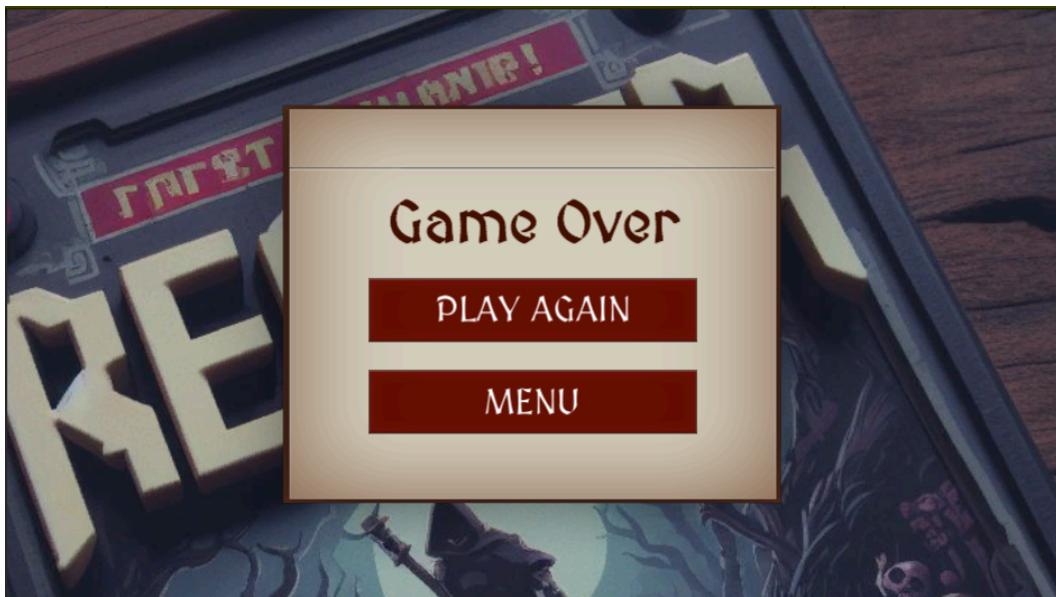


Game Level Screen

- 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 reach the door. 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 door and proceed to the next level.

XI. Characters

- Main character: Reaper
- Assistance character: Crow

XII. Non-player Characters

- Quest NPCs

XIII. Enemies

- Batty
- Flamey
- Bunny
- Doggy

XIV. Weapons

- Crow
- Scythe

XV. Items

- HP Consumables

XVI. Abilities

- Crow Attack: Shoot crows to attack
- Slice: To attack with the scythe
- Turn undead: Turn killed enemies as a weapon

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
- 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: Tutorial
- Level 2: Adventure
- Level 3: Final Boss

XXV. Art / Multimedia Index

No art / multimedia at this stage.

XXVI. Design Notes

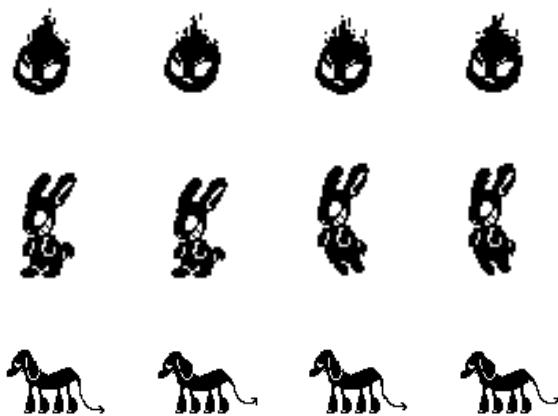
- Reaper Design



- Crow Design



- **Enemy Design**

**XXVII. Future Features**

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