

# NO. 205

Game Design Document

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Become the cutest little failed experiment ever and fight your way out of a secret lab, through a scary rainforest to a dark cave in order to free yourself and do all that while upside down!

- Genre:** 2D side scrolling game
- Platforms:** PC (Android)
- Technologies:** Unity, Gimp, Autodesk SketchBook
- Target Audience:** anyone who likes side scrolling games
- Main idea:** This game will show you the world from another perspective through the eyes of a failed experiment. Scientists were playing with gravity and by a mistake created a very unique creature that was falling upwards. Gravitation pulls him towards the sky, so he has to be careful not to fall up on his run from the evil laboratory. Game can be played with two different approaches: you can hide and attract as less enemies as possible or you can force your way through using brute force. Either way, save your furry skin!

#### Game mechanics/features:

- ❖ subject can run (A/D) and jump (Space) (*essential*)
- ❖ subject can use hide (Ctrl) (only when unseen), it disables his movement, but he's almost impossible to spot (*important*)
- ❖ subject can fight using a melee attack, which does damage to single enemy (*important*)
- ❖ when unseen, subject can stand right above (from our perspective under) an enemy and strangle him with his tail, deals huge damage to single enemy (*important*)
- ❖ subject can use wide area attack to deal damage to multiple enemies by changing their gravity, it consumes gravity points, which can be gathered through the game (*can do without*)
- ❖ screen moves to the right and left according to subject's movement (*essential*)
- ❖ subject can fall into the sky if not careful enough, which instantly kills him (*essential*)
- ❖ subject is being hunted by scientists and guards, once he is seen, they will keep attacking (with sleeping darts or special net-guns) until they capture him or die (*important*)

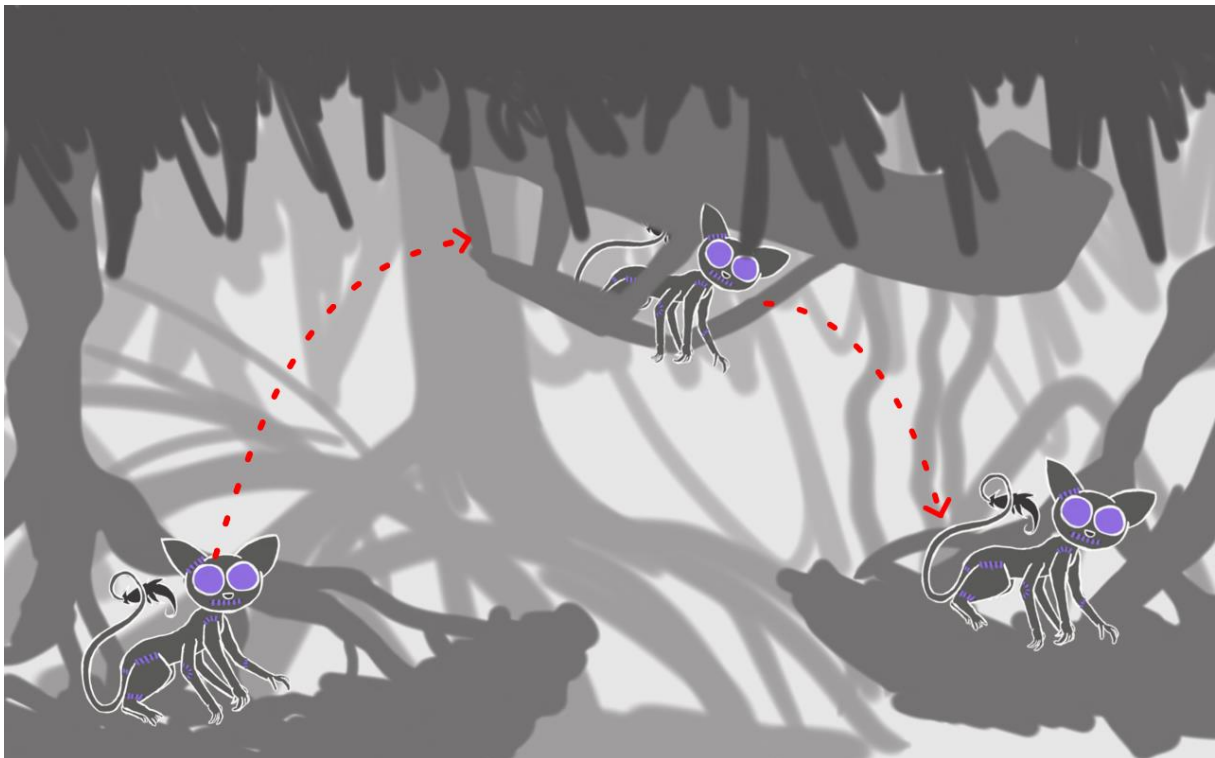
- ❖ when subject is hit, he loses some amount of health, when he is on 0%, he falls asleep and is captured (*important*)
- ❖ subject can regenerate health by staying in hide mode for certain amount of time (*important*)

#### Game visuals:

- ❖ the game will be hand drawn in gray scale with a couple of aspects in color (such as subjects glowing purple eyes and purple stitches, scientists' eyes...) (*essential*)
- ❖ when subject is in hide mode, his eyes' glow fades and he becomes a little transparent (*important*)
- ❖ when subject is spotted by enemies in the laboratory level, lights blink in red color to signalize emergency (*can do without*)
- ❖ sometimes it rains upwards (actually normally) in the rainforest level (*can do without*)
- ❖ when inverting gravity of enemies, glass roofs can be broken and enemies can fall to the sky (as well as the subject) (*can do without*)

#### Audio:

- ❖ background music, computer generated
- ❖ sound effects (steps, door opening, shooting...)



**Time schedule:**

**1<sup>st</sup> – 4<sup>th</sup> week:** game design, demo, basic mechanics

**5<sup>th</sup> – 6<sup>th</sup> week:** animations, drawing levels

**7<sup>th</sup> – 8<sup>th</sup> week:** creating enemies (AI, graphics)

**9<sup>th</sup> – 10<sup>th</sup> week:** user interface

**11<sup>th</sup> – 13<sup>th</sup> week:** finishing