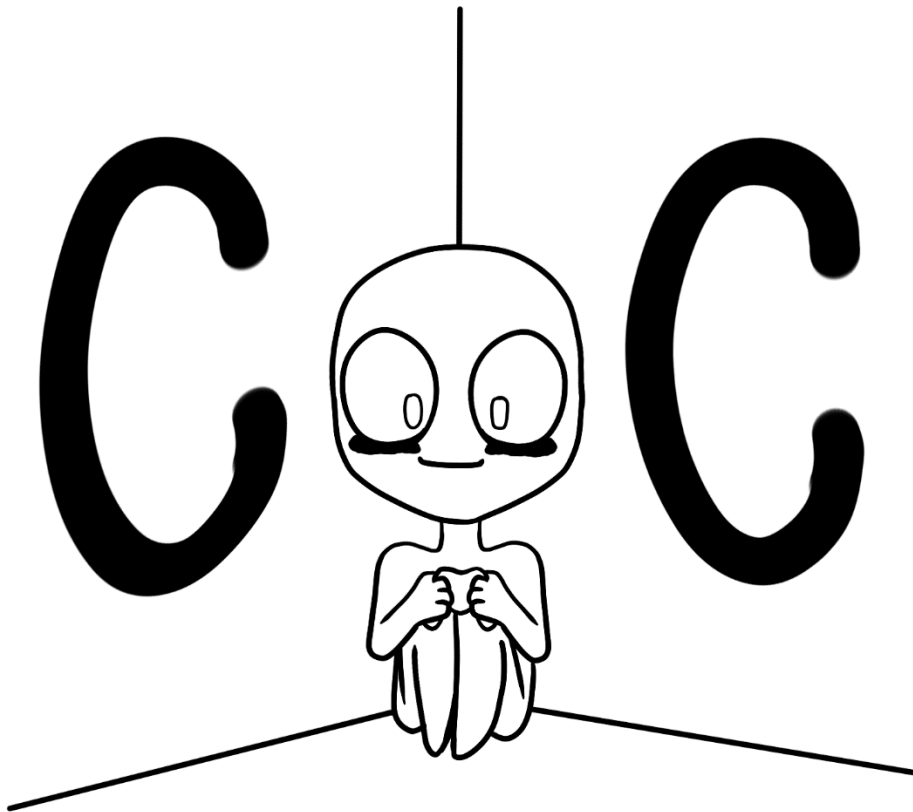# Game Design Document

Project Name: **Project Trout**

Team Name: **Corner Crew**

Project Members: **Jack Hunt – Lead Designer/Programmer/Artist/Musician**

Design Document Versioning

Version	Date	Author	Description
1.0	14/6/2018	Jack Hunt	Document Created
1.1	15/6/2018	Jack Hunt	Added Scheduling
1.2	15/6/2018	Jack Hunt	Added Art/Music & Mockups

Design Document Versioning

Table of Contents

Game Description

The core game consists of an action-adventure playstyle in a 2D environment taking place in a world where fruits, vegetables and meats battle for supremacy.

Design Goals

This game aims to achieve the following goals:

1. Establish a universe that can be maintained and improved upon in future Corner Crew games
2. Serve as an introduction to Corner Crew games for new players
3. Develop a fun gameplay system, based on:
   3.1. Power – players develop new powers and fight for the top available position in the established world
   3.2. Discovery – players discover the storyline, the world and a previously unestablished lore which will be further developed in either DLC or future games

Influences & Sources

The team researched the Pokémon game series as well as games such as Nuclear Throne and The Binding of Isaac, the game's art style will be similar to that of PixelFall while being in the same world as the aforementioned game.

Target Market

The ideal player would conform to these characteristics:

1. Young – Ages 16 – 28
2. Has a taste for games released from years 1992 – 2004
3. Enjoys mobile and desktop games

Functional Specifications

Game Mechanics

Core Gameplay

The playable character moves in all directions available on a 2D plane, exploring and discovering the nearby environment which will extend offscreen. Enemies will spawn randomly in predetermined locations and the player must defeat them with the themed attacks of the playable character, defeating enemies will not always be required however, as the game will mostly serve as an open-world experience.

As the player progresses, the playable character will be rewarded with improved skills as well as the ability to unlock new skills that will help towards furthering progress. The game as a whole will have limited dialogue as the focus is more on the action-adventure aspects of the game as opposed to the story elements; the story itself will function as a secondary element of the gameplay.

Game Flow

The playable character will be able to:

- Move in all directions along a 2D plane
- Attack enemies with at least 2 different abilities
- Destroy certain obstacles

Technical Specifications

It has been decided that the game will be developed using the 2D functions of Unity3D; the in-house engine Vodka was considered but due to a number of technical limitations and development issues, the engine was passed on.
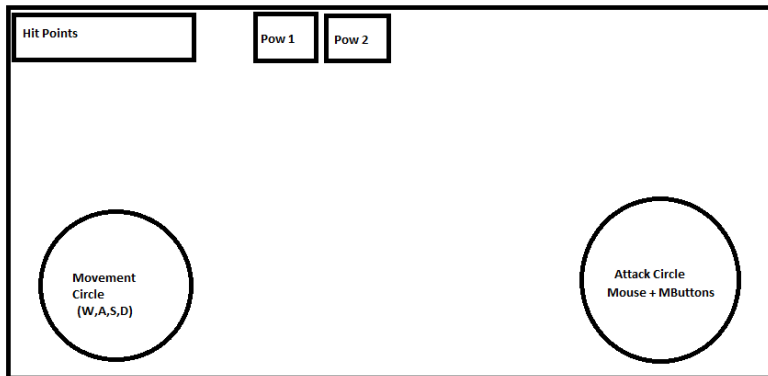
Platform & OS

As Unity gives the ability to develop and export to multiple platforms with minimal extra code, the proposed OS had been decided to be Windows, OSX and Linux, however the concept of an iOS and Android rollout has been considered and will be on the table once the alpha state has been completed.
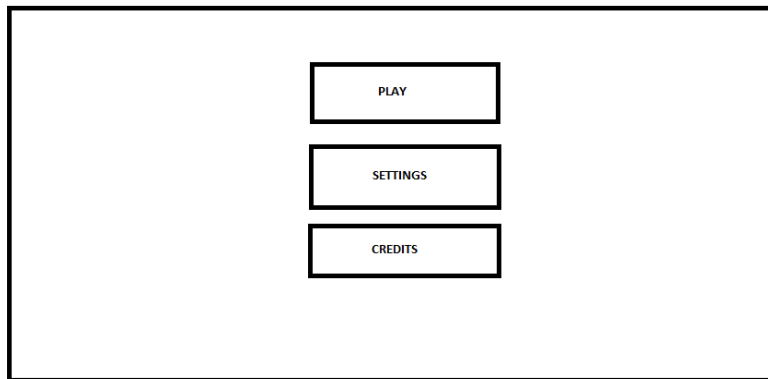
The main focus will be to the desktop operating systems since the original idea was pitched to be targeted at them.
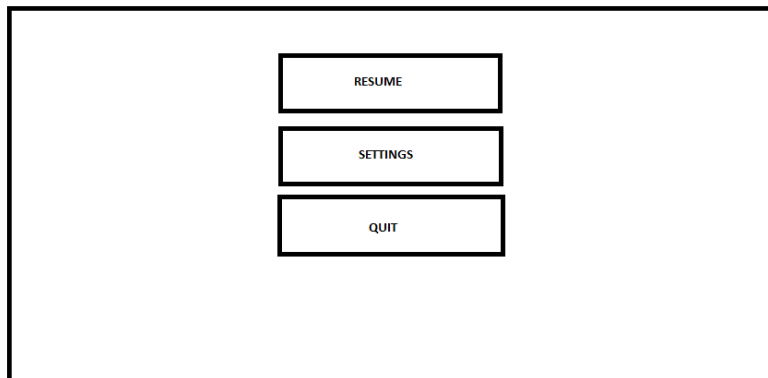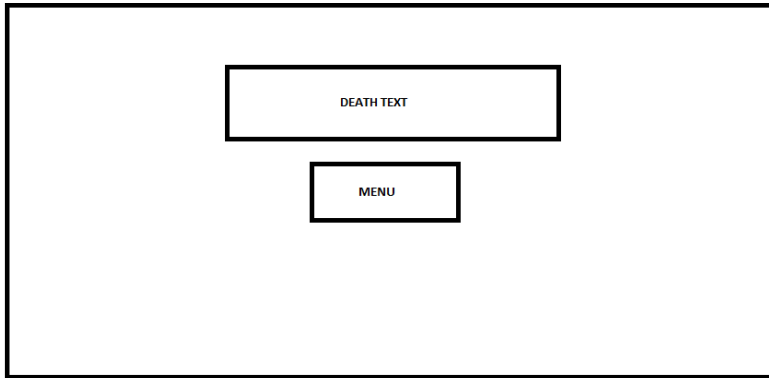
Mock-ups

Game Screen

Hit Points		Pow 1	Pow 2	

Movement
Circle
(W,A,S,D)

Attack Circle
Mouse + MButtons

Menu Screen

PLAY

SETTINGS

CREDITS

Pause Screen

RESUME

SETTINGS

QUIT

Death Screen

Art & Music

GUI & Game Art

The game will consist of an art-style similar to that of PixelFall and Stardew Valley; a low resolution of each individual sprite will be used; no cartoon style outline would be used as most people normally envision an outline for every object in a pixel-art style.

The images themselves will be completely clear as there will be a point filter on all in game imaging, the game will have north-west lighting on all objects. The only apparent issue with this style would be ensuring that the GUI will stand out from the existing game world.

Music

The music, as with the art, will be in the same style as PixelFall and Stardew Valley; the music will be developed in FL Studio and will be released with the game as a downloadable soundtrack. The number of tracks will be limited to the amount of game states:

- Menu
- Game
- Game End

Sound Effects

All sound effects will be created using bfxr as it provides a straightforward interface for developing all the effects that are required. The list of effects required are as follows:

- Agent Hit
- Projectile Launched
- Button Pressed
- Cooldown Reached

Production Schedule

Scope

The project's scope includes the following

- Designing and development of a desktop/mobile game
- Game is to have action-adventure gameplay
- Multiple unique enemies
- Open-world level design

Scheduling

- Pre-production – 10/6/2018 – 16/6/2018
- Development of programmed assets and basic art – 17/6/2018 – 25/6/2018
- Alpha Internal Release – 26/6/2018
- Development of polished art assets and animations – 26/6/2018 – 5/7/2018
- Development of audio assets – 26/6/2018 – 5/7/2018
- Closed Beta Release – 6/7/2018
- Polishing and balancing of programmed assets – 6/7/2018 – 11/7/2018
- Initial Release – 11/7/2018