Team Beard Bear

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Rogue Nightmare

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Version History

Date	Edits Made
4/26/16	Initial Creation
4/28/16	Game Pitch. Concepts and ideas added.
5/04/16	Refined ideas, added art section, changing requirements (no violent combat)
5/12/16	Updated enemies, UI, and level layouts that were discussed and changed in recent meeting.
5/19/16	Added mechanic information to the enemies, bosses, and power ups/consumables. Added information on what happens when a player loses his vivid (health) points.
5/26/16	Added information on a few more power ups and the mechanics of the Boogeyman boss.
6/7/16	Added images of art that were used in game

Game Overview

Defend your dreams by fighting off various enemies and gain experience to equip better gear that helps you traverse farther into your dreams.

Game Tagline

~~Defeat Your Nightmares~~

It's not just a bad dream

Face your fears, Conquer your nightmares

Game Play Synopsis

The player starts in the dream world, a semi-randomly generated level, and progresses through the game until they run out of sleep power. When the players sleep power runs out they return back to their bedroom.

In the bedroom the player may use the experience they gained in the dream world to equip armor and ~~weapons~~ toys. Armor is found in a pile of clothes that are on the ground and contain items that you may find in a kid's room. ~~Weapons~~ Toys are found in the child's toy box that is within their room. The player may then return to the dream world by falling asleep in the bed.

The player then continues to push further, gain more experience, unlocks the story, equip better gear, and repeat until they beat the final boss.
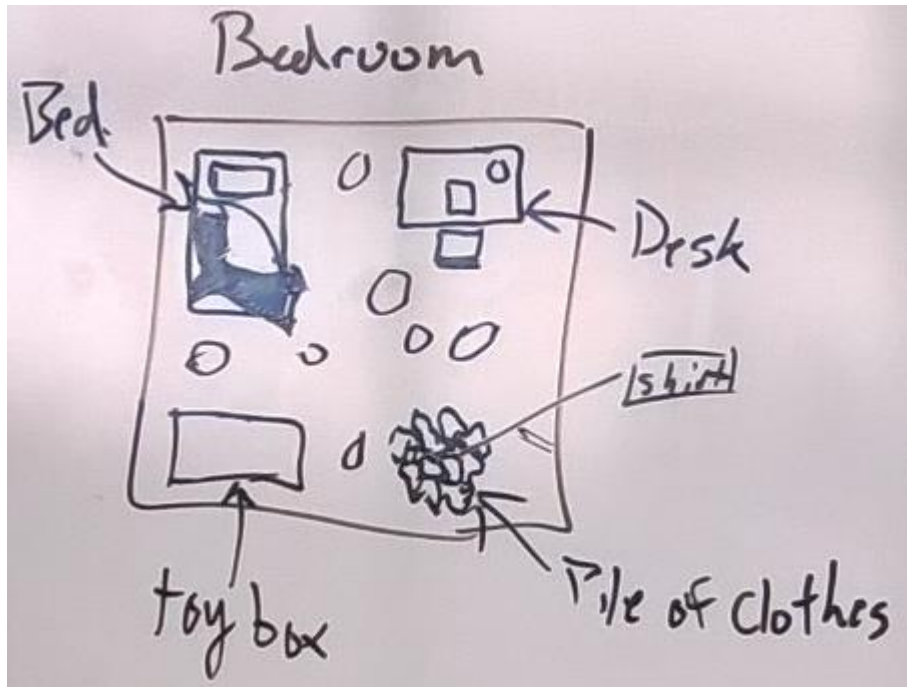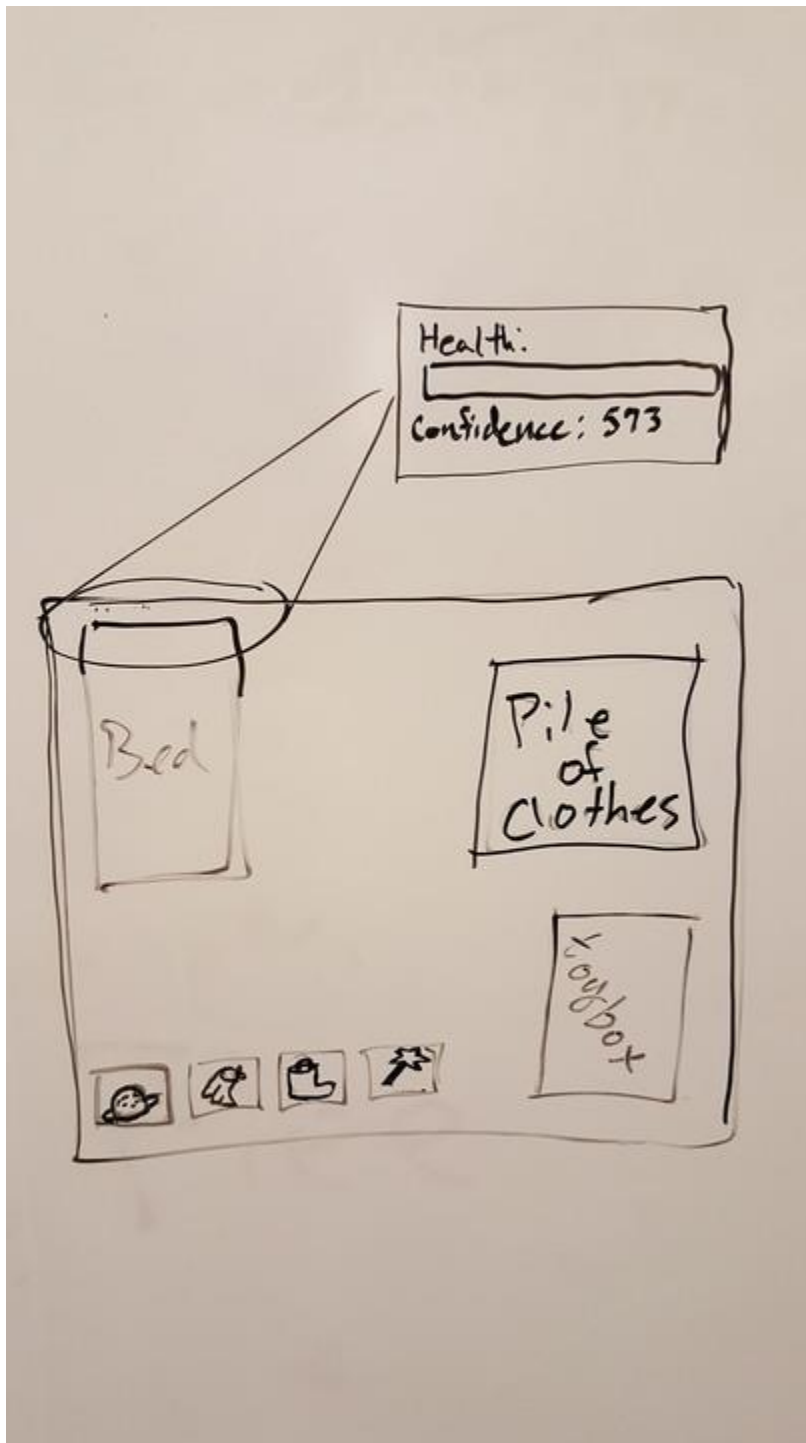
Game World Overview

Figure 1 – Bedroom

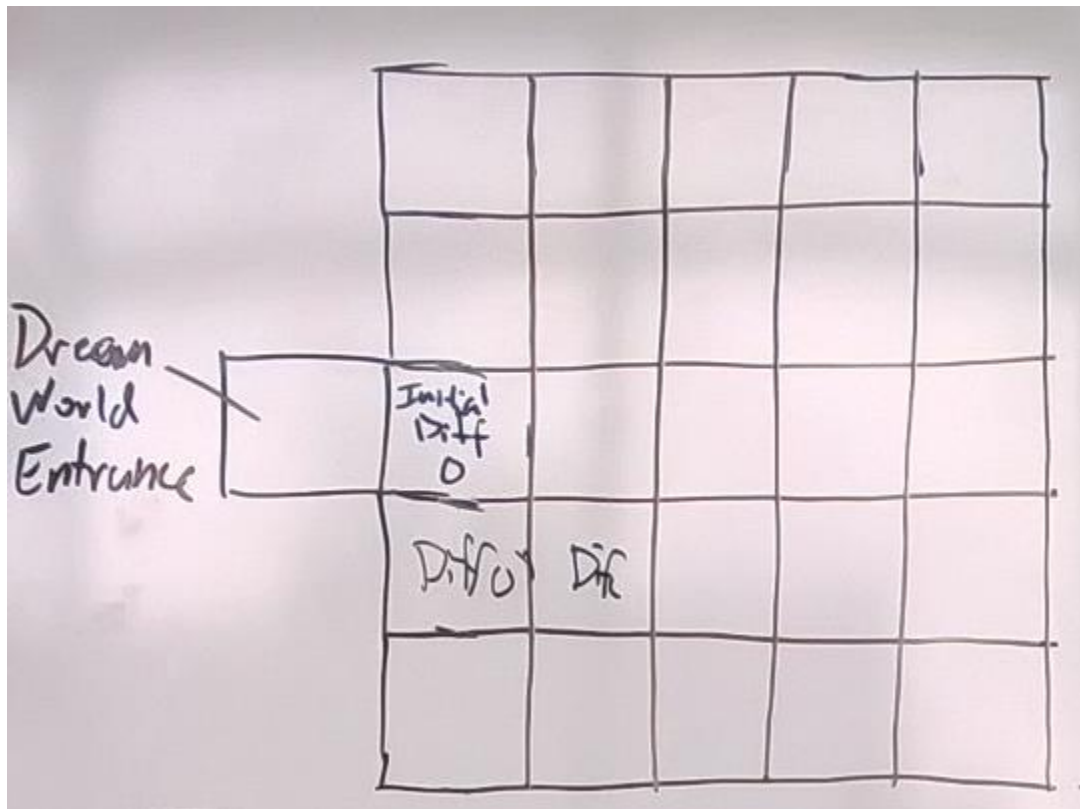*Figure 2 – Bedroom Updated*

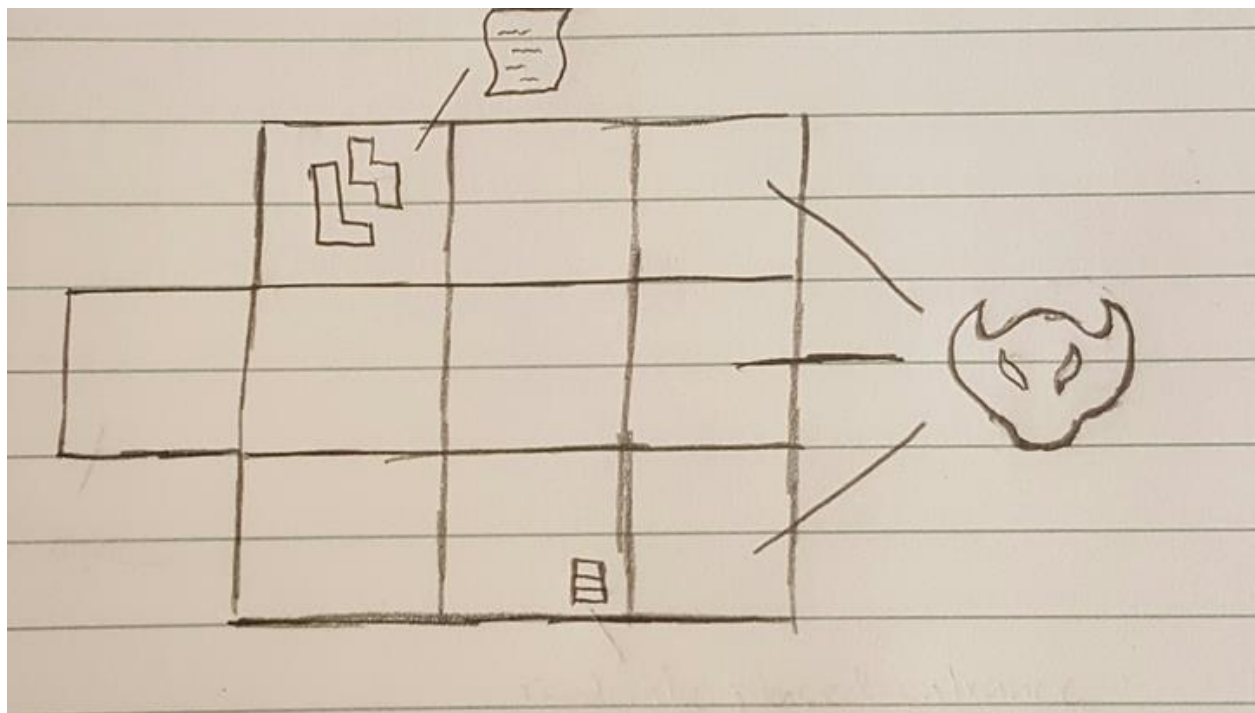*Figure 3 - Randomly Generated Dream World   2*

Figure 4 - Randomly Generated Dream World Updated

Game Details:

- The player is equipped with a dream catcher that reflects projectiles and helps neutralize nightmares (enemies).
- Dream World is made up of multiple *floors*.
    - Each floor is a 3x3 grid of *rooms* that are randomly generated.
    - Floors have a start room on the left.
    - Floors have 1 exit room (to a lower/next floor) in some other room.
    - Floors have 1 puzzle room that rewards the player with some story.
    - Floors have 1 boss room on the right.
    - Each floor has its own difficulty. Lower floors have harder difficulties.
    - The final floor contains the final boss, which wins the game.
- Enemies exist only in the dream world.
    - Enemies look mostly the same on each floor.
    - Lower floor enemies look scarier than their higher floor counterparts.
    - Enemies attack the player, reducing vivid points (health points).
    - Enemies can be neutralized, making them passive and not scary.
        - Enemies give lucid points (experience points) on neutralization.
- When vivid points drop to 0, the player "wakes up" in their bed room. This causes the player to lose confidence.
- The bedroom is a safe space where the player can improve themselves.
    - Players can spend lucid points to purchase things.
    - Players can buy armor from a pile of clothes on the floor.
    - Players can buy toys from a toy box.
- Armor items increases the player's ~~maximum vivid~~ various attribute points ~~and reduces the effect nightmares have on them~~.
    - The player ~~can only have 1 armor item~~ has 3 item slots: head, body, and feet.
    - Only 1 item can be equipped at a time to each slot.
- Toys increase a variety of effects that aid the player in the dream.
    - The player can only have 1 toy equipped at a time.
- In-game attributes (stats) affect the player during the game
    - Vivid Points (VP) are the player's current health.
    - Courage reduces damage players take.
    - Confidence are points the player's gain for defeating nightmares.
        - Players spend confidence for items.
    - Reflexes increases the player's movement speed.

~~Each level is 3x3 grid that is randomly generated. Inside each level there is a single room on the far right wall that holds an optional boss. Another spot in the grid holds the path to the next~~

~~level. Another spot contains a puzzle that progresses the story of the character. Each level contains its own difficulty the higher level the higher the difficulty. The final floor (3rd) contains the final boss, which must be beaten to win the game.~~

~~Enemies are distributed throughout the dream world, and change appearance and become slightly harder on higher floors. Enemies give experience and bosses give a lot more experience than enemies. Enemies will also drop warm milk which increases the players sleep power.~~

~~Once the players sleep power is depleted, they wake up in their bedroom. They can purchase armor by going to the pile of clothes on the floor or a weapon if they go to the toy box. They may enter the dream world by going to bed (select the bed in the bedroom).~~

~~Weapons and armor will consist of things you would expect to find around the room of a child.~~

Game Genre

Action/Adventure "Rogue-Like"

- Player starts with bare minimal equipment
- Player enters dungeon to collect currency
- Player starts back at town when health is depleted
- Player uses currency to obtain new gear and better stats to survive longer in dungeon
- Player enters dungeon to collect more currency and to get further in the game.
- Player never "loses"
- Player wins when final boss is beat

Single-player or Multi-player

Single-Player

Where Does the World Take Place

~~The game takes place in the dreams of the main character.~~

The overview of the game takes place in the players bedroom, which he enters his dreams as an extension of the world.

Audience, Platform, and Marketing

Target Audience

All ages general audiences.

Platform

Currently we are only planning on designing this game for the PC. Other platforms would be nice, but it would add extra work during development so we decided to scrap that idea.

Top Competitors

- Binding of Isaac
- Enter the Gungeon (A game released recently about a dungeon **filled** with guns)
- Bastion
- Rogue Legacy

Game Mechanics

Dream Catcher Shield

- Reflects projectiles
- Captures/neutralizes bad dreams
- Key mechanic for combat and puzzle solving.

Other Mechanics

- Randomly Generated Dungeons and Rooms
- Armor and Equipment, Player Attributes (health, experience)
- Equipment UI
- Enemies can be Neutralized.
    - Made Passive through Player Actions
    - How to Neutralize Enemies Differ for each Enemy

Feature Set

General Features

- Circular gameplay (Sleep, Fight, Lose, Repeat)
- Randomly Generated Levels
- Upgradable Player Character

Player's Room

In this game the player has a central hub where they will start the game, customize their character, and return to upon defeat. Because of the nightmare/dream theme, it made sense to make this hub the player's room. If the player is defeated then they simply wake up in their room again. Then if they want to then return to the game the player simply has to go back to their bed and fall asleep again. Additionally, when in the dream world the player gains some form of experience points which can be used to upgrade their character.

In the room the player will be able to go to multiple areas such as the pile of clothes or their toy box and get new ~~"weapons"~~ "toys" or "armor". The player's ability to use these equipment is

determined by the amount of ~~exp~~ ~~Courage~~ Confidence the player has gained by playing the game. Therefore, a player that has been playing the game significantly longer will have access to better equipment than someone who just started the game. One can think of these accessories as permanent buffs to the player's character, however the players character can have only one of each type of equipment so they have to choose whichever they think is the best one at that time.

Randomly Generated Levels:

Right now we intend to have the game designed as a series of 3x3 grids representing each of the different floors. Each floor will have a different difficulty setting associated with it and will be populated with enemies matching the difficulty level of the given floor. The world is designed so that the player will be able to go up and down world floors as they please, meaning that if they haven't fully completed a level, they always have the opportunity to go back at another time.

Each floor will also have a singular boss in it (Boogie Man, Tooth Fairy, Nightmare, etc.). These bosses will be optional for the player to fight, and for the beginning phases of the game, it may be beneficial for the player not to fight the bosses as they may be too difficult for the player to fight even on the first floor. Because the player is allowed to move up and down floors whenever they want, a player will be able to for example progress to floor 3 without fighting any bosses, and then move back to floor 1 to fight that boss.

Enemy Difficulty Progression:

Each of the enemies in this game are designed to progress or mutate as the game goes on. In later levels you may see the same enemy types as you saw in floor 1, however these enemies will be more difficult variants of those seen on floor 1. Ideally these enemies will have similar behavior and move sets, but with a few small tweaks to make them more difficult to match the difficulty of the floor.

The Game world

Overview

There are two main areas of the game world: the room and the dream world. The room is a single area. Besides the dream world, the room is the only other location in the game.

Dream World

The dream world is made up of multiple levels in a grid as well as multiple floors. If the player loses all vivid points, they wake up and go back to the room and lose some of the confidence that they collected in the dream world.

The Players Room

This is a typical American child's room; it's messy. There are three important things in the room: the bed, the toy box, and the cloths pile. The bed is used to enter the dream world. The player lies down and falls asleep. The toy box is where the player switches their equipped weapon. The cloths pile is where the player switches their equipped armor.
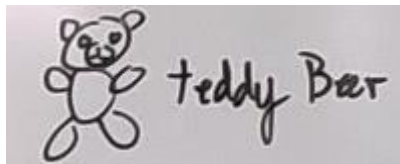
Game Characters

Main Player

The Player controls a 10-year-old child. The player gets to select the name and gender of their character.

Enemies

~~Bunny~~

~~Teddy Bear~~

T-Shirt

Mechanic: Circles around the player randomly changing between clockwise and counter clockwise. It will then attack the player.

Broccoli

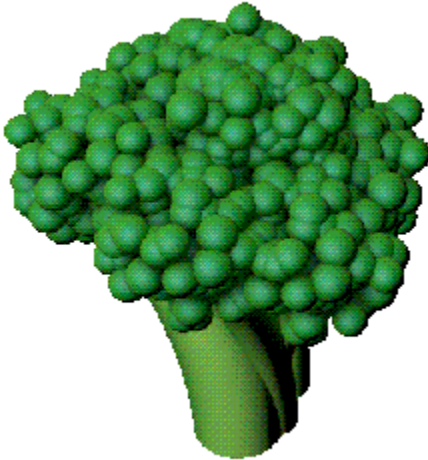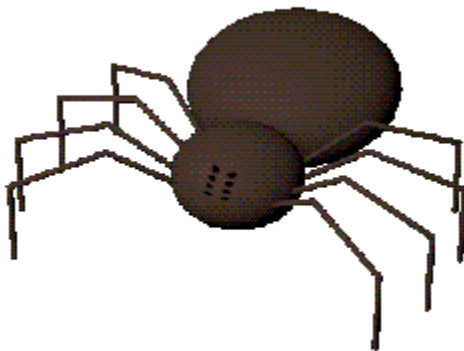Mechanic: The broccoli spins across the room in different directions throwing it's flowerets at the player.

Spider

Mechanic: The Spider will seek out the player and lunge at them.
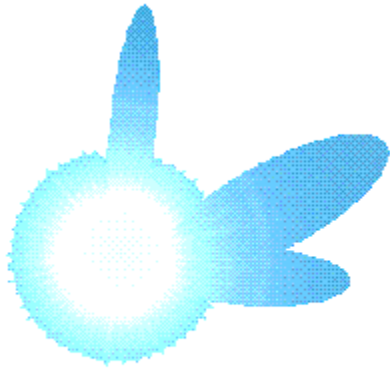

Bosses

Tooth Fairy

Mechanic: The tooth fairy bounces around the room while throwing teeth at you. It will then strafe from left to right throwing unblockable teeth at you. Finally shooting teeth in the shape of a smile with a missing section that the player has to enter so it can reflect the back row of teeth at the toothfairy without hitting other teeth.

BoogeyMan

Mechanic: BoogeyMan lunges from wall to wall until he disappears into the shadows. He tracks along the walls and lunges at the enemy. The Boogeyman is invincible in all cases except when exiting his shadowy state and lunging at the player.
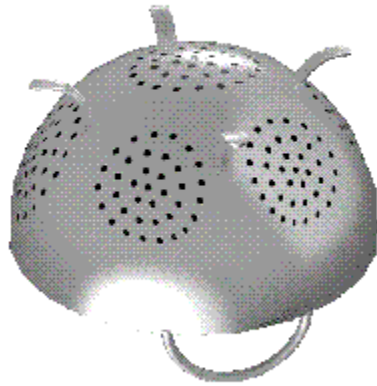
Nightmare

Game Objects

They key object our character controls is the dream catcher shield.

The dream catcher shield cannot be removed or replaced. Other character items can be.

~~Items~~ Armor

- **Head**
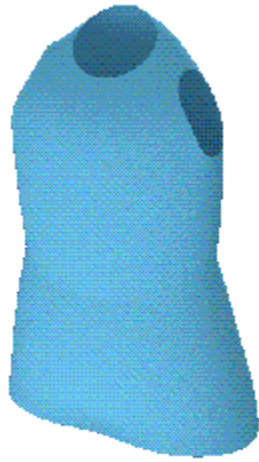 - Colander

  - Tiara

- o   Football helmet

- **Body**
  - o   Catcher's Padding

  - o   Dress

o   Blanket Cape (A cape made from a blanket)

- **Feet**
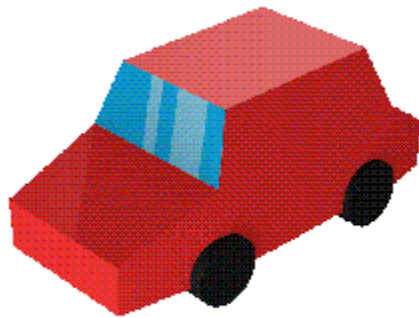 o   Rain boots

o   Sandals

o   Light-up Sneakers

~~Weapons~~ Toys

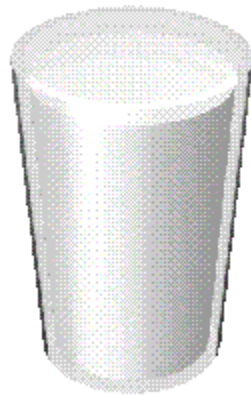- Race Car

- Magic Wand

- Teddy Bear

Consumables

- Coffee – wakes up the player, they don't lose confidence when woken up by coffee.

- Milk - Heals player partially

- Cookie – Heals player fully

- Lollipop – Revives the player to half health after losing their VP (health)

- Juice box - Gives the player a shield for 2 hits

Combat

Major ~~Fighting~~ Non-Fighting Mechanics

- Enemies need to be neutralized, turned from a scary look into a friendly look.
- Each enemy is neutralized in their own way.
- The dream catcher can reflect projectiles.
- The dream catcher protects the player.

User Interface

- Current Vivid Points (Health). Displayed as a bar.
- ~~Current Lucid Points (Experience). Displayed as a bar.~~
- Current Confidence (Currency to purchase gear). Displayed as Incrementing value.
- Current equipped gear (Helm, Chest, Feet, Toy). Displayed in gear bar at the bottom left.
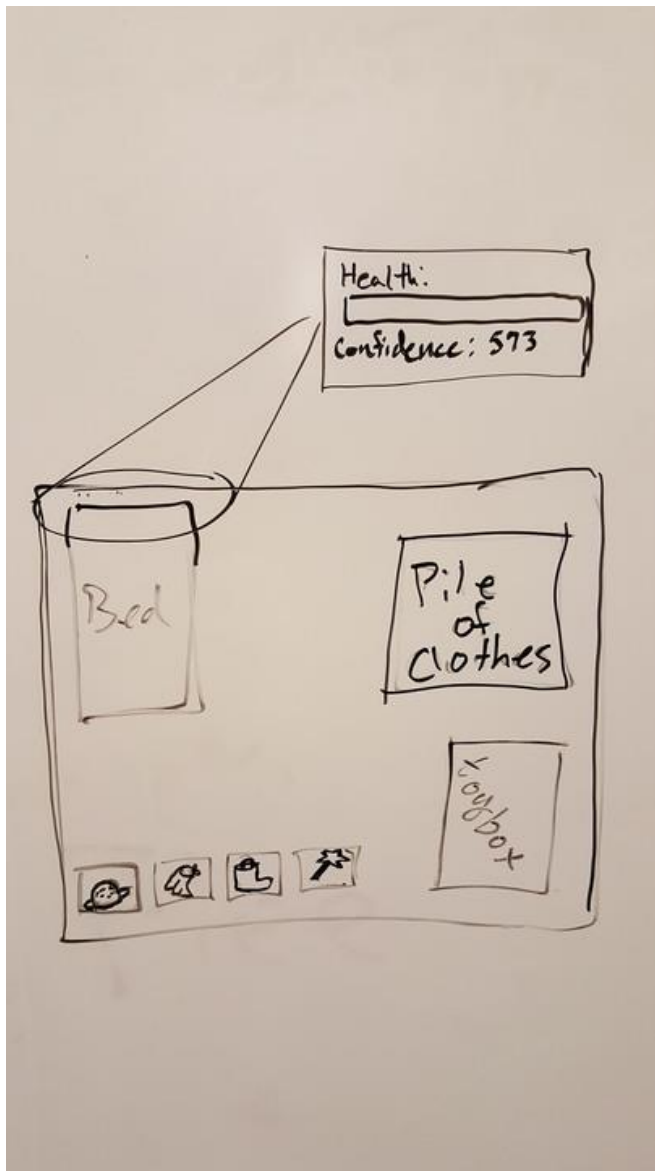
Music and Sound Effects

Background Music

- Being developed outside by Harry Pepe
  - http://iv-score.com/
- Kid friendly, dream-like.
- A little unsettling, creepy, scary.

Audio Cues

- Going to sleep

- When the player loses health, the music slows down
- Getting hurt
- Neutralizing a dream monster
- Menu navigation
    - Selecting an option
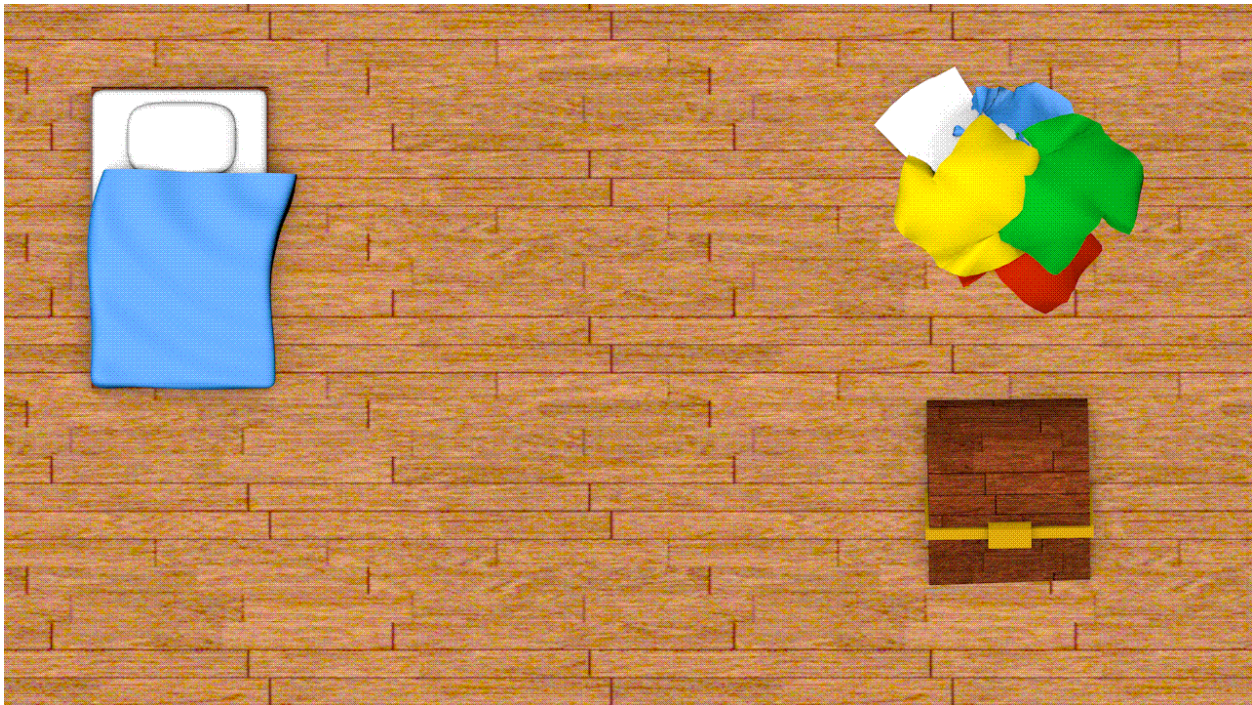   - Canceling
    - Completing transaction

Art

- Being handled outside the team by Ben Adman
- Focused on Dithering
    - Dithering is a technical digital process that uses a reduced color palette.

Dream Dungeon Design

- Cloudy background for walls.
    - Clouds get darker for lower floors.

Player Room Design

- Saturated, warm, kid-friendly.
- Toy box
- Pile of clothing
- Bed

Player

- Young kid (10-13 years old)
- Ambiguous gender (neither masculine nor feminine features)

Enemy Models

- Come in a variety of small variations.
    - Easier enemies are brighter, friendlier, and almost silly.
    - Harder enemies are scarier
- Silly kid-friendly themes (broccoli, clowns, etc.)