MOONSCAPE

DESIGN DOCUMENT

VERSION 0.2

MAY 11, 2017

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#

# **VERSION HISTORY**

## Version 0.1 – April 24, 2017

* First version of the document. We transfer our discussion and ideas about the game design into this document. This is just a very rough draft of it and it is supposed to have improvement in the next version.

## Version 0.2 – May 11, 2017

* Second version of the document. We build the basic frame of our game, and have a good design on the movements of main characters. We have built our camera system and objects system properly.

# GAME OVERVIEW

## Game logline

Our game is 2D scrolling adventure game for earning higher score and faster time through the game.

## Gameplay synopsis

Our game is 2D scrolling adventure game but our game’s key idea is “speed” of the player character. Players need to care about time counter for each run, and they should complete the task (reach to the goal) before time up. Player character has speed value and players should care about keeping character away from dangerous objects.

# **GAME DETAILS**

## Description

The hero is going to become an uncontrollable werewolf when being exposed under the moon for a certain time. So for completing each stage, the hero needs to reach those shelters before the moon fully comes out. However, there is a last chance for player after time up. Player can get extra time and faster speed for character, and player can continue the game for few seconds. Thus, player should complete the stage with in this last chance. If player fail to complete, player character will be uncontrollable, and game is over.

## Game genre?

2D scrolling adventure

## Is this single-player or multiplayer game?

Single player

## Is this 2D or 3D?

2D

## Where does the game take place? (world)

Our game takes place in fantasy world. However, player character will be human, but he has serious symptom. He becomes a werewolf in the full moon night, and he need to avoid to be werewolf and losing his consciousness.

## What do I control? How many characters? Can I use vehicles?

Players can control character by using w, a, s, d or using arrow keys. Basically, there will be one character for player character and no vehicles. However, we will add some objects, which helps character moving faster.

## What is the main focus?

The main objective is going to goal area within the time limit, compete time and score.

## Comparison

* Super Mario Brothers
* Temple Run
* Fun Run

qazOur game is heavily influenced by super mario series but they don’t have the idea of speed and acceleration characteristics for their game. We think these attributes make our game more original and difficult. Also, player character will be uncontrollable when he completely transform to werewolf, but there is a last chance for player after time is up. Player can gain extra power and speed for several seconds, but will be totally uncontrollable after last chance, so that player should reach to the goal before it. We think this part is also enhance our game’s originality.

## What is unique?

We think the “speed” value is very few in this kind of 2D adventure game. Usually, speed or acceleration is key for car racing game, but we include those features in 2D adventure game. We think this is the uniqueness for our game. Also, the gradual changing texture of the main character as he begins to turn into a werewolf.

## Why create this game?

We think our game has high level of replay value because player will compete with their own scores. Player always tries to beat his or her own best score or friends’ best score through this game.

# **AUDIENCE, PLATFORM, AND MARKETING**

## Target Audience

People who don’t like to play violent games. Our game doesn’t have any violence.

## Platform

Competitive scoring amongst friends/self. Racing against time is an appealing aspect of a lot of games on the market.

## Top Performers

Mario, FunRun, Temple run, Flappy Bird.

## Feature comparison

Our game has speed and acceleration features for player character and they are the strong points of our game.

# **FEATURE SET**

## General features

* The main character: The hero is running from the moon
* The obstacles: blocks, hole, wall, chaser and trap.
* The stages: Different design stages would be created for game player to reach their highest score on score board.
* The shop: Where the game player can buy items to enhance the hero’s abilities.

## Level Editor

* We intend to make three different levels include: Tutorial, normal and challenge.
* The tutorial level is designed for the player to get familiar with the gameplay and how to use the hero’s abilities.
* The normal level is designed for beginners with less obstacles and more time limited but it will get lower score on score board.
* The challenge level is designed for intermediate and professional game players who want to get higher score by overcome more obstacles each stage and less time limited.

## Gameplay

* The game player will use their ability to control the hero (the main character) to go through a bunch of obstacles and try to get as many coin as they can to get higher score on score board.
* The coin collection would be worthy for game player when they use that to go to the shop between each stage to buy some items that enhance the hero’s ability such as speed or jump or acceleration.
* The final checkpoint is the condition to finish each stage and choose to play other stages.
* When the time is up (full moon exposed) the hero will transform into a werewolf and he has only 10 secs left to reach the final checkpoint or the game will be over.

# **THE GAME WORLD**

## Overview

Game world is based on fantasy world and the size will be plenty of area to play. Camera only showing part of the world and it follows the player so player needs to accomplish game to see whole world.

## Travel

Player character can only go to forward direction (left). Player can go back to opposite direction for a little bit (within camera). For Y axis movement, player can jump but can’t fly. Player will fall to the ground when he is at the higher place without ground. Restart from start position or checkpoint if player falls out from the world.

## Scale

Fantasy world with normal size.

## Objects

* bonus stage door
* coin
* speed up / speed down panel
* jump up spring
* block
* tonnel
* checkpoint
* goal

## Weather

The weather will be changeable by the system, and will be changed randomly through the time.

## Day and night

During the period of the each stage, it would be night all the time.

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# **CAMERA**

## Overview

Camera always follows the player character for forward or vertical movement of the character. When character tries to go back, camera does not move.

# **GAME CHARACTERS**

## Overview

Main character is our hero controlled by the player. The hero with a special texture would have a rigid body, which would be able to have collisions with other objects. The hero can move horizontally and vertically by giving input from the player.

## Character creation

Our hero is created at the beginning of the game after selecting the difficulty. Our hero is initialized by using a circle object with a classic hero texture.

## Enemies and monsters

Enemies are invoked randomly in the screen in order to trap the hero and slow down him. All the monsters and enemies are invoked with interesting textures and also rigid body to be able to have collisions with hero.

# **USER INTERFACE**

## Overview

The UI will start with a Main Menu. Each level will have a unique background and obstacles. All backgrounds will show the full moon working it’s way into the screen.

## Details

Main Menu:

Title and high score with number of coins and time depending on what level is currently selected. Underneath will be the list of levels to select including a tutorial level, a normal level, and a challenge level.

Levels:

Current coin score will be kept in the top left corner while the current time is kept in the top right. The background will initially not have any moon present, but it will slowly work it’s way into the frame. Once it is fully exposed, the hero turns to a werewolf completely. Obstacles and enemies should be randomly placed throughout each level, giving a different experience each time.

Pause Screen:

Score in top left corner still. Character will be seen left of the pause menu. There will be a main menu button in the top right corner. The pause menu itself itself will have buttons for restarting the current level, going back to the last checkpoint, options (sound level, button mapping, etc.), and a quit button that leaves the game without saving any current progress.

# **OBJECTS**

## Overview

We have objects as the obstacks for the hero to complete each stages, such as walls, traps, rivers, or flying cubes. And also we have objects to be the equipments of the hero to help complete each stage.

## Items

There are plenty of power-ups objects waiting for the hero to collect for stronger ability.

## Equipment

The shop feature would sell or trade equipment for the hero, and the hero would be stronger after equipping them.

## Other

To Be Determined...

# **MUSIC AND SOUNDS EFFECTS**

## Overview

Background music will be eerie to set the mood for a full moon night with the possibility of werewolves in the midst. Winning or losing will change the background music. Jumping, sliding, collecting coins, losing coins, interactions with enemies, and the enemies themselves will have sound effects.

## Details

Background music:

Will start out with a looping soundtrack of eerie noises. Winning (making it to the shelter on time) will change the music to an upbeat soundtrack. Losing will change the music to a soundtrack full of howling and vicious werewolf noises.

## Music tracks

To be determined...

## Sound effects

Selecting a level:

 Quick clicking noise.

Starting a new game:

 Short introductory phrase telling the user to get ready to start.

Jumping:

Quick grunt sound followed by and impact sound when hitting the ground.

Sliding:

 Quick frictional sound similar to using sandpaper.

Collecting coins:

 Ding sound for each coin collected.

Losing coins:

 Sound of coins falling to the ground and bouncing around.

Running into enemy:

Unique sound for each enemy type based on what they represent. This is followed by the loss of coins.

Enemy:

Unique sound for each enemy type representing a normal searching behavior for that enemy.

**ART**

## What kind of style will be used in the game?

A Sword and Sorcery Style will be implemented into each object we have in our game.

## Needed building models

We need to have building models as the obstack to preventing our hero from completing the stage.

## Scenery models

We need to have the background models to make the scene more interesting.

## Character models

We have one main character model which requires a classic Sword and Sorcery style hero texture, and also a texture of the werewolf for the second form of the main character.

## Particle effects

We may add some particle effects, such as phantom, or meteor as the hero’s special effects to be cooler.

## Other

To Be Determined...

# **RESOURCES & LINKS**

## Links to related resources

Design document based on this template:

[HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX](http://forums.xna.com/FORUMS/T/229.ASPX)

[HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC](http://indiepath.com/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC)

A few sections of the document are based on the design template in this book:

 Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elesvier Inc, 2008.

# **EXTRA MISCELLANEOUS STUFF**

## Overview

To Be Determined...

## Crazy ideas

To Be Determined...