GAME DESIGN DOCUMENT

DUSK

BY AWESOME

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TABLE OF CONTENTS

Game Analysis

Dusk is a casual single-player 2D roguelike game where you, DU-5K, a robot booted up following decades of darkness on a barren Earth, explore and find hidden clues in one large map with randomly generated areas, detailing the catastrophic events that happened. The entire game is played in complete darkness, the only source of light coming from DU-5K, whose battery drains over time. This forces the player to be smart in their decisions of when to use battery and the pace they should be playing at. Checkpoints, or light sources, restore health and battery and are found throughout the map. The game will be fun with the feeling of progression by unlocking new abilities that allow you to fight enemies more effectively as well as learning about the story of the game.

Mission Statement

Dusk (PC) is a futuristic, post-apocalyptic roguelike following catastrophic events that surrounded the atmosphere in smog, bathing the Earth in darkness, seemingly leaving the land barren and devoid of life. A lone robot boots up after decades of inactivity, having no memory, being equipped only with a light and a will to survive and learn more about the events that happened.

Genre

- Metroidvania
- Roguelite
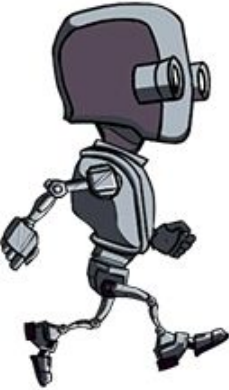- Platformer

Platforms

- PC
- Mac
- Web

Target Audience

- Genres: Casual gamers, fans of roguelikes or platformers
- Likes: Solo games, exploring, discovering, learning about the in-game lore
- Dislikes: Clunky or unfair mechanics
- Age Group: Any

Storyline & Characters

The robot DU-5K boots up on a barren planet, Earth, shrouded in darkness and with no memory. Smog surrounds the Earth, a result of catastrophic events that occurred decades ago. As the player progresses, they learn more and more about the events that happened. The player is also attacked by corrupt robots as they progress. At some point early in the game, DU-5K finds a projectile energy weapon that it attaches to itself, using battery to fire. Aerial enemies now appear from the darkness, forcing the player to act accordingly. Later in the game DU-5K learns how to roll as an evasive tactic. The game will be believable in terms of story and include stories of humans experiencing the events.

Table 1: Characters

Character	Description	Characteristics	Misc. Info
	Name: DU5K Role: Main Character Equipped with lights originating from his eyes and a weaker central light source. Later acquires a projectile weapon and a roll to fight enemies	Abilities: Jump Roll Light Source - Eyes Light Source - Central Laser Beam Weapon - Beam shot from eyes, damages enemies for 1 damage per second as the beam stays on the enemy	Battery drains over time as the light is being used. When battery is depleted there is only a very dim central light source (not completely dark). 3 HP Restores Health and Battery at Checkpoints Weapon uses a certain amount of battery energy to fire.

	Name: C0rrupt-10n Role: Enemy	Abilities: Move forward/backward Jump Attack/Melee, deals 1 damage to player	Attracted to light Attack when they see light within a certain range Patrol/move around slowly within a range, chase player at a faster speed when within range of the player Many instances of enemy, random spawn
	Name: Dr-0n3 Role: Enemy	Abilities: Fly anywhere Attack with projectile weapon, deals 1 damage to player	Attracted to light Attack when they see light within a certain range Patrol/move around slowly within a range, chase player at a faster speed when within range of the player Many instances of enemy, random spawn

Gameplay

Overview of Gameplay

Dusk is a casual single-player 2D roguelike game where you, DU-5K, explore and find hidden clues in one large map with randomly generated areas. This is similar to existing genres in that it is a sidescroller/platformer, however, one of the core key mechanics that differentiates this game from others is the heavy emphasis on light. The player is starved for light throughout the game, given that their only source of it is one that is constantly draining. This feeling of always being low on light pushes the player to continue exploring, as well as the desire to learn more about the story of the game. The

projectile gun and roll are also key mechanics that are unlocked as the player progresses. The game will be on PC first (but can be played with either mouse/keyboard or controller), with potential support for consoles at some point down the road. Once the player beats the game, a harder mode will be unlocked with limited light range and 1 hit death only.

Player Experience

The main character, DU-5K, can move forward/backward and jump on the map. At the beginning of the game, you boot up with a limited battery in a completed dark setting. The only source of light comes from the player. Because the battery drains over time, you must move fast and find a checkpoint where he can recharge the battery. This setting gives you a challenging and cautious experience in the environment.

Experience Goals

- Explore the map with limited, draining battery and find hidden clues in a large map.
- Collect the clues to find out what happened to the world.
- Limited battery needs to be recharged through light sources around the map.
- Defend yourself with projective weapon when enemy is around.
- Collect components to upgrade your ability and weapon from destroyed enemy.
- Unlock harder game mod after the first playthrough

Gameplay Guidelines

The target players of Dusk are casual gamers, not necessarily children. But, the game must keep brutal scenes at a minimum in order to have all players enjoy without being offended.

Table 2: Game Objectives & Rewards

| Rewards	Penalties	Difficulty Levels
Hidden Secrets Detailing Story Events/Lore about the World	Enemies	Early-game (no roll, find weapon)
Checkpoints that restore health and battery	Limited Health (3 hits)	Mid-game (Find roll, have weapon)
Unlockable abilities via progression	Limited Battery (drains over time)	End-game (Have roll, have weapon)

Table 3: Gameplay Mechanics

Character Attributes

| Character	Movement Abilities / Actions Available
DU-5K	- Move (Left/Right) - Jump - Roll - Toggleable Light Source from Eyes - Aiming and Firing Laser Beam Weapon - Reading Text - Picking Up Items/Abilities
Game Modes	
Story Mode	The level is one large map with randomly generated areas the player progresses through, finding checkpoints and unlocking abilities along the way. Enemies hinder this progression.
Dusk Mode	Story Mode but with limited light range and 1 hit only. Can possibly include a different ending if time permits.
Scoring System	
Points/Coins/Stars/Grades/Etc.	**How it's Awarded & Benefits**
Bolts/Scrap	Used as a currency/upgrade mechanic, can possibly upgrade self when enough is gathered

Table 4: Level Design

Levels	
Earth 	Ruins of a city, now crumbling and shrouded in darkness. Somber, bleak feel to the area. Hazards - Enemies/Health - Battery Objectives - Destroy enemies - Survive until the end - Collect hidden clues
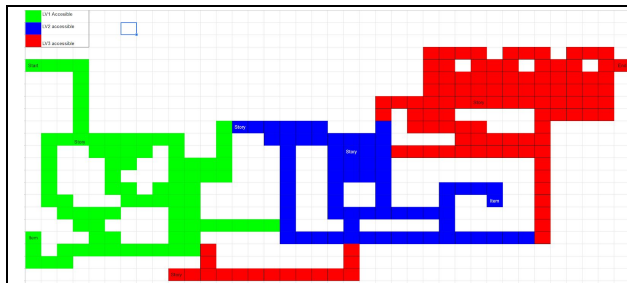
Starts in city ruins, but player must venture underground to discover secrets

End above ground with ability to clear smog around player
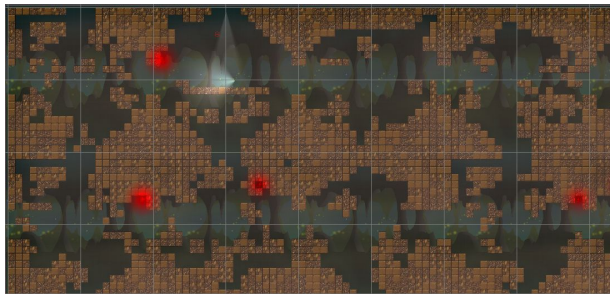
First underground area, randomly generated rooms with random enemy and light source spawn points

Control Scheme
Table 5: Control scheme ideas

Button/ Touch Input	Action it Performs
Mouse/Keyboard - WASD/Arrow Keys	Move
Mouse/Keyboard - Spacebar	Jump
Mouse/Keyboard - Left Click	Fire Laser
Mouse/Keyboard - Q	Roll
Mouse/Keyboard - Mouse	Aim
Controller - Left Joystick	Move
Controller - A	Jump
Controller - Right Trigger	Fire Laser
Controller - B	Roll
Controller - Right Joystick	Aim

Game Aesthetics & User Interface

Game will have a cartoon/sketch art style. Characters/enemies will be robot based in design, with corrupted robots being a more rough and destroyed version of a normal robot. The environment will give a somber feel to it, showing ruins and destroyed landscapes as a result of the catastrophic events that surrounded the Earth in smog and bathed the Earth in darkness. The hope is that players have somewhat of a somber or bleak feel towards the world and empathize with the robot in being alone (apart from enemies). The player's interactivity with the game is everything, since the entire world is in darkness and the only light comes from the player.

Figure 1: Early UI Sketch showing Battery in Top Right and Health in Top Left

BATTERY
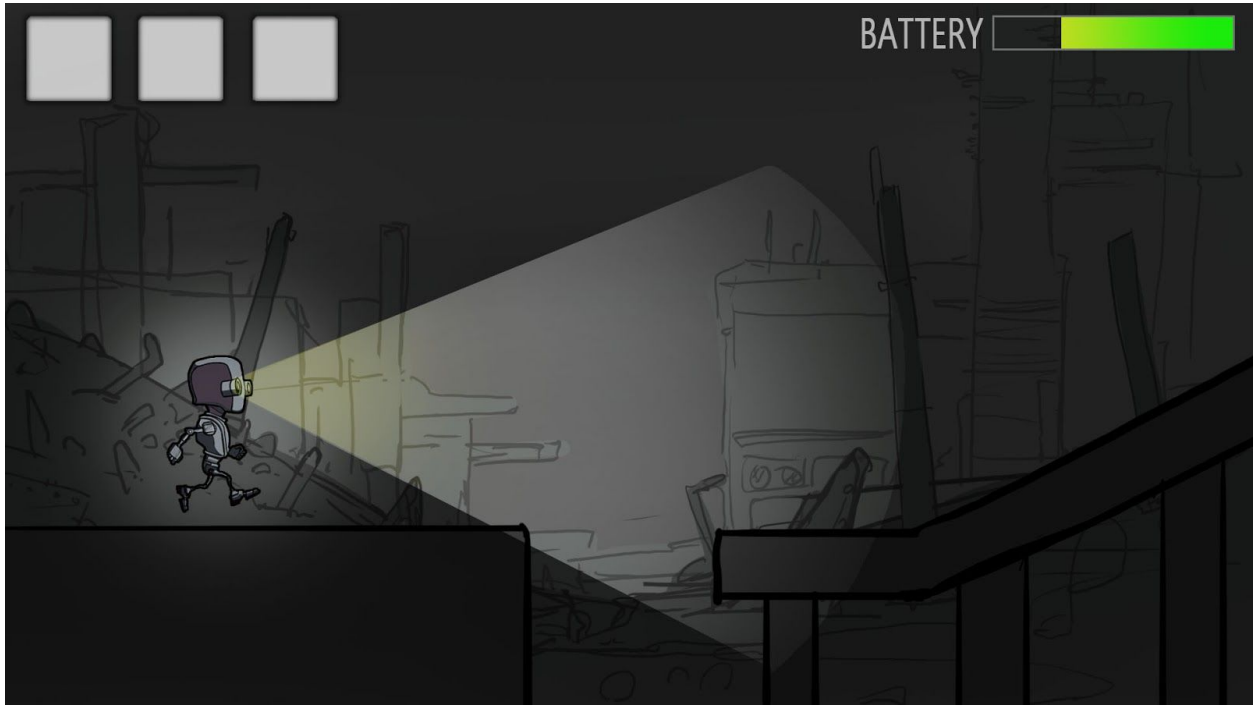
Schedule & Tasks

Table 6: Schedule and tasking

Tasks to Complete & Schedule				
Tasks	**Task Lead**	**Start**	**End**	**% Complete**
Development Phase				
Design				
Storyline	Sean			
Gameplay	Katie			
Level Mechanics	Sean			
Art				
Level	Josh			
Character/Animations	Sean			
UI	Katie			
Engineering				
Production Pipeline	Josh			
Prototypes	Josh			
Audio				
Sound Design	Katie			
Milestone: GamePlay Features & Music				
Testing Phase				
Test Plan				
Beta Testing				
Milestone: QA Testing				
Deploying Phase				
"Go Live" Plans				
Milestone: Ready for Usage				