Gnome Man's Land

A Puzzle Platformer Game

DESIGN DOCUMENT
VERSION 0.3
NOVEMBER 15, 2021

SHENANIGAMES

Cohen Haakenson, Jenny Harston,
Britney Kuoch, and Elygh Thao

SHENANIGAMES

TABLE OF CONTENTS

SHENANIGAMES

SHENANIGAMES

VERSION HISTORY

Version 0.1 – November 1, 2021
- First version of the document. Template based on link noted in "Links" section

Version 0.2 - November 8, 2021
- Added desired audio
- Added snapshot of game appearance from prototype
- Added new player design

Version 0.3 - November 15, 2021
- Added Enemy Nuisances section
- Added a couple poses to the player design
- Updated camera description to more accurately represent its operations
- Added object images
- Added Tasks section
- Reorganize Game Overview and Details to reduce repetition
- Added Level Design section along with Level 1 and 2 pictures
- Added Early Prototype and Animation sections to Art
- Move prototype drawings to Early Prototype section
- Added Inventory pictures
- Added poses for Gnorman
- Added emotes for Gnorman
- Added Sound Sources
- Added Background Sources

SHENANIGAMES

GAME OVERVIEW

Game logline
A mischievous sentient garden Gnome is attempting to escape his neighbor's backyard garden and find his way home.

Gameplay synopsis

In Gnome Man's Land you play a garden gnome that needs to find a way to escape the backyard. You will investigate the area of this platformer game by jumping onto platforms and figuring out how to activate triggers and open access to the next area.

Player experience goals:
- Player will feel accomplishment for their problem solving skills
- Player will feel clever for figuring out how to finish the level
- Player will feel engaged in the environment and the theme
- Player will find the gameplay funny and lighthearted
- Player will feel relaxed while playing

Genre
2D, Single Player, Puzzle Platformer

Objective
~~The main goal of the game is to escape the backyard, and make a mess.~~
Escape each level area.

GAME DETAILS

Setting
~~The game takes place in a countryside backyard and garden.~~
The game takes place in a forest-like fantasy world. For pictures, see the "What kind of style will be used in the game?" section under Art or the Level Design section under The Game World.

Game Controls

Combination of arrow keys / WASD to control the player movement, spacebar to jump, and the ~~mouse~~ number keys to use items and the world. There will be one character, the Gnome that you play as.

SHENANIGAMES

Game Duration

We plan on 2-3 Levels, with puzzle difficulty that will take about 3-4 minutes to solve each.

Comparison

- Pikuniku: a puzzle exploration game where the player must solve problems to progress. Our game will have a more detailed, whimsical environment. We will also have objects the character carries with them to interact with objects in the environment.

[Link]

SHENANIGAMES

- Celeste: Our game will have more puzzles, rather than just navigating through a level. Celeste is also more focused on being hard, and having progressively harder boss levels, whereas Gnome Mans Land is more of an escape game.

What is unique?

Currently there are no platformer games with a garden gnome theme. There are many ideas to explore since this hasn't been done before. Our game will be funny with the player's mischief and the mess they leave behind.

FEATURE SET

General features

Puzzles will have a combination of world objects and pick-upable objects that can be used to manipulate the playable world in order to solve the puzzle and move on.

Gameplay
Character explores levels by running and jumping onto platforms, activating trigger objects like buttons and lifts, moving objects, and opening doors to the next area. Level is depicted on a scrolling game screen.

SHENANIGAMES

THE GAME WORLD

Overview

The main map of the game world will be a ~~suburban backyard~~. The goal is to escape said yard, using the environment to solve the puzzles.

Travel

Players will move with arrow key/WASD controls and space to jump up on platforms, jump down, move left and right through the ~~backyard~~ world.
Puzzles will be solved to open doors and progress through the levels.

Level Design

The player will start at Level 1. For every level, the player will need to find an exit portal to go to the next level.

Note that the following level design pictures will be of the whole level. When playing the game the camera will be smaller than the whole level, so the player will not be able to see the whole level at once.
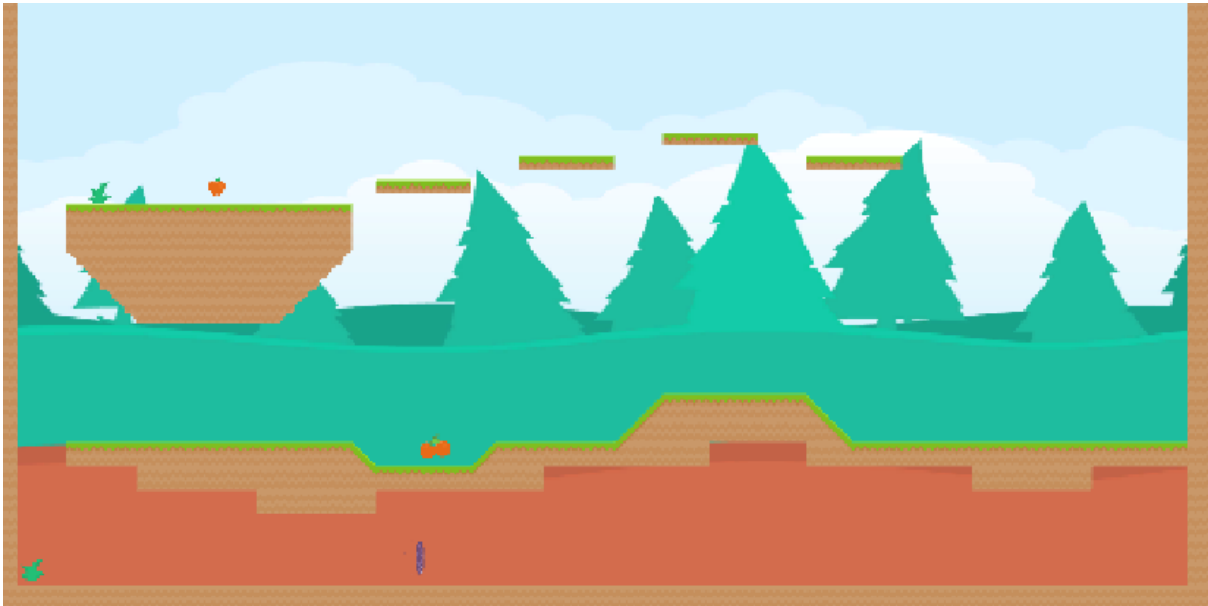
Level 1 Design
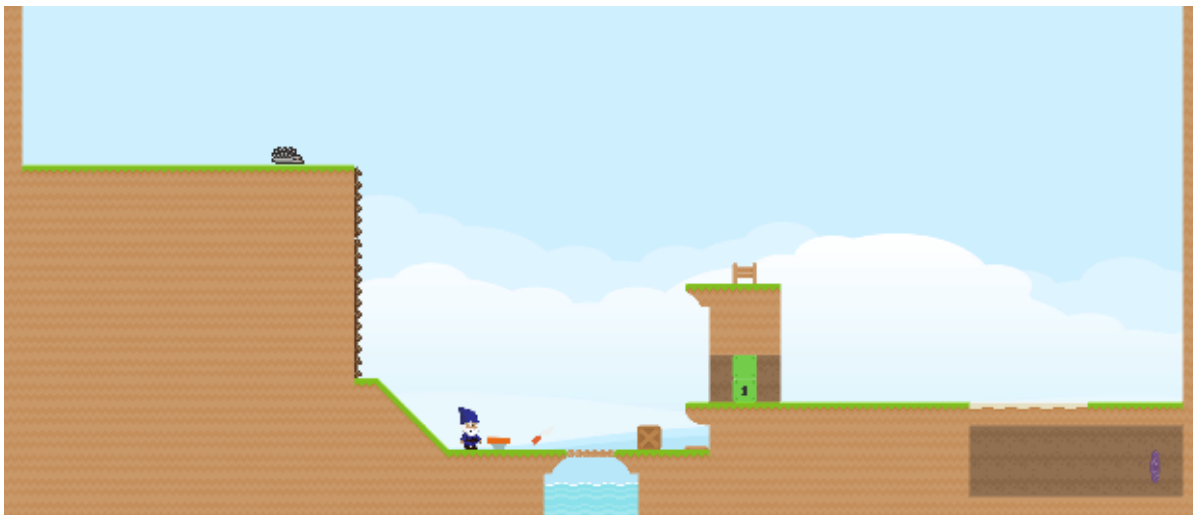
To solve the puzzle, the player will need to
- Pick up the spade
- Push the crate to the button to open the green gate
- Use the spade to dig the hole, so the player can reach the portal

SHENANIGAMES

Level 2 Design

This is a temporary design made for our rough demo to show that we can go from Level 1 to Level 2, so the puzzle has not been designed yet.

CAMERA

Overview

There is one camera, which will always show the player. The camera will be pushed if the player gets near the edge of the camera frame. Within a level, the camera frame will not go past the set level game boundaries. When changing levels, the camera will move to the new level area with the player.

~~The camera will follow the player, with the player focused in the center of the frame. The camera will zoom in on some objects to highlight their importance then return to the player.~~

SHENANIGAMES

GAME CHARACTERS

Overview

Main playable character is a garden gnome. Simple drawn ~~or pixel~~ style. Additionally, there will be NPC annoyances.
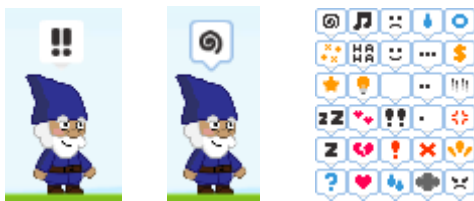
Playable Character

For early prototype designs, see the Early Prototype section under Art.

New design for Gnorman

Poses (left to right): Stand, climb 1, climb 2

Gnorman will have emotes that pop up when he does something in the game:

NPC Nuisances

We will have NPCs that cause setbacks such as pushing the player around. These NPC will not be able to harm/kill our player.

- Cat
  - Will chase and push the player
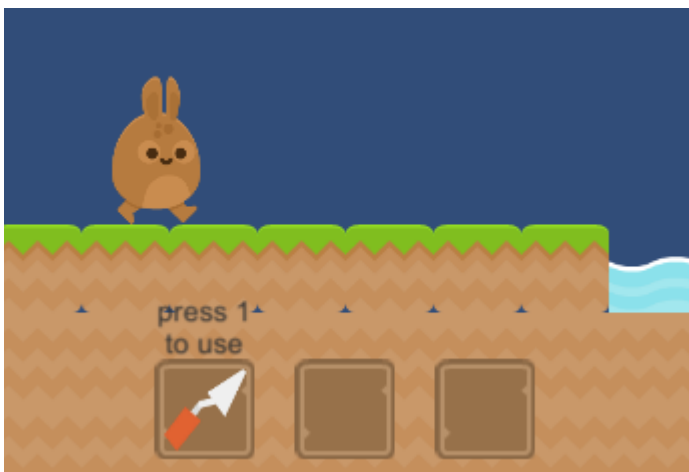- Hedgehog
  - Will chase and push the player

SHENANIGAMES

USER INTERFACE

Our user interface includes a main menu. Features included when playing the game include inventory slots.

Inventory

Inventory slots that will show current items held

Menu screen

- controls
- exit game
- hints

OBJECTS

Overview

Gnome Mans Land will include a variety of objects to interact with during gameplay. Some items can be used to solve puzzles to progress the game, other items will just be cute/witty collectables to add to the experience. Many world objects will be intractable but not collectable, objects that may grant you access to new areas. Some objects may present a challenge to player movement, players will need to avoid or dodge.

Interactable

- Mushroom - bounce like a trampoline
- Flower - pour water with watering can to make the flower grow and act like a lift
- Key-hole to access an area
- Button to access an area
- Ladders - touch and up key to climb
- Portal - touch to teleport to a set location
- Boxes to push
- Consumables (apple, cherry) - touch to consume and activate an effect
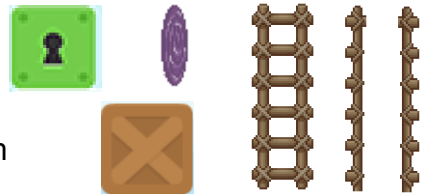
Items (Collectables- no game function but cute)

- Gnome hats
- Garden tools

Equipment

- Watering Can
- Spade
- Sprinkler
- Keys

Other
- ~~Lawn mower - will run into character if they touch it~~
- Fences

MUSIC AND SOUNDS EFFECTS

Overview

Background music will be chill relaxed tracks that are long enough to loop without being annoying. We will have sound effects for some actions in the game, such as using items, getting hit by npc, going through a portal, etc.

Music tracks

Different tracks for each level. Some music sources:

https://incompetech.com/music/royalty-free/music.html

Main Menu: lumdam dare 38-track6

https://tallbeard.itch.io/music-loop-bundle?download

Current Ingame music: wav-short-loopable-music: Puzzles

https://joshuuu.itch.io/short-loopable-background-music

Sound effects

https://kronbits.itch.io/freesfxhttps://kronbits.itch.io/freesfx

watering can water

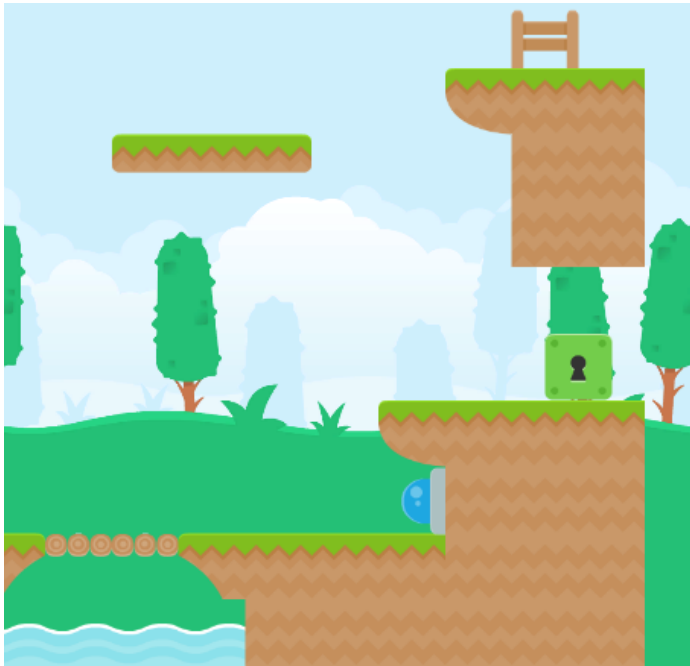spade shovelling sound

clicks for buttons and panels

pushing sounds

NPC sounds for when they are activated

ART

SHENANIGAMES

What kind of style will be used in the game?

Art will have a hand drawn or pixel style. Simple and cartoony. Assets found from Kenney.nl:

Needed building models

For the world we will need various platform textures. Such as:

- Grass
- Wooden ledges
- Roofing
- Plants and flowers
- Fences

Animations

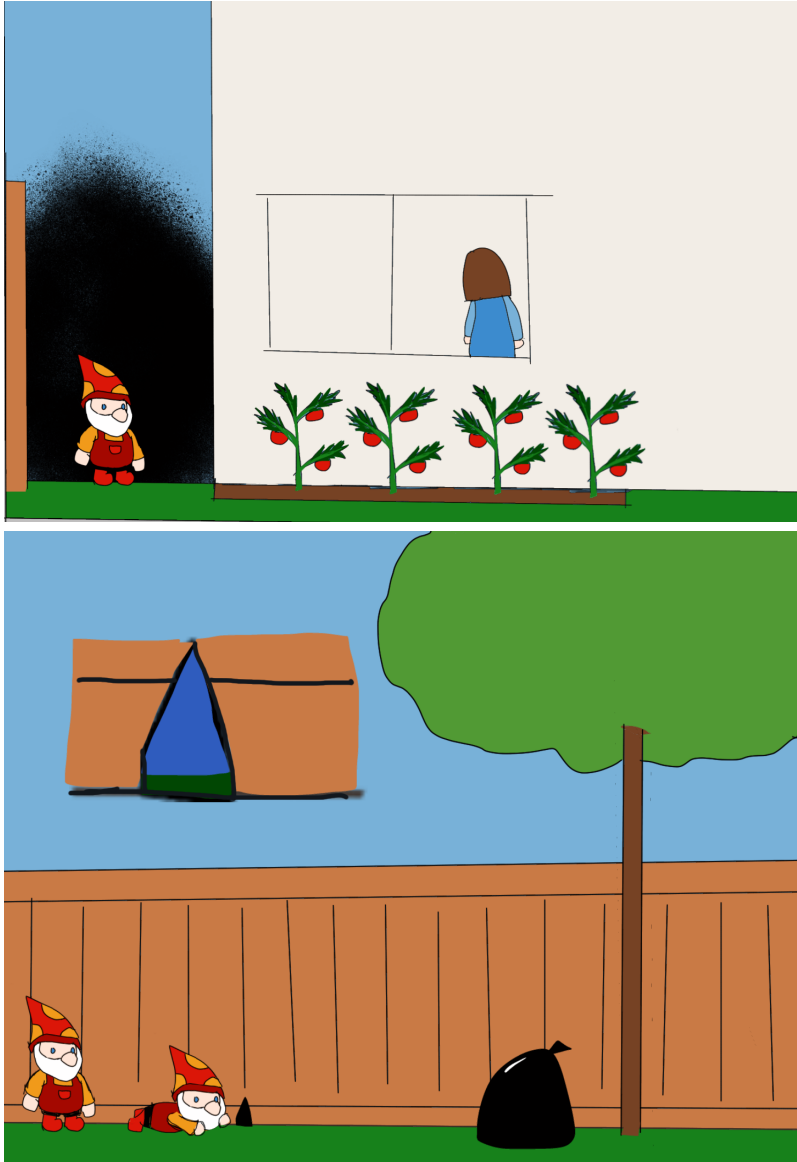We will have animations for the following:
- Gnorman
  - Walking/idle
  - Climbing
- Enemy Nuisances
  - Hedgehog
  - Cat
- Portals

Particle effects

Watering can mechanic may need particles for water droplets.

SHENANIGAMES

Early Prototypes

Some early prototype of world design:

Early design for the playable character:

SHENANIGAMES

TASKS

Digital Prototype (Due 11/8/21)

Task	Who
Object Interaction	Cohen
NPC Nuisances	Elygh
Player and Camera Movement	Britney
Sample Level and Puzzle Object Interactions	Jenny
Main Menu	Cohen

Rough Demo (Due 11/15/21)

Task	Who
Puzzle design	Elygh, Jenny
Audio	Elygh
Portals/Level-Changing	Britney
Food "buffs"	Britney
Trampoline	Jenny
Gnome Sprite	Jenny
Player emote pop-ups	Cohen
Watering/Mushroom growing	Cohen
Scriptable Inventory	Cohen

Alpha Playtest (Due 11/22/21)
TBD

Beta Playtest (Due 11/29/21)
TBD

SHENANIGAMES

Final Game
TBD

RESOURCES & LINKS

Links to related resources
Design document based on this template:
HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX
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.
Pikuniku picture:
https://www.theworkprint.com/wp-content/uploads/2019/07/Pikuniku-7_24_2019-11_46_51-AM.png
Celeste game: http://www.celestegame.com/

SHENANIGAMES

EXTRA MISCELLANEOUS STUFF

Crazy ideas
- Level reset button