

Game Design Document

Project Name: Cursed to Meet You

Designer: Mark Jacobs, Jared Cocomazzi

Programmer: Shivansh Awasthi

Graphic Designer: Camden Benkovszky

Design Start Date to Submission Date: 2
Days

Design Start: 10/18/24
Development Start: 10/18/24
Planned Submission: 10/20/24
Actual Submission: 10/20/24

One Sentence Pitch

This is a game where two players are linked together by an energy tether that increases as you collect crystals that are scattered throughout a maze, which can only be escaped by stepping on two circles at either end of the maze that can only be reached when the tether is at its max length.

Competition

What games are there that are similar to this one, or target the same audience? What can we learn from both their strengths and weaknesses?

Games that are similar: Super Mario Party-Tow the Line, Chained Together, Pico Park

Strengths: Cooperation is key, levels are designed with this in mind.

Weaknesses: Can sometimes feel like only one player is the focus of the gameplay.

IP Rights/ Names

Are there any copyrights, patents, trademarks, etc. that we need to be concerned about with this game?

No.

Scope Statement

What features do you definitely want to include, and not want to include?

In scope:

- Two player co-op
- Tether mechanic
- Enemies

Out of Scope:

- Multiple levels that increase in difficulty
- Leaderboard
- Ranking System

Story

The Cursed Labyrinth is a dungeon that is said to hold the secrets to immortality. Many adventurers have set out in an attempt to find an ancient wizard that holds this information. Only two have made it to the greatest depths.

Suddenly the wizard appears to them! "If you want my secrets, you need to work together to escape this labyrinth!" bellowed the wizard. "You might find this to be a challenge however, as you are now tethered together by a curse! I am not an unreasonable wizard, however. If you collect all the magic crystals, you can extend the length of the magic tether between you and cause two magic squares to appear! They must be activated together to escape. There are also two magical portals at the far ends of the labyrinth, that will teleport both of you to the other ends, but they will only turn into the magic squares if you collect all the crystals. Beware though, my familiars will do their best to stop you! Good luck adventurers! It was a *curse* to meet you!" The wizard then disappears leaving the adventurers to their new task...

Game Logic

Explain the rules of the game completely as possible, as you would to a human being.

Goal: Collect all the crystals in the maze to make two magic squares appear. Step on the magic squares at the same time to complete the maze.

Magic Squares: Two magic squares will replace the two portals once all of the crystals are collected. Move onto these squares to complete the maze.

Life: You have three lives. If an enemy hits you, you will lose a life and be sent to the beginning of the maze but the amount of crystals you collected and your score will remain. If you lose all three lives you will get a Game Over and have to restart.

Portals: Portals are found at the far ends of the labyrinth. These will transport both players to the other end.

Edges: Edges are found at the right and left sides of the maze and teleport both players to the other side.

Power-ups: There are magic orbs throughout the labyrinth. This will make you invincible to enemies and able to destroy them. Try to find them if you are in a pinch!

Model

Explain how the game will work technologically. Include any mathematical models governing the system, all game modes, and explanations of all options within the game.

The tether will increase as gems are collected by a value of 1 until it reaches its max value.

Server Side Components

If there is a server component to this game, explain what its role is and how it will function. Please attach relevant design documentation.

N/A

View

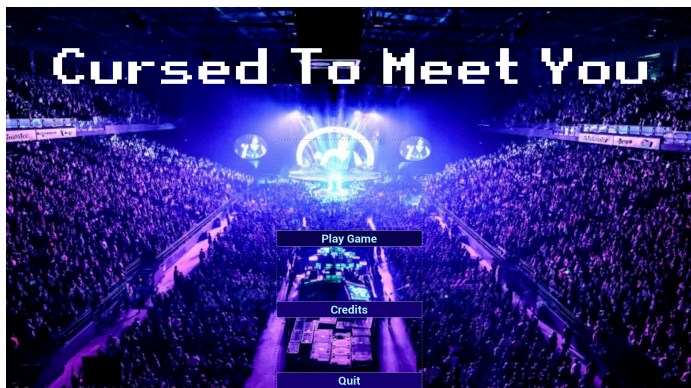
Describe the look of the game.

Aesthetic-The overall tone and look of the game

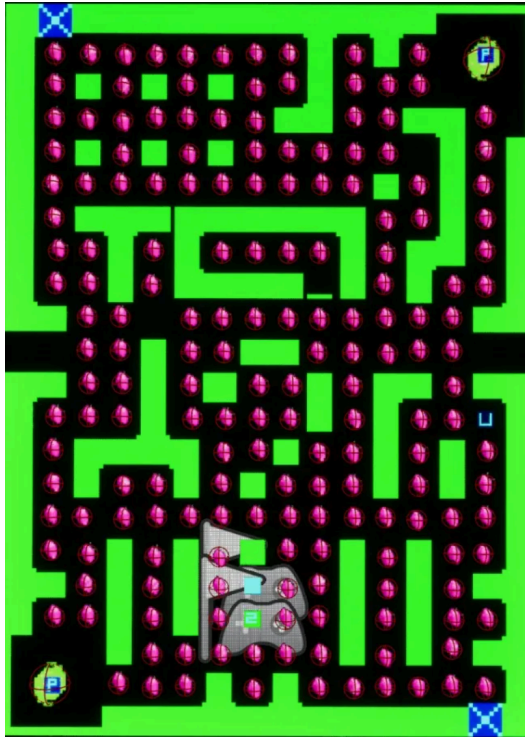
The game features a pixelated 2D aesthetic with bright neon colors and stylized animal characters.

Screens- Describe the visual appearance of each screen

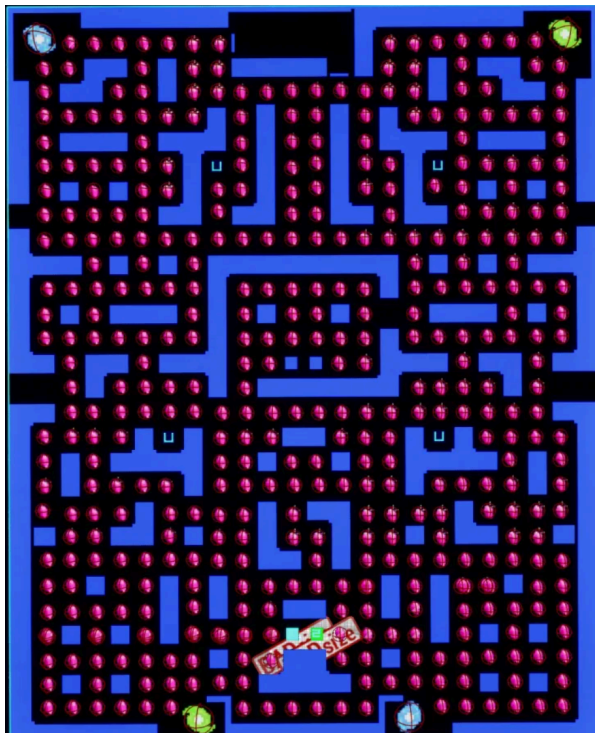
The title screen features a brightly lit arena, and simple menus.



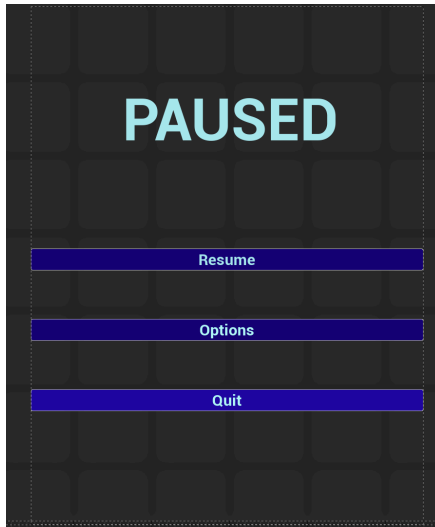
The Tutorial maze is a simple neon green.



The main maze is a neon blue.



The pause and victory/game over screens are simply black with buttons for the pause menu and the characters breaking the tether for victory or not breaking it for game over.



Controller

Explain how the controls for the game will work.

Movement Controls: WASD= Up, Left, Down, Right, Directional Movement

Second player Movement Controls: Controller Left Joystick= directional Movement

Pause Control: P=Pause

Leaderboards

Explain what types of leaderboards will be available in the game, and what technology will be used to manage them.

N/A

Analytics

Describe what parts of the player experience need to be tracked, and how we will track them.

N/A