

ChromaThoth

Bullet hell with grid movement mechanics



Outline

- 1. Title Page**
 - 1.1. Game Title - ChromaThoth**
- 2. Game Overview**
 - 2.1. Game Concept: A werewolf discovers a color from space and gains eldritch powers. As a result the werewolf goes on a destructive rampage to become a god. The gameplay is a bullet hell where all movement is restricted to a grid.**
 - 2.2. Genre: Bullet hell**
 - 2.3. Target Audience: People that like bullet hell and cosmic horror themes.**
 - 2.4. Game Flow Summary - A wave based system. The player will complete smaller waves before fighting a boss and taking that bosses ability.**
 - 2.5. Look and Feel: Dark sketchy art. The game starts in black and white but gains color and lighting effects as the game progresses**
- 3. Gameplay & Mechanics**
 - 3.1. Gameplay**
 - 3.1.1. Game Progression: Wave based**
 - 3.1.2. Mission/Level Structure: Either wave based or room based**
 - 3.1.3. Puzzle structure: N/A**
 - 3.1.4. Objectives - Survive and defeat the wave**
 - 3.1.5. Play flow - how does the game flow?**
 - 3.2. Mechanics - what are the rules to the game (implicit & explicit)? This will take a lot of space**
 - 3.2.1. Physics - how does the physical universe work?**
 - 3.2.2. In-game Movement**
 - 3.2.2.1. Player Movement**
 - 3.2.3. Objects - are there any objects that the player uses/interacts with? How do they interact with them?**
 - 3.2.4. Actions - which buttons/switches/etc. are used, interactions with objects, means of communication (w/ the player?)**
 - 3.2.5. Economy: N/A**

- 3.2.6. Screen Flow** - graphical description of how each screen relates to other screens, as well as a description of their respective purposes
 - 3.3. Game Options** - what options are available, and how do they affect the gameplay and mechanics?
 - 3.4. Replaying & Saving** -simple save sys: prog
 - 3.5. Cheats & Easter Eggs**
- 4. Story, Setting & Characters**
 - 4.1. Story & Narrative** - includes backstory, plot elements, game progression, and cutscenes. Cutscenes will need descriptions of and including storyboards/scripts , actors ,and setting.
 - 4.2. Game World**
 - 4.2.1. General Style & Tone of the world**
 - 4.2.2. Areas** - includes general descriptions & physical characteristics; and how it relates to the rest of the world
 - 4.3. Characters** - for each character you should include backstory, personality, appearance, animations, abilities, story relevance and relationship(s) to other characters
- 5. Levels/Missions**
 - 5.1. Level/Mission List** - includes a synopsis, required introductory material(what is this?), objectives, what happens in the level. May include a physical description of the map, critical path the player needs to take, and important encounters.
 - 5.2. Tutorial implementation** - how will the player learn how to play? Will it be diegetic, and if so, how will it be implemented? How much and what will you leave to the player to find out on their own?
- 6. Interface**
 - 6.1. Visual System** - If there's a hud, what is included in it? What menus will you display? What will the camera(s) display and how?
 - 6.1.1. HUD:** Health, boss health, targeting indicator, selected ability indicator
 - 6.2. Control System** - how does the player control the game? What specific control schemes are in mind?
 - 6.3. Audio, Music, SFX**

6.4. Help System(?)

7. Artificial Intelligence

7.1. Opponent & Enemy AI - the active opponent that plays against the game player and therefore requires strategic decision-making

7.2. Non-combat & friendly AI/characters: N/A or limited to dialogue most likely

7.3. Support AI - player and collision detection, pathfinding

8. Technical

8.1. Target Hardware: PC

8.2. Development hardware & software, including Game Engine: Unreal engine

8.3. Network requirements: N/A

9. Game Art - Key assets, how they are being developed, and the intended style

10. Workflow - how the game development process flows including asset creation or procurement, how programming/code is developed and maintained, how the game's levels and objects