Game Design Doc - Glows

Member

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Game Engine : Unity 5.51f1

- Publish in 16:9 format such as:

  1280 * 720

Elevator Pitch

Controls more than one character on ONE screen with the SAME keys. Do you have the ability to make one of them survive and another die?

High Concept

Glows is a 2D side scroller game that's about Frey the tiny moth dragon who is trying to put every human who accidently entered the forest she lives in to death. By leading any human who enters with the glow of her tail, the moth dragon is able to mind control them and make them follow her movement. With the traps, water, beasts, and all the dangerous elements in the deep forest, Frey needs to use all those methods to kill the man while avoiding harming herself in the process.

Characters Controls

Frey the Moth Dragon

Movement

Left / Right

Press W and D accordingly to move left or right direction. Character does not walk/run but hovers slightly above group. Camera does not follow the character, Character moves at a steady speed.

Jump (Fly)

Press W or space to jump. Jump during left or right movement will cause character to jump over a certain distance or obstacle. Player will slowly descend back to its hover height.

Confused Human

Movement

Left/Right

Humans follow Frey movement, but with a slight delay. They move at a slower speed than Frey.

Jump

Humans jump as Frey jumps with a slight delay. They descend quickly back to ground level.

Camera Spec

Camera stays still at one section untill the player reaches the trigger
Player is immboilised while camera transitions

Features list + Juice plan

Various Trap Death Animation / Effect
Particle effect for environemnt
BGM
Special Effect on Frey Animation
Camera effect (shaken / flash)

Mechanics

Movement - Frey

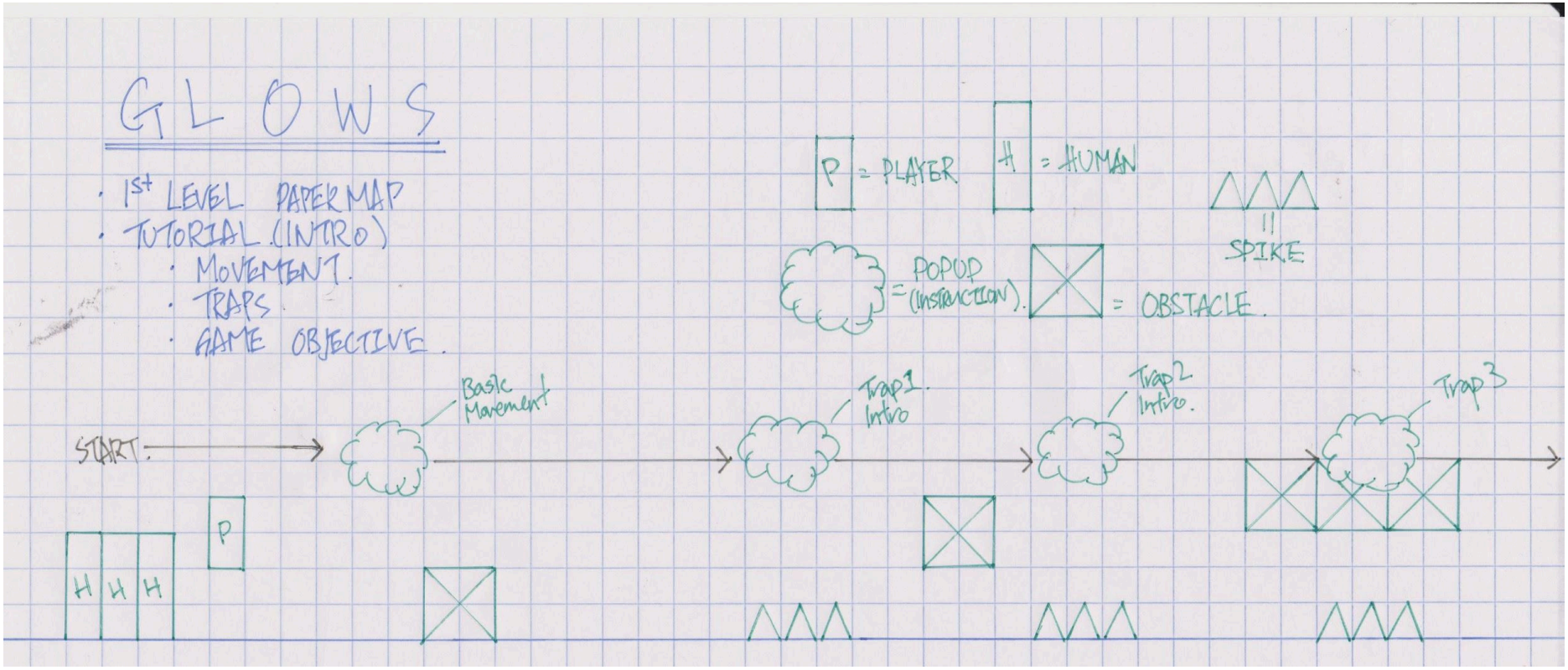
Left/Right (Hover)

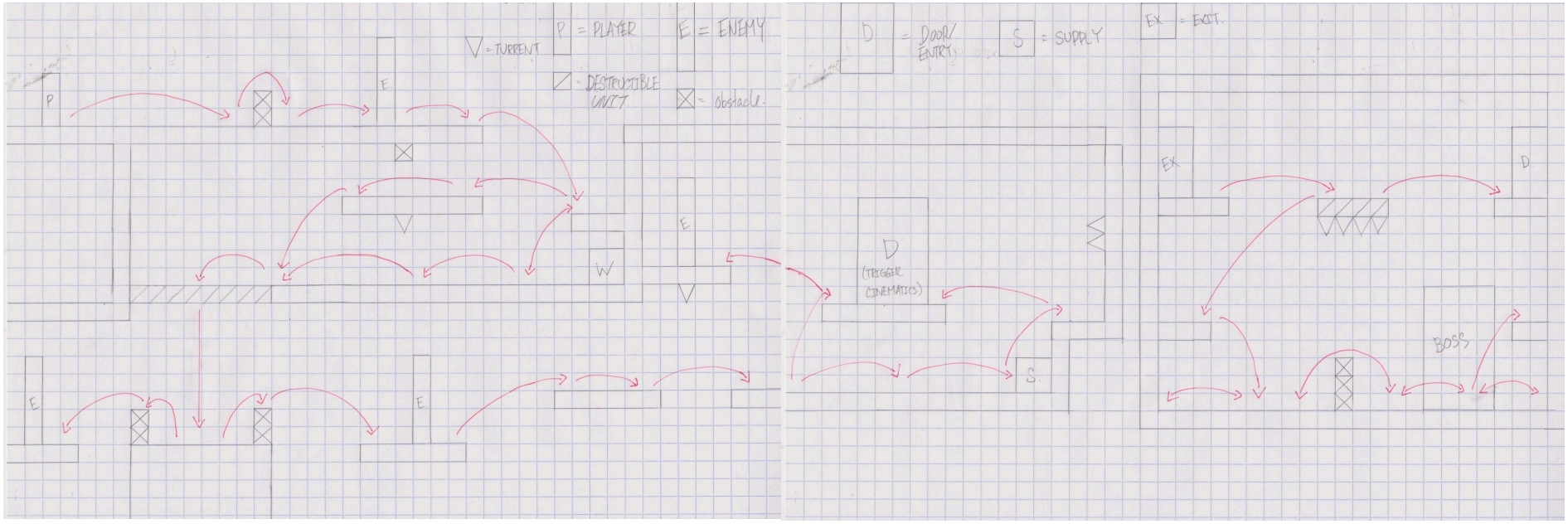
Jump

Death
: Character will die immdeiately if a damage source is trigger

Idle
: Character will automatic land on grounp, if there is no input from player in 5 second.

1st level design papermapped

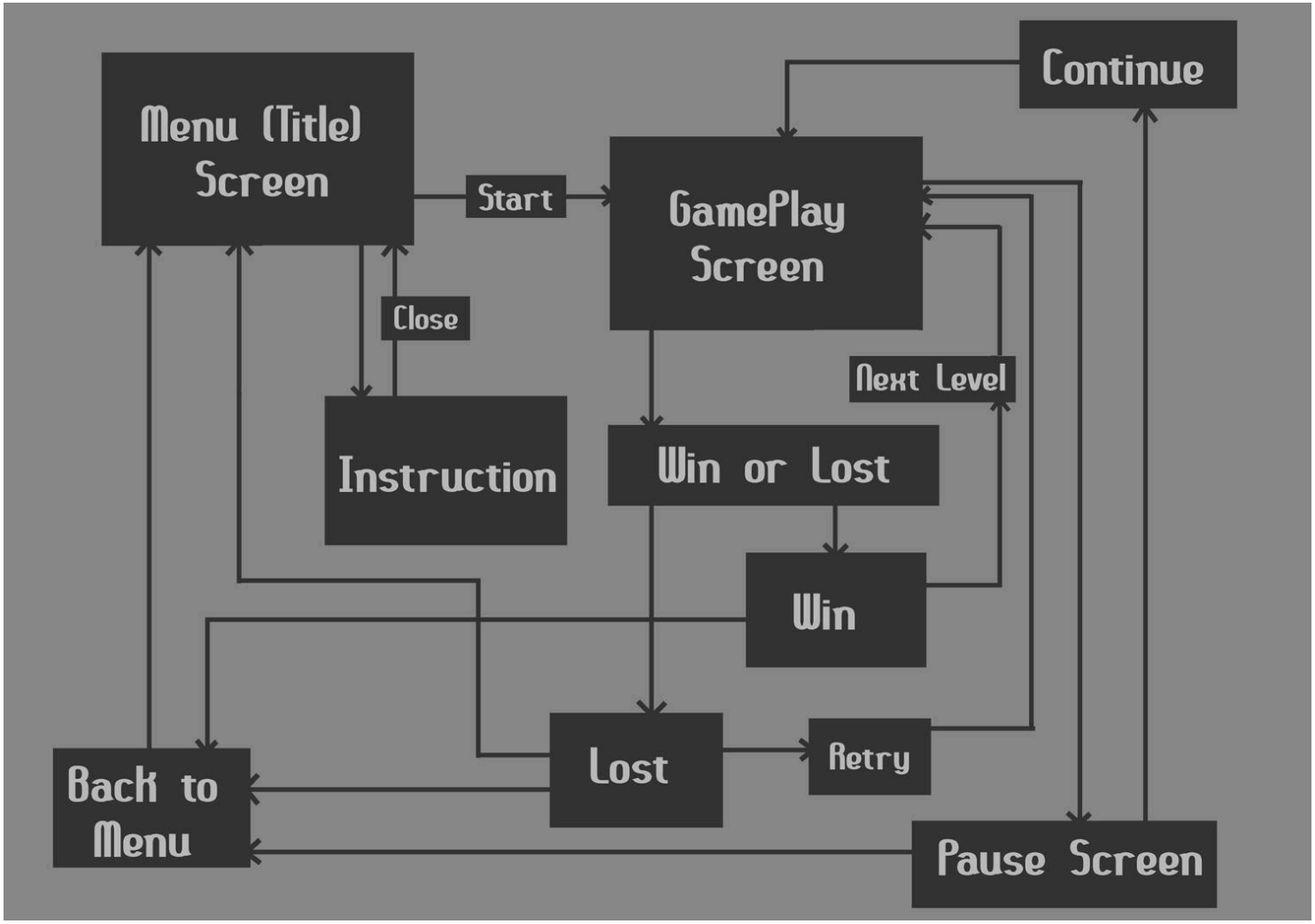




UI screens list

- Menu(Title) Screen
- Game Introduction Screen
- GamePlay Screen
- Game Over (Lost) Screen
- Pause Screen

Screenflow


Menu (Title) Screen
Start
GamePlay Screen
Continue
Close
Instruction
Win or Lost
Next Level
Win
Lost
Retry
Back to Menu
Pause Screen

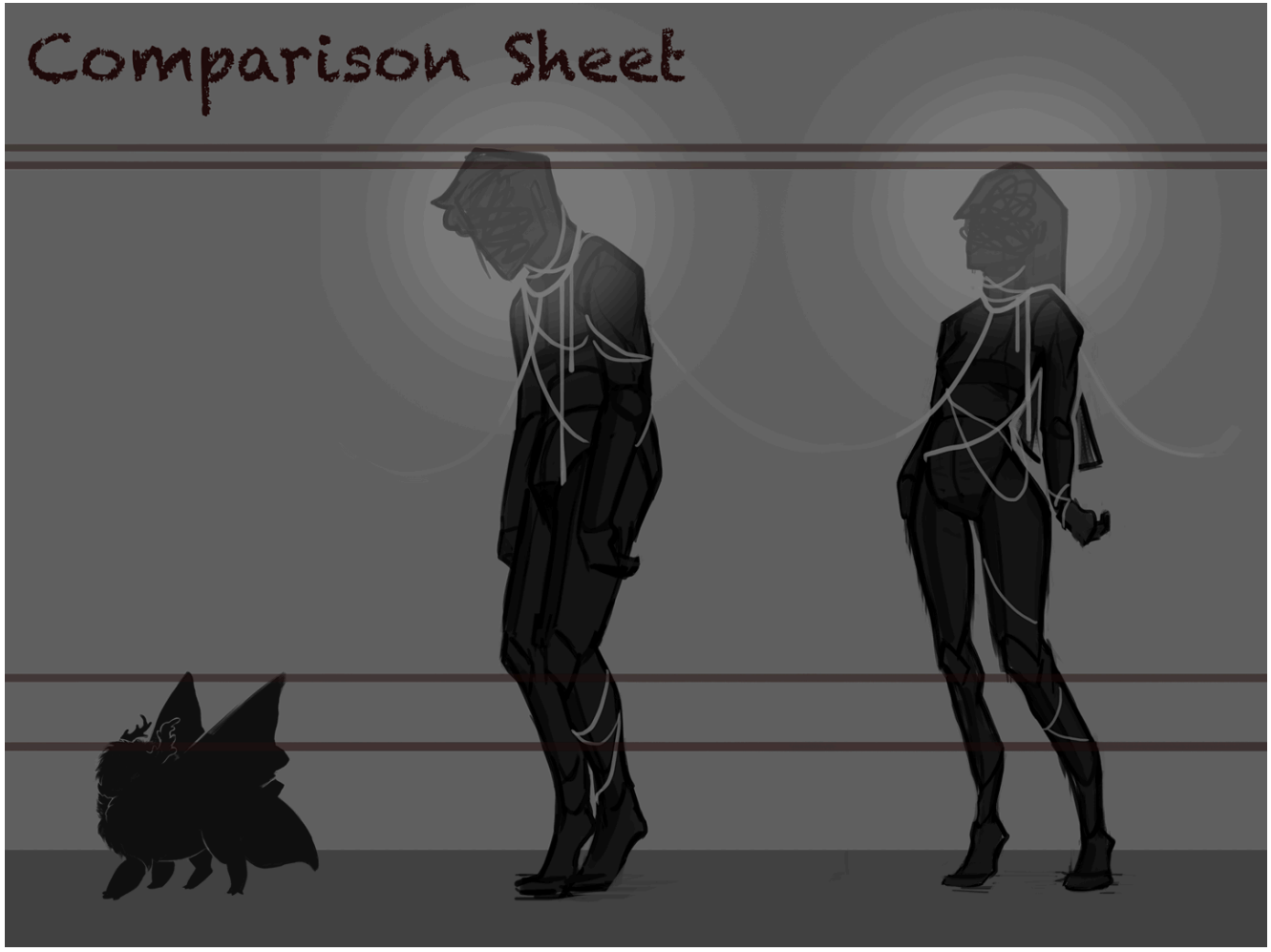
Art concepts

:: Main Character: Frey the Moth Dragon

In-Game Art Idle Pose Concept:

:: Enemies: Confused Human - Male & Female

:: Size Comparison Sheet: Frey (with wings) reach the knee of human

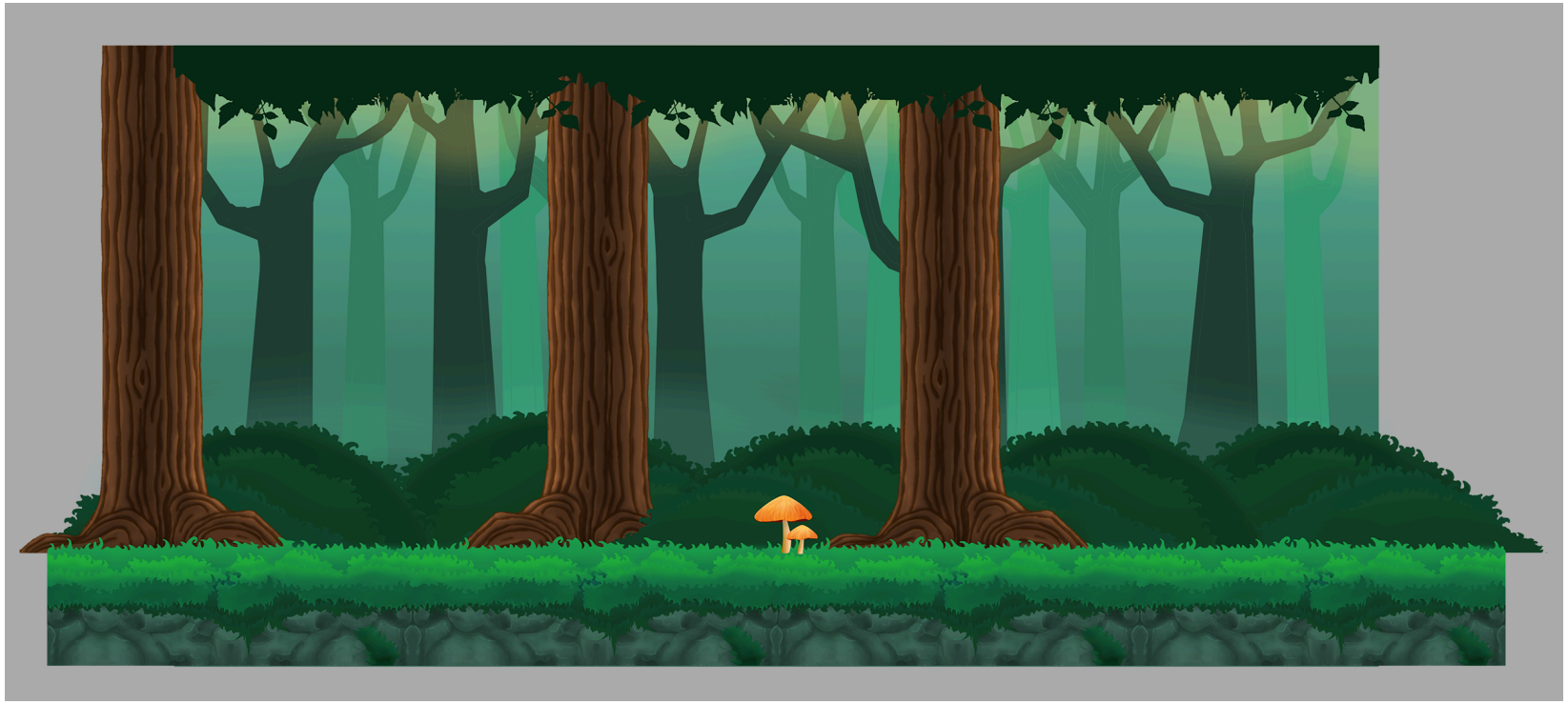


:: Environments

Tutorial + 3 Levels > 3-4 Forest environments.

Forest - Night time (foggy and dark), Moon following the camera

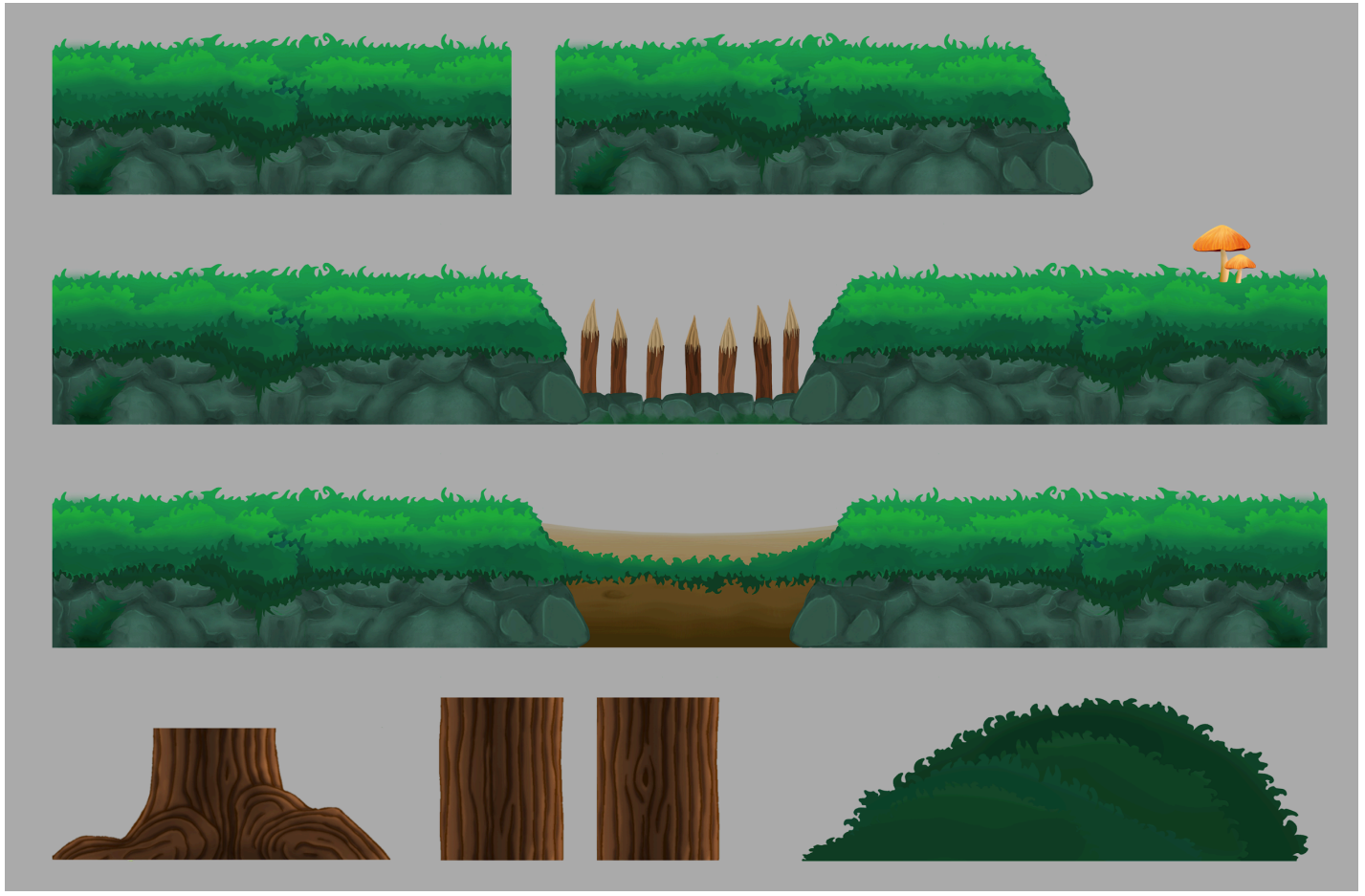
Desaturated colors to make the glowing parts and the foreground stand out.



:: Props / Traps

Traps:

Spike, Tree Log Falling, Pond/Sinkhole, Killer Plant



UI - Rough Concept