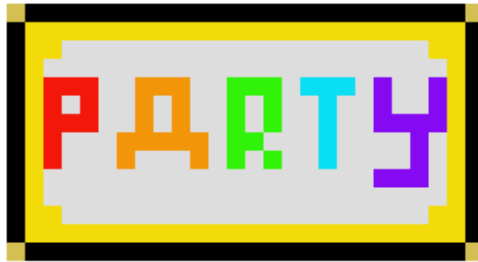


Block Party!

Game Design Document



Created by Daniel Z. Tolbert

[Block Party! by Millenium Compendium \(itch.io\)](https://itch.io/block-party)

Game Overview

Story, Setting & Characters

- The story is simple: You are playing as a student named Chadwick Chavez, and he just finished a long semester! All his classmates plan to go to a celebratory party, and they need their VIP invitations picked up if they want to still go. Your job is to pick them all up before the party kicks off tonight, so try to find them all!
- The setting takes place in the suburbs, with nice houses in the background and a changing sky color to signify how much time passes in between levels. Narratively, Level 1 doesn't have a specific design in mind as it serves to give the players an idea of what to expect for the rest of the game (jumping and collecting invitations.)
- Characters: The player (Chadwick Chavez) → The name is sort of a play on the song "Cha-Cha Slide" (**Chadwick Chavez**), since the character is helping to prep for a party.

Game Concept

- My goal for Block Party was simple: create a simple game with the goal of collecting a set amount of items. The way I wanted to make it interesting was by creating a variety of tiled blocks to basically make platform mazes shaped like animals or objects (with the exception for Level 1.) It handles easily but can still present a challenge, particularly since the players won't know what design to expect for each level.

Genre

- Platformer
- 2D Scroller
- Collect-a-thon

Platform & Players

- The game was developed on Unity over the course of several months. C# was used as the visual scripting to implement multiple features into the game.
- Block Party is a single player game available to play on PC, submitted on Itch.io, but mobile players cannot access it.
- Target Audience: Rated E for everyone (age demographics 10+). Anyone with an interest in computer games can play, and it's extremely casual-friendly.

Gameplay Inspiration

- My primary sources of inspiration for the gameplay were the Super Mario Bros games, a Banjo-Kazooie, and Fancy Pants Adventures.
- They're all platformer games, but FPA inspired me to take a creative approach in how each 2D stage/level was crafted and molded into more than just tiles floating in the air.
- The Mario games did inspire the way I wanted the art to look (pixelated and retro, and it also helped me develop how I wanted the player to move; primarily right to left and jumping.
- I was narratively inspired by Banjo-Kazooie to make it a collect-a-thon game, since Mario & FPA don't really use their collectibles as an end goal.

Playing the Game

Game Objective

- There are 5 playable levels, and each level has 15 collectible items (the invitations) scattered across the area. The player must retrieve them all in order to proceed to the next level until the game is completed.

Game Mechanics & Controls

Basic Mechanics:

- The player is able to jump and move in both directions.
- The longer you press the spacebar, the higher the jump will be until a certain point.
- As each collectible item is retrieved, the UI counter on the top left corner will indicate how many have been found/collected and how many are left.
- The player cannot use diagonal blocks to jump, so it's encouraged to stick to the horizontal blocks.
- If the player keeps falling, eventually they will respawn back to the position they started from, but consequently the amount of collectibles they retrieved will reset.

Controls:

Arrow keys → Moving left and right

Spacebar → Jump

Mouse / Keypad Click → Proceeding to next level / restarting level.

Title, Introduction & Credits

- The Title and Introduction screens will have a clear day sky as a background, with music that plays on loop. Both sections will also have buttons at the bottom of the screen that need to be clicked in order to proceed to the game's levels.

- The Credits will have a night sky with no music whatsoever. Once Level 5 is completed, the Credits screen will pop up and offer the players to play again from Level 1. Unless the player wishes to refresh the page, then the game will be continued like this.

Levels

- There are 5 levels, and each of them have platforms scattered throughout the area.
- The collectibles of the game are the invitations. Each level has 15 of them in various parts of the designs.
- Level 1 is not inspired by any particular theme, it's merely structured as an easy way to begin moving around the game. Meanwhile, Level 2's level map is based on a fish, Level 3's tiles form the shape of a flower, Level 4 has an insect theme, and Level 5 is shaped like a house (for the narrative of it being party time).

Mobility

- Movement speed will be moderately paced.
- The player's movement is strictly limited to the directional controls (jump & move left and right.)
- The player's capabilities are also limited by the amount of tiles there are in the stage. Even if they free fall from the highest block, they will just keep falling until they respawn back to the beginning of the level. As previously mentioned, this will consequently restart the player's progress in the level (needing to collect all the invitations they acquired before falling.)

Why Play?

- Simple controls and gameplay with an easygoing premise.
- The level design. The platforms of the game are positioned to form unique shapes and structures while challenging the players to search for the collectibles.
- Pixel art reminiscent of retro video games, with colorful backgrounds.
-

Sound Design

- Block Party has a single piece of music. It loops without interruption, but restarts everytime a new level begins. It's present from the Title to the 5th Level, and the Credits have no music at all.
- The program used to create the music is called Groove Pad, a free license app on mobile.

Art Design

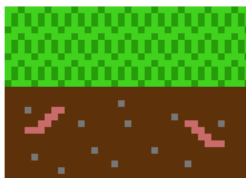
Aesthetics

- Spring
- Summer
- Pixelated suburbia

Concept Art

- Mostly centers on having a pixelated art style. Every pixel of every tile, background, and the protagonist were created using the (free) program Pixel Art Studio.
- Due to time constraints and the overall time it takes to create and implement individual frames for an animation, there are no particular animations within Block Party. That said, I did originally intend to use sprite sheets of Chadwick walking to the left & right. There were some additional sprite sheets of the backgrounds, with birds seen flying across the sky and such.
- Here are some of the prime concept art and finished art that I've had to use while developing the game:

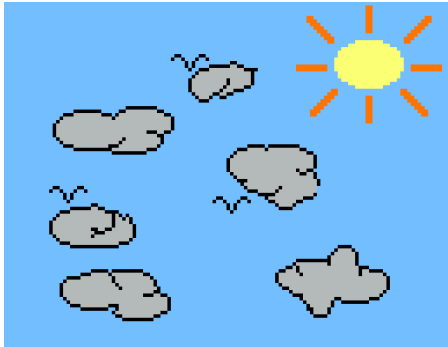
Ground Tiles - Combined & Separate



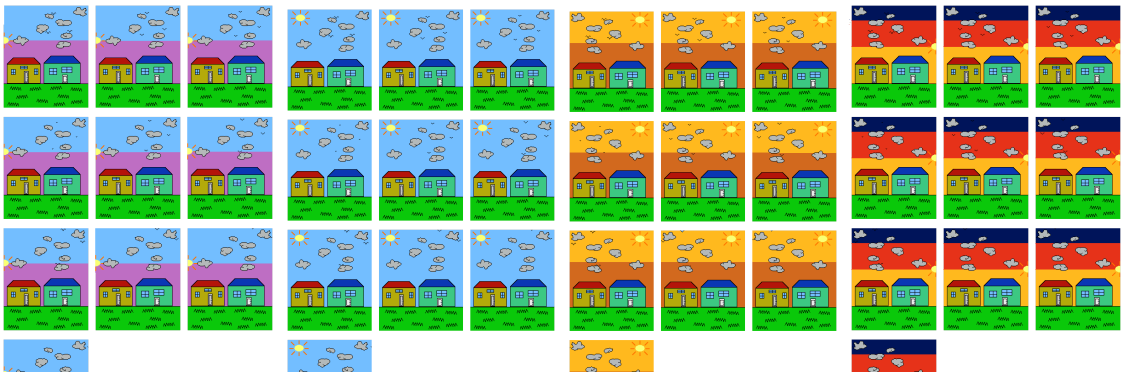
Party Invitation - Draft & Final Result



Sky Background - Day & Night



Suburb Background Sprite Sheets



Protagonist - Single & Sprite Sheets

