

Tricks and Treats

Game Design Document

Version # 0.7

GAME & LEVEL DESIGN | 2D PLATFORM GAME

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Table of Contents

1. Version History.....	4
2. Product Overview.....	5
2.1. Genre/Platform.....	5
2.2. Audience.....	5
3. Game Overview.....	5
3.1. General Gameplay / Objectives.....	5
3.2. World / Atmosphere Description.....	5
3.3. Aesthetic Design.....	5
4. Level Design.....	5
4.1. Legend.....	5
4.2. Level 1.....	5
4.3. Level 2.....	5
4.4. Level 3.....	5
5. User Interface.....	6
5.1. Main Menu.....	6
5.1.1. General Layout (Sketch / Mock-Up).....	6
5.1.2. Text Information (Credits).....	6
5.1.3. Interaction Description.....	6
5.2. Game Over Screen.....	6
5.2.1. General Layout (Sketch / Mock-Up).....	6
5.2.2. Text Information.....	6
5.2.3. Interaction Description.....	6
5.3. HUD.....	6

5.3.1.	General Layout (Sketch / Mock-Up).....	6
5.3.2.	Element Descriptions.....	6
5.3.2.1.	Health.....	6
5.3.2.2.	Life.....	6
5.3.2.3.	Ammo.....	6
5.3.2.4.	Score.....	7
5.3.2.5.	Pickups.....	7
6.	Game Mechanics.....	7
6.1.	Variable List.....	7
6.2.	Player.....	7
6.2.1.	General Object Properties.....	7
6.2.2.	Walk.....	8
6.2.3.	Jump.....	8
6.2.4.	Shoot.....	8
6.2.5.	Checkpoint.....	8
6.2.6.	Death.....	8
6.3.	Pickups / HUD.....	8
6.3.1.	Health Pickup.....	8
6.3.2.	Life Pickup.....	9
6.3.3.	Projectile Pickup.....	9
6.3.4.	Score Pickup.....	9
6.3.5.	Level Access / Key Pickup.....	9
6.4.	Enemies.....	10
6.4.1.	Pacing Enemy.....	10

6.4.2. Flying Enemy.....	10
6.5. World.....	10
6.5.1. Basic Platform.....	10
6.5.2. Basic Wall.....	10
6.5.3. Jump-Through Platform.....	10
6.5.4. Moving Platform.....	10
6.5.5. Hazzard.....	10
6.5.6. Level Access / Door and Message.....	11
6.5.7. Switch/Lever, Local Access System.....	11
6.5.8. Background Parallax System.....	11
7. Assets.....	11
7.1. Art Asset List.....	11
7.2. Audio Asset List.....	12
8. References.....	13

1. Version History

Date	Version #	Details
10/22/2018	0.1	Template created and issued
29/11/2023	0.2	Filled out the product overview and game overview sections
03/12/2023	0.3	Filled out Art asset list
03/12/2023	0.4	Filled out information under sections 4 and 5. Began Section 6
04/12/2023	0.5	Added Pictures for Menu screens and level 1
04/12/2023	0.6	Added Picture for level 2
04/12/2023	0.7	Filled out section 6.3 and 6.4

2. Product Overview

2.1. Genre/Platform

Platformer game on PC.

2.2. Audience

Early to mid-teens (10-15yrs).

3. Game Overview

3.1. General Gameplay / Objectives

Dodge ghosts and bats to make it home with all your candy! Collect gummy bears along the way for more points!

3.2. World / Atmosphere Description

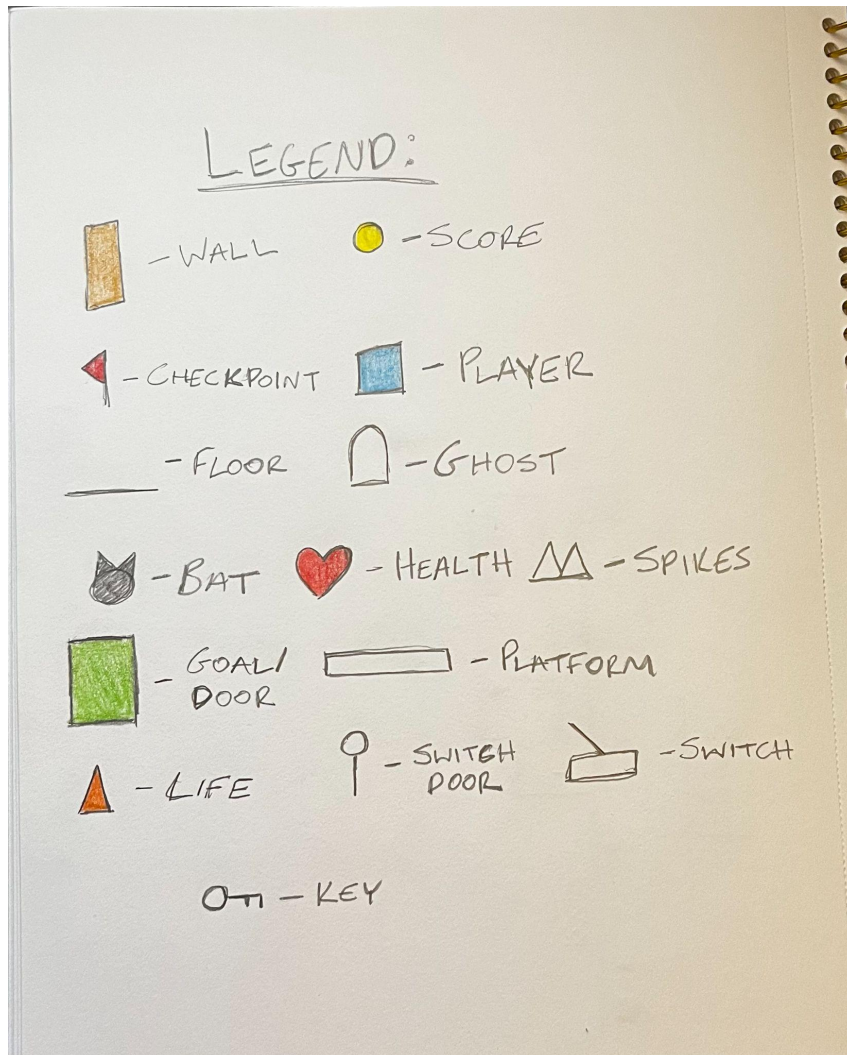
It is set during Halloween in a suburban area.

3.3. Aesthetic Design

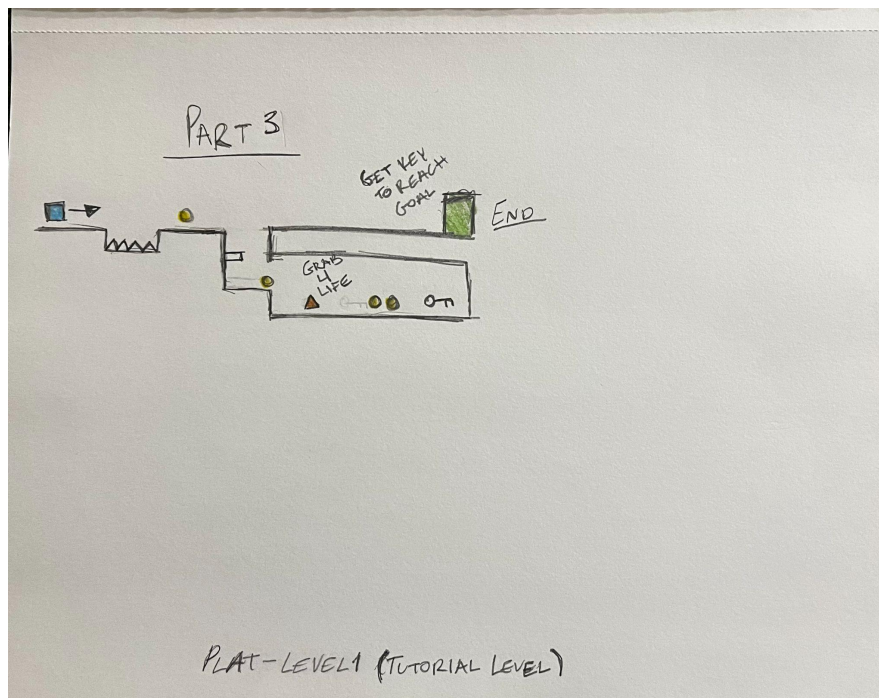
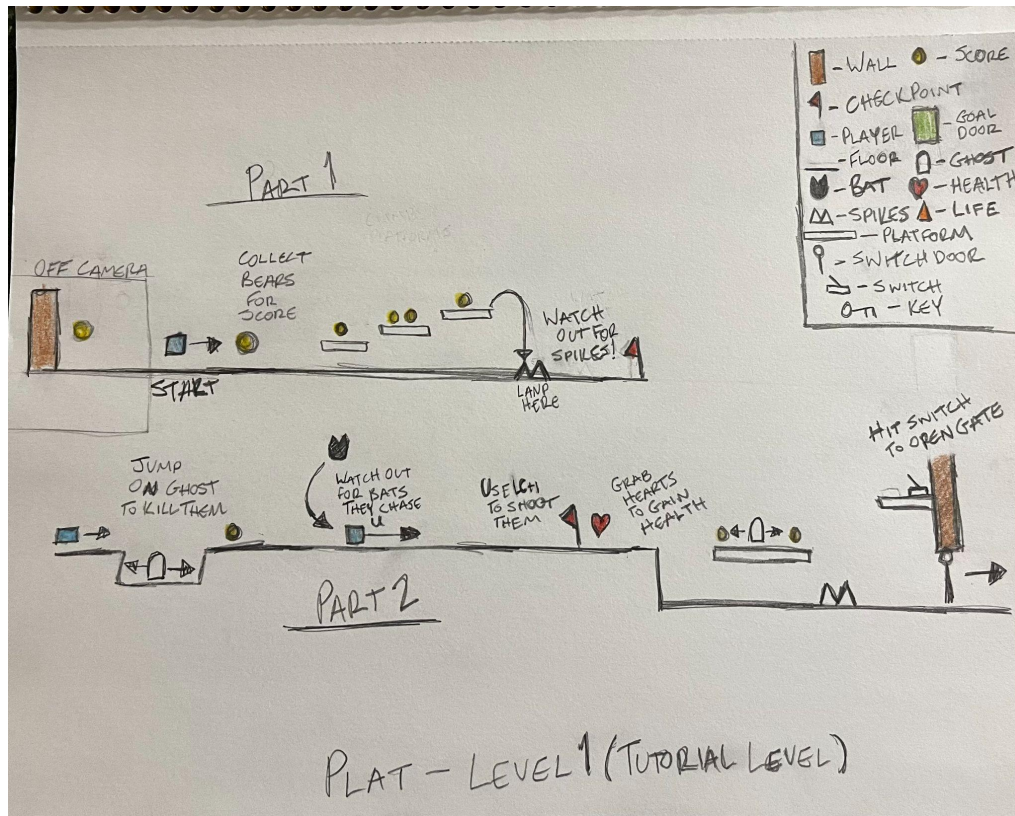
Pixel art style Halloween theme.

4. Level Design

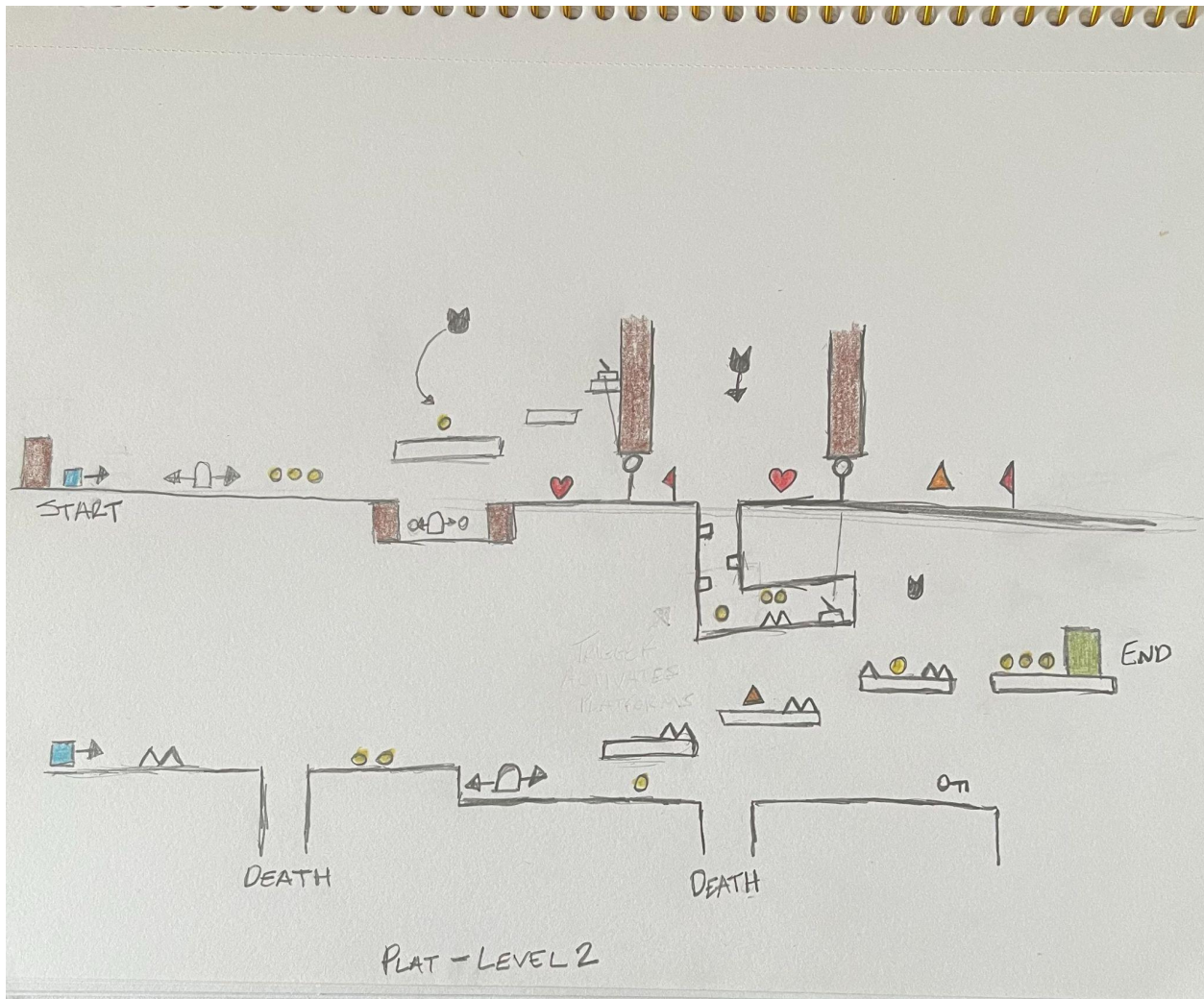
4.1. Legend



4.2. Level 1



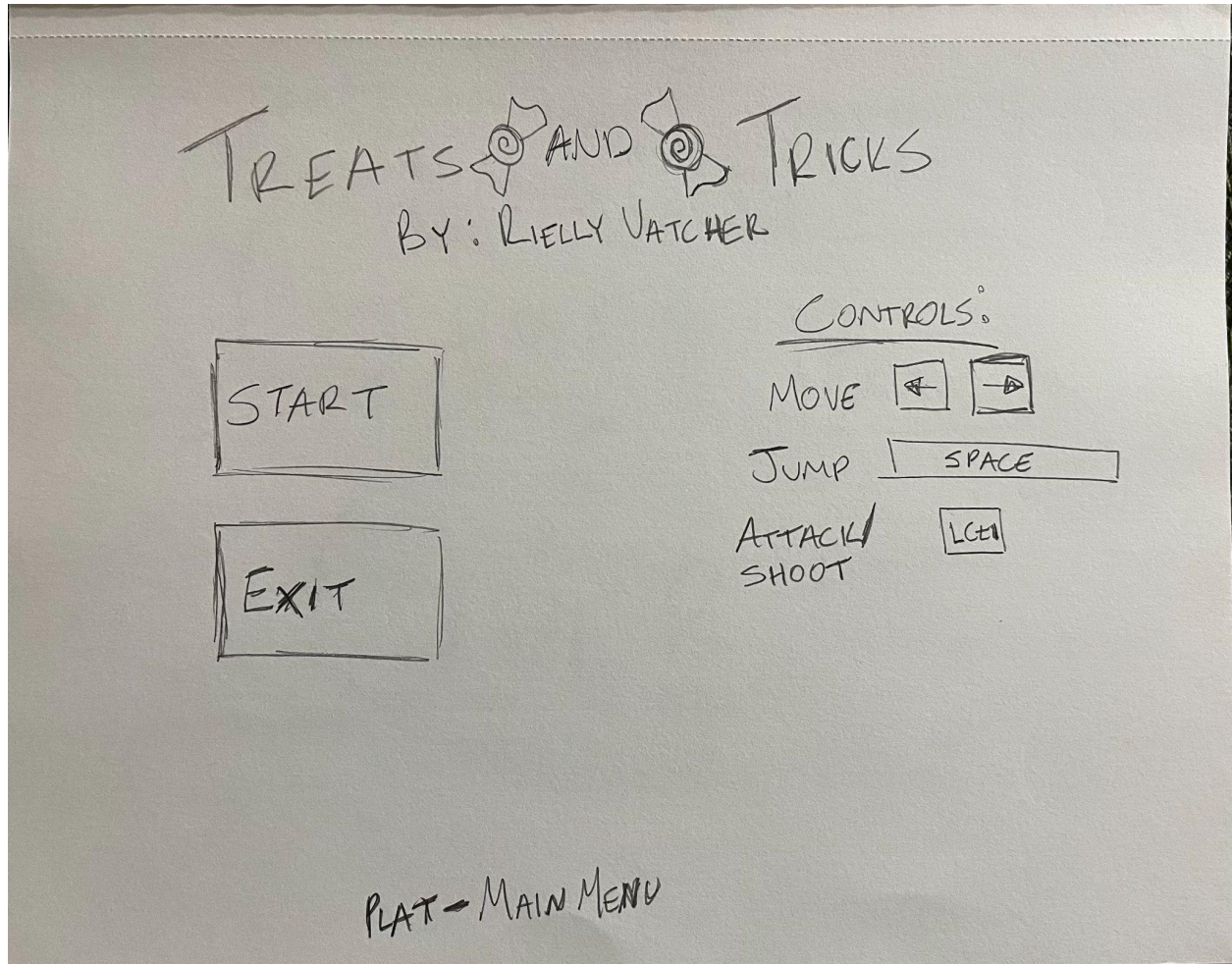
4.3. Level 2



5. User Interface

5.1. Main Menu

5.1.1. General Layout (Sketch / Mock-Up)



5.1.2. Text Information (Credits)

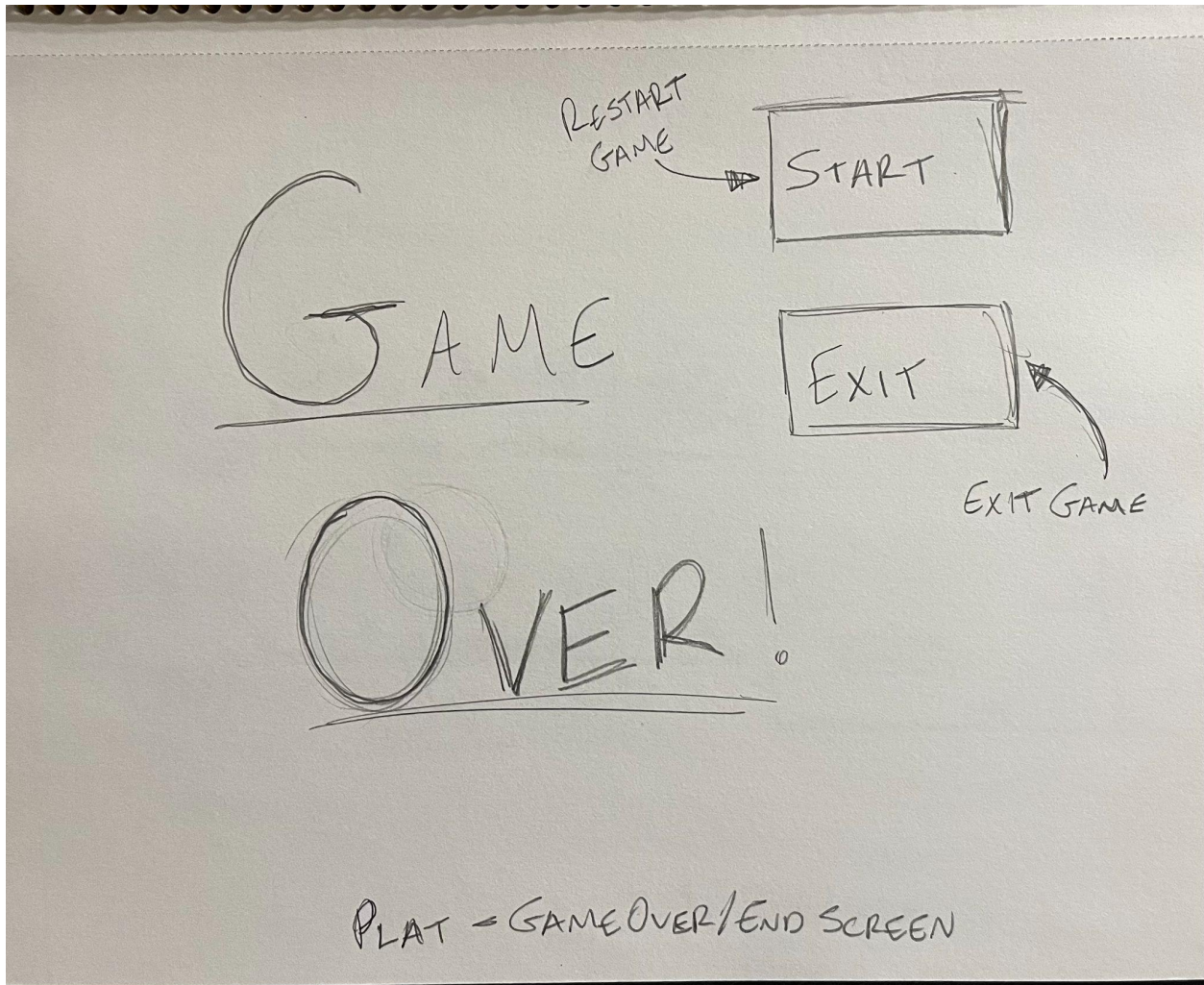
The game title and developer name are at the top of the screen. Game controls are listed to the right of the screen.

5.1.3. Interaction Description

Start button which starts the game at Level 1. Exit button which exits the game.

5.2. Game Over Screen

5.2.1. General Layout (Sketch / Mock-Up)



5.2.2. Text Information

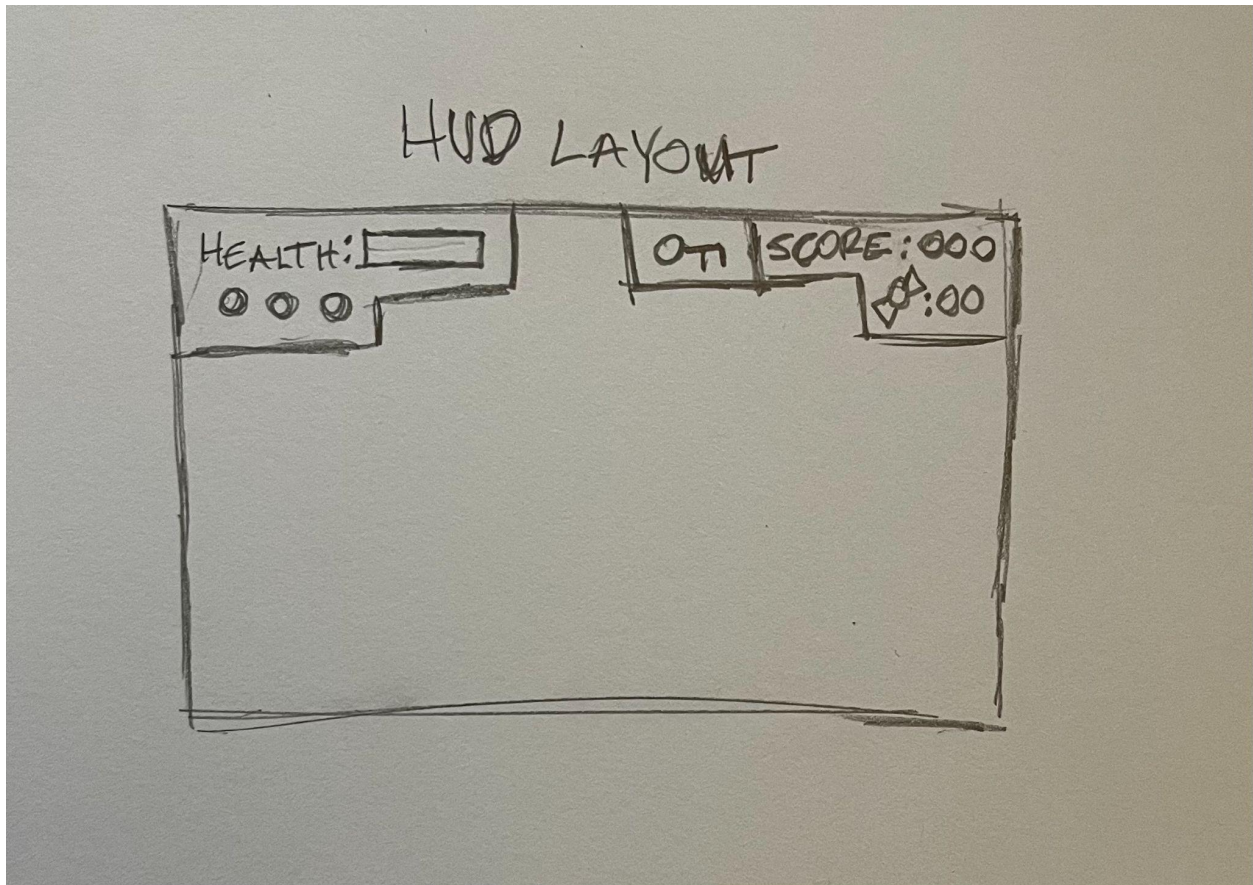
Big white text that says game over.

5.2.3. Interaction Description

A start button which restarts the game. And an exit button that exits the game.

5.3. HUD

5.3.1. General Layout (Sketch / Mock-Up)



5.3.2. Element Descriptions

5.3.2.1. Health

A green health bar with a small black outline. Gets longer or shorter depending on the player's health.

5.3.2.2. Life

Three icons that look like the player's head represent each of the player's three lives. Which sits under the health bar.

5.3.2.3. Ammo

One candy icon to represent the player's ammo, next to a number displaying the player's ammo count. Which sits under the score text.

5.3.2.4. Score

Text in the format of “SCORE:000” which increases as the player gathers score items(gummy bears).

5.3.2.5. Pickups

A key icon identical to the Key Pickup which must be found to complete the level. which sits next to the score text and ammo count.

6. Game Mechanics

6.1. Variable List

Variable Name	Variable Type	Default Value (if applicable)
Player Health	Integer	100
Player Ammo	Integer	10
Player Score	Integer	0
Has Key	Boolean	False

6.2. Player

6.2.1. General Object Properties

The player character that you control throughout the game.

6.2.2. Walk

6.2.2.1. Control Scheme

WASD or the arrow keys to move.

6.2.2.2. Details

6.2.3. Jump

6.2.3.1. Control Scheme

Space to Jump.

6.2.3.2. Details

6.2.4. Shoot

6.2.4.1. Control Scheme

Left Control to Shoot.

6.2.4.2. Details

6.2.5. Checkpoint

6.2.5.1. Details

6.2.6. Death

6.2.6.1. Details

6.3. Pickups / HUD

6.3.1. Health Pickup

6.3.1.1. Operation Details

A heart icon is picked up when the player walks over it.

6.3.1.2. HUD Representation

The health bar increases in size when you gain health

6.3.2. Life Pickup

6.3.2.1. *Operation Details*

A floating icon that looks like the player's head. Can be picked up by walking over it.

6.3.2.2. *HUD Representation*

There are three heads under the health bar. The number of heads increases/decreases depending on how many lives the player has.

6.3.3. Projectile Pickup

6.3.3.1. *Operation Details*

A pumpkin full of candy that refills the player's ammo when collected. Can be picked up by walking over it.

6.3.3.2. *HUD Representation*

The player ammo counter, under the score text in the top right, resets to 10.

6.3.4. Score Pickup

6.3.4.1. *Operation Details*

A green gummy bear which the player collects during levels. Can be picked up by walking over it.

6.3.4.2. *HUD Representation*

The score counter in the top right increases by one for every pickup collected.

6.3.5. Level Access / Key Pickup

6.3.5.1. *Operation Details*

A skeleton key that opens the final door at the end of each level. Can be picked up by walking over it.

6.3.5.2. *HUD Representation*

An icon identical to the key itself. Which appears next to the score text when collected.

6.4. Enemies

6.4.1. Pacing Enemy

6.4.1.1. *Navigation*

Navigates back and forth between two points.

6.4.1.2. *Health System*

Dies instantly when the player jumps on their head. Can also be killed by shooting them three times.

6.4.1.3. *Damage Dealing*

Kills the player instantly when they collide.

6.4.2. Flying Enemy

6.4.2.1. *Navigation*

Chases down the player when the player is within 10 units. Once it reaches the player, it gives them a second to create some distance before attacking again.

6.4.2.2. *Health System*

Dies after being shot once by the player.

6.4.2.3. *Damage Dealing*

Deals 10 damage to the player for every second they are in contact.

6.5. World

6.5.1. Basic Platform

6.5.2. Basic Wall

6.5.3. Jump-Through Platform

6.5.4. Moving Platform

6.5.5. Hazzard

6.5.6. Level Access / Door and Message

6.5.7. Switch/Lever, Local Access System

6.5.8. Background Parallax System

7. Assets

7.1. Art Asset List

Asset Name	Filename	Size	Frames
Player			
Player Idle/Walk	Player_Idle/Walk#	128 x 128 ea	4
Player Jump	Player_Jump	128 x 128	1
Player Shoot	Player_Shoot	128 x 128	1
Player Death	Player_Death	128 x 128	9
Player Projectile	Player_Projectile	64 x 64	1
Enemies			
Pacing Enemy	Enemy_walk#	128 x 128 ea	4

Flying Enemy	Enemy_Fly#	128 x 64 ea	4
Enemy Death	Enemy_Explode		6
Pickups			
Scoring Pickup	Score_Pickup	256 x 64 (sheet)	4
Health Pickup	Heart_Pickup	256 x 64 (sheet)	4
Life Pickup	Life_Pickup	256 x 64 (sheet)	4
Projectile Pickup	Projectile_Pickup	64 x 64 ea	6
Key / Level Access	Key_Pickup	128 x 64	1
World			
Platform	Platform	512 x 64	1
Wall	Wall	128 x 256	1
Hazzard	Spikes	64 x 32	1
Door / Level Exit	Door	160 x 256	1
Message	Need Key	256 x 256	1
Background 1	Houses	1920 x 1080	1
Background 2	Clouds	1920 x 1080	1
Background 3	Fog	1920 x 1080	1
Background 4	Street Lamps	1920 x 1080	1
Switch / Lever ?	Switch_On/Off		1
Door / Bridge ?	Switch_Door#		4
HUD			
HUD Overlay	HUD_Overlay	1776 x 200	1
Health Bar	Healthbar	192 x 32	1
Life Counter	Life_Counter	32 x 32	1
Menu			
Main Menu	Main_Menu	1280 x 720	1
Game Over	Game_Over	1280 x 720	1
Start Button	Menu_Button_Start	256 x 128	1
Start Button Highlight	Menu_Button_Start_Highlight	256 x 128	1
Exit Button	Menu_Button_Exit	256 x 128	1
Exit Button Highlight	Menu_Button_Exit_Highlight	256 x 128	1
Menu Button	Menu_Button_Menu	256 x 128	1
Menu Button Highlight	Menu_Button_Menu_Highlight	256 x 128	1

7.2. Audio Asset List

Submitted separately (Sound Design for Games)

8. References

Flying Enemy References:



Pacing Enemy References:



Candy References:



Player References:

