

DuoWare

Game Design Document

Versão: 1.0

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1. História

Um desenvolvedor se encontra em um dilema ao descobrir que sua empresa vende dados confidenciais de seus clientes. Por um lado, ele valoriza seu trabalho e acredita que a tecnologia melhora a vida das pessoas. Por outro, se enfurece com as mentiras e a manipulação em prol do lucro. “Esses filhos da put* não vão sair impunes!”

Uma noite, em seu cubículo decide tomar ação e expor a empresa. Entretanto, terá que batalhar consigo mesmo para atingir esse objetivo. “Não vou deixar você arruinar minha vida”, diz sua consciência.

Quem vencerá a batalha? A luta pela justiça, ou a ambição por uma carreira?

2. Gameplay

Two players face each other in a series of mini-games. Player one must use the keyboard, while player two, the mouse. A hacking combat is about to begin!

By the end of the mini-games only one winner will be chosen.

Mini-Game #1:

Dinosaur Run

Keyboard player controls the dinosaur, having it jump or run using the arrow keys. Mouse player clicks the screen to have asteroids fall. If Mouse player hits an asteroid on the Dinosaur, they're the winner. If the Dinosaur survives for 10s, Keyboard player is the winner.

Mini-Game #2:

Drag the Evidence

Mouse player has to drag files and folders to the trash. Keyboard player can disrupt them by pressing the corresponding key to relocate the file. Mouse player wins by dragging 3 files to the trash bin. Keyboard player wins if Mouse player is unable to achieve their objective in under 10s.

After playing several mini-games, the player who has won most of them is declared the ultimate winner.

3. Personagens



4. Controles

A local versus game, where Player 1 will use the keyboard to perform certain tasks against Player 2, who will be using the Mouse.

5. Camera

The game is played on a UI that simulates a retro PC.

6. Music & Sound Effects

A chiptune soundtrack to go along with the retro style.

<https://opengameart.org/content/5-chiptunes-action>

<https://opengameart.org/content/nes-shooter-music-5-tracks-3-jingles>

<https://opengameart.org/content/4-chiptunes-adventure>

<https://opengameart.org/content/8-bit-jump-1>

<https://opengameart.org/content/8bit-death-whirl>

<https://opengameart.org/content/soundpack-04>

<https://opengameart.org/content/soundpack-02>

<https://opengameart.org/content/soundpack-03>

7. Interface

There's a main menu where players can tinker with the options, or start a game and choose the mini-games.

8. Cutscenes

1-) Cutscene inicial. Sugestão: Mostra um hacker de costas de frente com uma tela de computador, depois mostra outro espelhado e com outra paleta de cores e a câmera se afastando. Talvez alguma frase embaixo de cada personagem (lembrando que se trata do mesmo personagem):

a-) "They must know the truth!"

b-) "I can't lose my job."

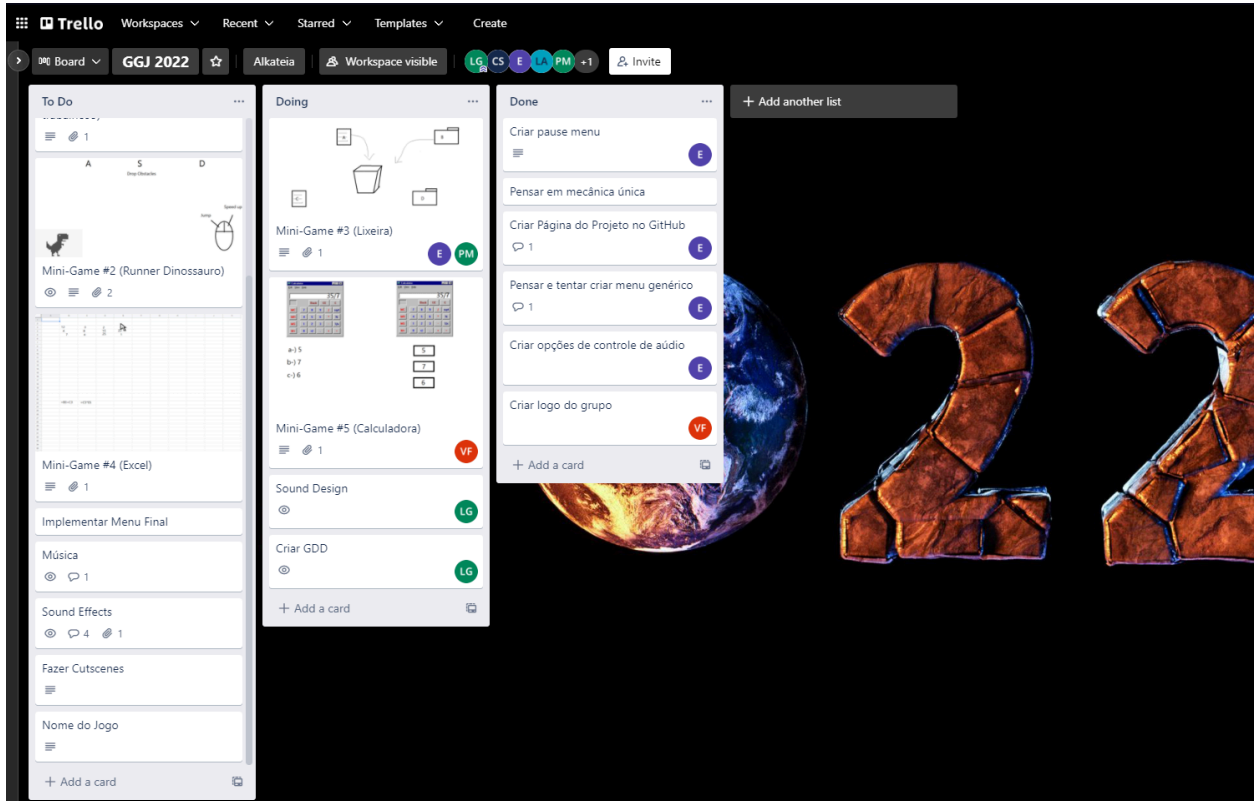
2-) Cutscene final, independentemente de quem venceu, os personagens viram pra trás e revelam seu rosto, revelando que são a mesma pessoa.

Dependendo de quem ganhou, aquela forma toma controle e fala alguma frase.

a-) "The truth is out. People will know they've been lied to."

b-) "My career is safe. I can help people now."

9. Organização



10. Assets

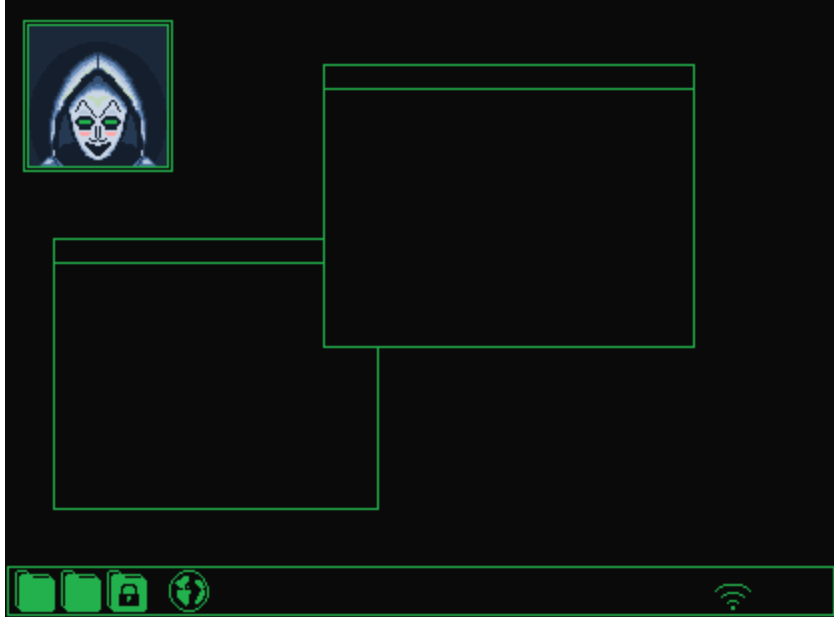
Artes Sadroo:







A dark grey rectangular area containing three horizontal white input boxes stacked vertically. At the bottom left corner of this area is a small globe icon, and at the bottom right corner is a small battery icon.



Logo by VeK:





ALKATEIA