

# My Idiot Grandson

## DESIGN DOCUMENT

Code by Dodeyrosinte: Isaac Clyde

Music by: Nicholas Harral

Art by Kriegrr: Joel Krieg

Writing by Spaghattio03: Thomas Clyde

---

|                                          |          |
|------------------------------------------|----------|
| <b>Introduction</b>                      | <b>2</b> |
| Game Summary                             | 2        |
| Ideation                                 | 2        |
| Player Experience                        | 2        |
| Platform                                 | 3        |
| Development Software                     | 3        |
| Genres                                   | 3        |
| Target Audience                          | 3        |
| <b>Concept</b>                           | <b>3</b> |
| Gameplay                                 | 3        |
| Theme Incorporation: You Are The Weapon! | 4        |
| Primary Mechanics                        | 4        |
| Secondary Mechanics                      | 5        |
| <b>Art</b>                               | <b>6</b> |
| Consistent Themes                        | 6        |
| Design Choices                           | 6        |
| <b>Audio</b>                             | <b>7</b> |
| Music                                    | 7        |
| Sound Effects                            | 7        |

|                             |          |
|-----------------------------|----------|
|                             | 2        |
| <b>Game Experience</b>      | <b>7</b> |
| UI                          | 7        |
| Controls                    | 7        |
| <b>Development Timeline</b> | <b>8</b> |

# Introduction

## Game Summary

My Idiot Grandson! Is about a ghostly grandpa who came back from the dead to help his idiot grandson save the world. Interact with anything but the characters in order to keep your grandson safe on his idiotic journey!

## Inspiration

### Ghosts and Goblins

Ghost and Goblins is an old school side scroller with an intense difficulty. Its art style served as a tonal baseline for the game's art and a lot of its concepts. And with the unique theme of the game jam, we thought that the combination of the two ideas would not only be unique, but lead to never before seen mechanics.

### Celeste

Celeste is a classic platformer with very unique takes on satisfying movement. In the same vein, we also wanted to come up with entirely new ways to create the classic platforming that all gamers know and love.

## Player Experience

My Idiot Grandson! Features different level types and mixes of each of them; platforming, puzzles, and combat. The ghostly grandpa must use various items in the level to open or secure the path to the goal. This must be done while

managing and defending the automatically moving grandson.

## **Platform**

The game is developed to be released on itch.io and run in the browser.

## **Development Software**

- Godot Engine for programming
- Aseprite for graphics and UI
- Cubase for music

## **Genres**

Singleplayer, puzzle, platformer

## **Target Audience**

It is not the goal of My Idiot Grandson! To provide mechanics that are necessarily difficult, but due to the rather unique way the game is played the difficulty might spike in certain levels. The game will provide a unique experience to players of all skill levels without being too challenging.

## **Concept**

### **Gameplay**

The player controls a ghost who can possess various objects around the level as well as the weapons that the Grandson is

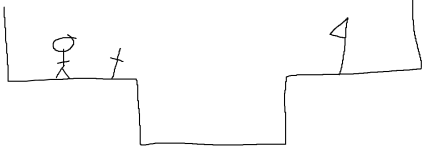
holding. With multiple objects and weapons that all have unique properties, the player will be able to solve various puzzles, maneuver through strange platforming, and defeat different enemies.

### **Theme Interpretation: You Are The Weapon**

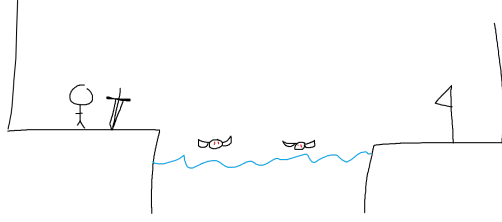
**The player is not in control of anything but the things that could be considered weapons.**

One of the more classic takes of a “living weapon” is the idea of a possessed weapon. We decided that this concept has a lot of potential in the realm of not only a puzzle game but of a monstrous platformer. And so, by taking control of many weapons throughout a single level, be it a sword, spear, or high velocity boxes, the player can be the weapon without being limited to a specific set of actions.

## Primary Mechanics

| Mechanic                                                                                                                                                                                                                                | Painted Illustrations<br>Art not final: at all                                                                                   |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| <p style="text-align: center;"><u><b>Grandson</b></u></p> <p>Constantly moves through the level. Automatically interacts with weapons but does not swing or use them. If the grandson is “damaged” by any means, the level is lost.</p> |                                                |
| <p style="text-align: center;"><u><b>Possession</b></u></p> <p>The Grandpa Ghost can possess objects and weapons through the level to defeat enemies and solve puzzles.</p>                                                             |                                               |
| <p style="text-align: center;"><u><b>Goal</b></u></p> <p>The goal of the game is to guide the Grandson to the goal without taking damage. When the goal is reached by the Grandson, the level is completed.</p>                         | <p style="text-align: center;">Level 1!</p>  |

## Secondary Mechanics

| Mechanic                                                                                                                                                                                                | Mockup<br>Art not final                                                             |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| <p><u>Parkour</u></p> <p>There are many methods in which the player can influence and manipulate the movement of the Grandson. Swords can push in the opposite direction, spears pull the grandson.</p> |   |
| <p><u>Enemies</u></p> <p>Can take many forms, each with different movements. Most levels will have enemies in them somewhere.</p>                                                                       |  |

## Art

### Consistent Themes

The theme played a primary role in selecting the genre and concepts of the game which then influenced the art style and design choices. So after the choice of the ghostly player, the tone around the game became much more comedic, especially when the concept art was released in the group. And so, the art is filled with soft pastels and cartoonish

exaggerations while maintaining sinister sharpness in some elements to show that the Grandson could not complete this adventure without the help of something supernatural.

## **Design**

We knew coming into this that art would be our strong suit of the many facets of game development, so we decided to go heavy on assets and illustrations, opting for more than 30 hand-made parallax layers and multiple enemy types, all of which have animations. We hope that this focus on art comes across nicely and has a great impact on the players.

## **Audio**

### **Music**

The music employs a handful of medieval/renaissance instrumentation like the harp, flute and harpsichord to suit the Knight (grandson) which is blended with atmospheric electronics to represent the ethereal nature of the Ghost (grandpa). The goal was to add some subtle locomotion to spur on this duo's adventure, bring some tension for combat and yet all with a touch of hope brought by the Grandpa's emergence to help his Grandson... he sure as heck needs it.

### **Sound Effects**

The sound effects for this game involved a combination of audio softwares and Javascript bitcrushing. Using a method familiar to the majority of the team already, we were able to

produce good and numerous sound effects to fit into the game.

## Game Experience

### UI

The UI is very minimal, going back to our inspiration which was Ghosts and Goblins, a *very* old arcade game with very little UI itself. We also have no true need for a UI that carries information as there is no such information to carry.

### Controls

#### Keyboard

WASD + Mouse

## Development Timeline

### MINIMUM VIABLE PRODUCT

| # | Assignment                              | Type    | Status     | Finish By | Notes                                  |
|---|-----------------------------------------|---------|------------|-----------|----------------------------------------|
| 1 | Design Document                         | Other ▾ | Finished ▾ | Jan 29... | pe f                                   |
| 2 | Assemble Team and begin Assigning Roles | Other ▾ | Finished ▾ | Jan 20... | Prototype for GDD is done              |
| 3 | Game Mechanics Decided On               | Other ▾ | Finished ▾ | Jan 20... | A Document which outlined Final ideas. |

| #  | Assignment               | Type      | Status     | Finish By  | Notes                                                        |
|----|--------------------------|-----------|------------|------------|--------------------------------------------------------------|
| 4  | Base Movement + Parkour  | Codi... ▾ | Finished ▾ | Jan 22...  | With stock assets of course.                                 |
| 5  | Menu + Theme 1 + Theme 2 | Audio ▾   | Finished ▾ | Jan 25,... | Edited later but 90% the same                                |
| 6  | All Animations           | Art ▾     | Finished ▾ | Jan 29...  | Consistently worked at and completed                         |
| 7  | Parallax 1,2,3           | Art ▾     | Finished ▾ | Jan 29...  | Coding was also completed same day                           |
| 8  | Final Tilesets           | Art ▾     | Finished ▾ | Jan 29...  | Implement spike and holes mechanics                          |
| 9  | Enemy AI                 | Codi... ▾ | Finished ▾ | Jan 27,... | Continually improved on                                      |
| 10 | Main Menu                | Codi... ▾ | Finished ▾ | Jan 27,... | Art began and finished same day                              |
| 11 | Intro Cutscene           | Art ▾     | Finished ▾ | Jan 26...  | Sounds not included here                                     |
| 12 | Sound effects            | Audio ▾   | Finished ▾ | Jan 29...  | Majority done on one day.                                    |
| 13 | Boss Fight Music         | Audio ▾   | Finished ▾ | Jan 27,... | And then we decided to make, code, and animate a boss fight. |
| 14 | Extraneous music         | Audio ▾   | Finished ▾ | Jan 29...  | Victory noises, Cutscene bits.                               |
| 15 | Player State Management  | Codi... ▾ | Finished ▾ | Jan 29...  | State Machine never stops improving                          |
| 16 | Level design (1-10)      | Other ▾   | Finished ▾ | Jan 30...  | 9 + boss                                                     |

| #  | Assignment | Type      | Status     | Finish By  | Notes                                        |
|----|------------|-----------|------------|------------|----------------------------------------------|
| 17 | Boss Fight | Codi... ▾ | Finished ▾ | Jan 30...  | Last Minute decision to make, but a good one |
| 18 | SUBMIT     | Other ▾   | Finished ▾ | Jan 31,... | Create Itch Page and upload                  |

### BEYOND (if ahead of schedule / extra time)

|                      |           |             |                                             |
|----------------------|-----------|-------------|---------------------------------------------|
| More Levels          | Other ▾   | In pro... ▾ | More Content = More Funner                  |
| More Weapon Movement | Other ▾   | Not st... ▾ | Spear Long jump, Sword projectile blocking. |
| Level Select         | Codi... ▾ | Not st... ▾ | Volume slider, fullscreen toggle            |