Chimeratech Presents:

Abombination



Game Design Document

Table of Contents

I. Members and Roles

II. One-liner and Slogan

III. Premise

IV. Characters

V. Enemies

VI. Storyline

VII. Sound

VIII. Level Design/Wave Design

IX. Mechanics

X. Feedback

XI. Control Scheme

XII. Target Market

XIII. Art Style

XIV. Asset List

XV. Tutorial Type

XVI. HUD/Interface

Members and Roles

Lucas Harvey - 100585553 - Project Manager, Game Designer, Jack-of-all-trades
Former project manager and game designer for Livid Entertainment and Manticore Studios. Is adept at most game development tools and programs. Has an above average business mindset. His largest passion is video games and has been playing them his whole life.

Scott Cooper - 100580683 - Programmer
Former programmer of RageQuit Entertainment and Manticore Studios. Has experience programming in GameMaker Studio and Unity as well as other general knowledge with those engines and has made a few projects in them. Has been gaming for ages.

Luke Laplante - 100589800 - Programmer, Modeler, Sound Guy
Former programmer and level concept designer for Ragequit Entertainment and Manticore Studios. Has experience with 3DS Max modeling software. Once worked as an audio technician and likes to edit music/sound effects.

Kenneth Ho - 100583602 - Artist, Modeller

David Zhao - 100523799 - Programmer, Audio Engineer

Yiren Cao - 100539372 - Artist, Modeller

One-Liner & Slogan

One-liner: A fast-paced, bomb tossing party game with a simplified crafting system to create explosive new abombinations.
Slogan: Combustible Fun!

Premise

Competitors battle it out by throwing bombs at each other until a victor is determined. They will have to craft bigger and better bombs to blast their opponents away.

Characters

- Xazoo (Chthulu)
- Scientist/Doctor
- Penguin

- Robomb 3000
- Guy

Enemies (NPCs)

Story Line

Sound

Level Design

Mechanics

- Crafting System

In Abombination, you are able to craft new bombs from 1-to-4 materials at a time. Materials that you pick up, which will be scattered around the map, can be combined for multiple different results. Crafting is mapped to the D-pad which allows for quick selection of the materials that will be used in crafting. Dependant on the amount of each material used, the effects of the crafted bombs will differ. More of one type of material will amplify the effect of the bomb, whereas adding multiple different types of materials will stack the effects of the materials used but will decrease the power of the effect (ex: 4 Ice Mats. = Ice Age Bomb (200% ice attack); 1 Ice, 1 Smoke, 1 Fire, 1 Gravity = Combomb (25% ice dmg, 25% fire dmg, reduced time gravity, reduce time/size smoke)). You are able to craft multiple types of bombs to store in your inventory, although the inventory has a fixed capacity of 5 combombs. This allows the player to collect more materials since you are limited to holding 4 types of materials at a time.

- Material List
  - Fire Mat - Burn Dot
  - Ice Mat - Freeze/Stun
  - Smoke Mat - Cloud
  - Grav Mat - Draw opponent within radius to center
  - Dynamite Mat - Enlarging blast radius
  - Salt (Temp?) Mat - Cluster bomb (3, 4, 5, 6)

- Abombinations (Crafted Bomb List)
  - Largest (4 Mat of the same type)
    - Wildfire (4 Fire Mat, 200% fire attack + burn duration increased)
    - Ice Age (4 Ice Mat, 200% ice attack + freeze duration increased)

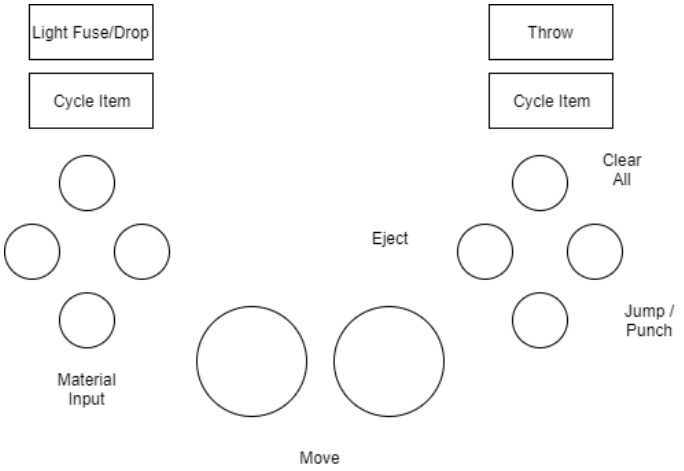
            - Haze (4 Smoke Mat, 4x smoke radius)
            - Black Hole (4 Grav Mat, 4x gravity radius)
            - Napalm (4 Dynamite Mat, 4x explosion radius)
            - Salt one...
        - Smallest (1 Mat each, regular bombs)
            - Fire Bomb
            - Ice Bomb
            - Smoke Bomb
            - Gravity Bomb
            - Dynamite Bomb
            - Salt Bomb
        - Percents (Should cover everything)
            - If 1 of one type only, base damage
            - If 2 of one type only, +33%
            - If 3 of one type only, +66%
            - If 4 of one type only, +100%
            - If 2 different, -25% each (total 150%)
            - If 3 different, -58% each (total 125%)
            - If 4 different, -75% each (total 100%)

- Combat

The combat of Abombination is primarily bomb-throwing. Bomb-throwing utilizes a arcing throw mechanic so that the player can determine how they want to throw their bomb. With the use of the crafting system, players will have a plethora of different combombs to use in combat. Each bomb will do different amounts of damage and have utility effects based on the combination of materials. Another method of dealing damage is with a swift melee attack with minimal impact. Additionally, the player can use the melee feature to throw the bomb in a straight linear path in front of them. The player will have a set health bar of 100 hit points, once the player is depleted of all life points, they are out of the round. To add, a player can lose all hit points by falling off of the map since each map has edges that you can be knocked off of.

Feedback

Controls Scheme



Target Market

- Party game players
- E10+
- Naturally competitive players
- Players want take small break from work
- Designed for quick sessions, pick up and play

Art Style

- Cartoony, vibrant colours
- Arcade-like feel
- Simplistic, less “realistic” textures
- Map-wise, planning on more abstract-looking areas such as hovering square platforms

Asset List

Tutorial Type

HUD/Interface