

Walking As Scissors

Game Design Document

Introduction

Game Summary Pitch

You are scissors. “Walking as Scissors” is an “RPG view” like game where you need to survive each round dodging rocks and cutting paper. Rocks hurt you and paper give you life. To get to the next round find and kill all the rocks.

Inspiration

Rock, paper, scissors.

Arena style games like Vampire Survivors

Platform

This game is designed to be released as a browser game.

Development Software

- Godot
- Aseprite
- Audacity

Target Audience

This game is targeted to anyone that likes a game that has no ending. It's a survival/arena single player game.

Concept

You are Scissors. A weapon against rocks and paper. Rocks attack you and paper gives you health. Kill all the rocks to move on to the next stage. Each stage you get more rocks and more paper.

Gameplay overview

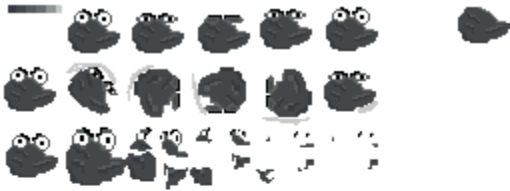
The player is playing as a pair of scissors. You need to dodge rocks that are attacking you and cut paper to regain life. Rocks can hit you as much as they want. You need to attack them with "e" to kill them. The round ends when you kill all the rocks. A new round will start and more rocks are generated for each round.

Primary Mechanics

- Attack(e)
- Move(left, right, up, down)
- Rocks attack you once you get to a certain distance from them.

Art





Audio

Recorded audio in audacity. With real paper and real scissors.

Game Experience

UI

Main menu allows you to Start or quit the game.

There is a tutorial that shows you the controles but you need to refresh the browser to go back and start the game.

Controls

Arrow keys to move up, down, right and left

“E” to attack

Development Timeline

#	Assignment	Type	Status	Notes
1	Design Doc	Other	Starte d	
2	Create Player	Art	finishe d	All art needs to update game doc
3	Player movement	Coding	finishe d	
4	Create Room	Art	finishe d	
5	Create Rock	Art	finishe d	
6	Rock attack	Coding	finishe d	
7	Create paper	Art	finishe d	
8	Capture paper	Coding	finishe d	

9	Build out level	Art?	finishe d	
10	Special effects	Art	finishe d	
11	Animations	Art	finishe d	
12	Sound effects	Audio	finishe d	
13	Program next levels	Coding	finishe d	
14	Polish	All		Start polish by Jan 26
15	Submit	Other		Need to be finished by Jan 30th

Stretch Goals

#	Assignment	Statu s
1	Pause menu	
2	more enemy variety	