

CODENAME ./ADA

“Game Design Document”



Streaming Monday -> Friday, 3pm to 7pm CST

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Abstract

`Codename ./ada` is a side-scrolling beat em' up where a young girl who lives near a boarding school finally stands up to her bully, and finds that the pressure of the real world and the video games she plays have more of an intrinsic connection to reality.

Story

Ada commutes to a nearby boarding school. She is having a lot of problems at home with her family and at school.

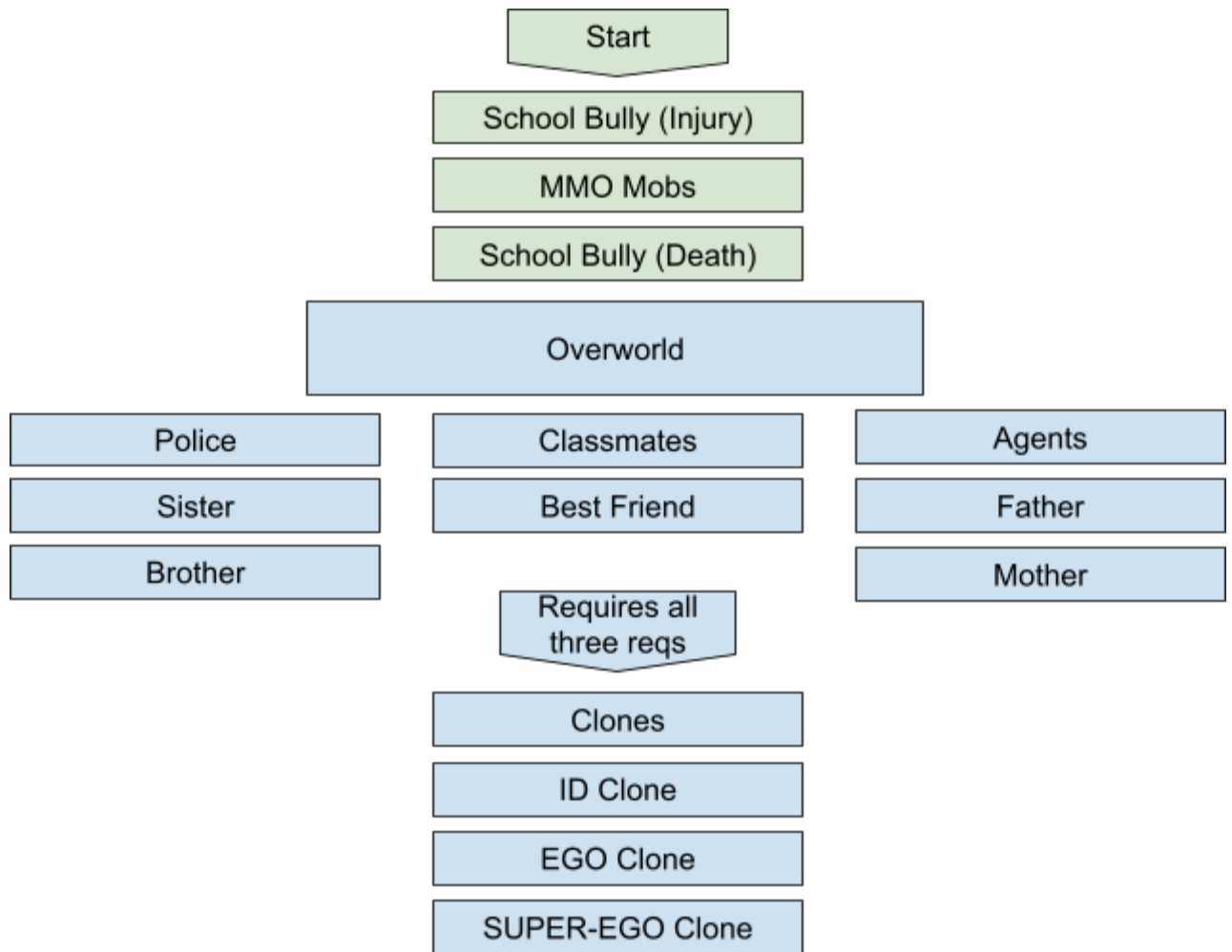
She is embarrassed by her bully. She confronts her bully and injures her, getting suspended from school. At home she is grounded, and ada starts to play an MMO.

Slowly but surely, the separation between the video game and reality begin to disappear. Elements from the MMO bleed into real life, and elements from real life bleed into the MMO. She picks up better armor and weapons, along with item drops like mana potions and health potions that she can use during gameplay.

In the MMO, she learns that there are bosses she has to defeat. They have a striking resemblance to her family (sister, brother, father, mother) and friends (bully, best friend), and then finally to herself (id, ego, super-ego).

Enemy List / Story order:

1. School Bully (tutorial boss, injury)
2. Mobs
 - a. Classmates
 - b. MMO Mobs
 - c. Police
 - d. Agents
 - e. Clones
3. MMO School Bully (boss, death)
4. Sister (boss)
5. Brother (boss)
6. Mother (boss)
7. Father (boss)
8. Best Friend (boss)
9. ID Clone (boss)
10. EGO Clone (boss)
11. SUPER-EGO Clone (boss)



Biography



Personality type should relate to head style of polearm (if that's what they use).

Ada

Ada is ~14 years old who is depressed, has social anxiety issues and is unknowingly becoming more and more destabilized.

Ada is left handed because shakesoda is?

Over time, she has more and more troubles telling the difference between reality and the video game she has started playing. The "deeper point" is along the lines of "what if someone in a bad position couldn't tell the difference between reality and a video game".

Note to self, do more research on schizophrenia, see if this applies, or if this concept misuses the word. -- schizophrenic. The schizophrenia manifests itself through the story.

Throughout the game, in her dialogue boxes, they will be represented by three different text patterns, each for the id, ego and super-ego. She will speak most often as the super-ego.

Ada is a nerdy character, she enjoys hardware hacking and video games. She's not as concerned with her appearance, and more concerned about her personal well being. She has problems with her family, which in reality she spends a lot of energy avoiding any sort of

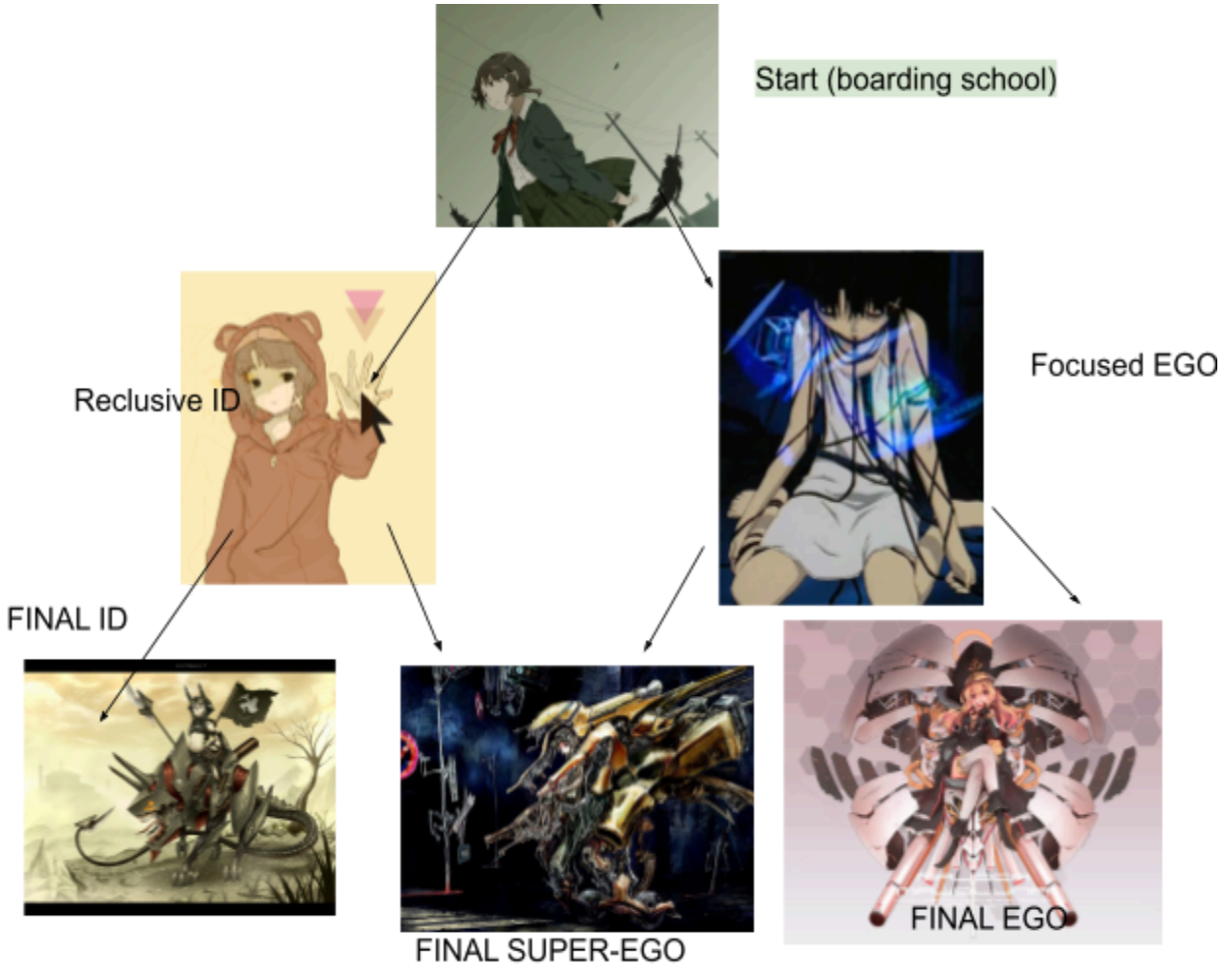
confrontation. She's flat chested, but not really bothered by her appearance. She has a hard time making friends, and enjoys being an introvert.

She uses video games as a form of escapism, doing a lot of roleplaying trying to escape her real life. I can imagine she would actually have friends in the game, and they could manifest in reality as characters that don't actually exist.

She enjoys trying to bring her video games to life in the real world, having posters and figurines in her room. I can imagine that she would love to dress up as her video game characters that she plays. Perhaps this could segue into Reclusive ID form.



Depending on what skills you use, the character will visually change.



Ada's Father

Ada's father is a quiet recluse. He is being abused by his controlling wife. He would leave her if he wasn't such a coward. He helps ada with computers, but interactions are usually interrupted with some form of intrusion that makes him fly off the handle, and abuse the people around him.



Functional armor, gladiatorial, saytr feet, crudely made maul hammer,

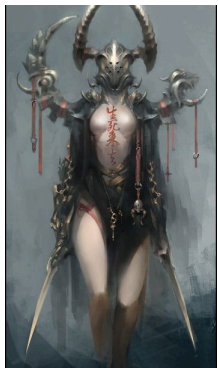
Ada's Mother

She feels her life has been ruined by the children her husband has given her. She takes it out on everyone. She takes medication (downers) - when she is on them, she is calm yet scathing. When she is not on them, she is angry, abusive and quick to anger.



Dissociated, angry, wears tall

boots with heels



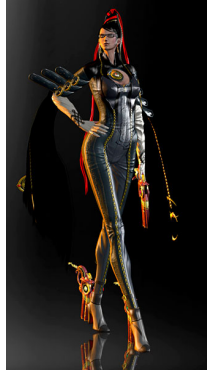
Elaborate Armor, skin reveals, satyr feet with chains and spikes, uses halberd

Ada's Older Brother

Obviously having dealt with most of the problems of the parents, he extrapolates by imitating his parents and taking it out onto Ada. He is constantly lashing out, breaking things, starting fights. In the moments where he is lucid he is sad, and needs comfort. He loves Ada, and has a sexual fascination with her. He has spent his life doing exactly what people don't want, and Ada is the "forbidden fruit" that he has not tasted. The incest will be played down and very subtle, only giving it away in a few cutscenes and dialogues.



Oddly well dressed, “emo”, sinister looking, tall. Wormish.



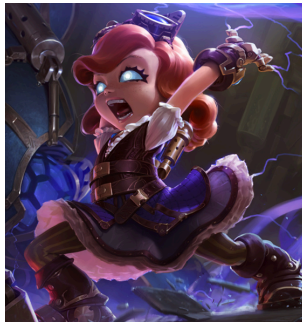
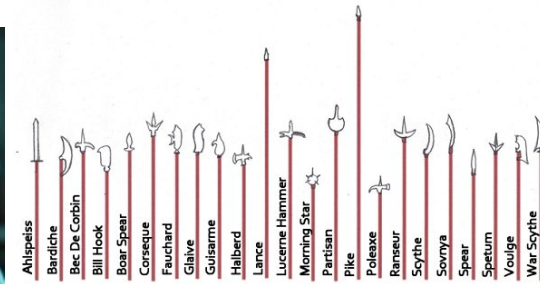
Limbs are way too long, face is obscured, lots of flowing curly hair. Has the ends of two Alabarda's. (e.g. instead of 2.5m, it would be about 0.25m each)

Ada's Sister

She is the youngest child, and she is the smartest of them all. Her room is filled with literature and textbooks. She is like a mouse, running around the house, stealing what she needs, locking her door, never coming out.



always low to the ground, quick, very functional.



Has a very long pike or a gun. (longest weapon in game) Almost chibi like.

Ada's MMO Friend

Maybe male? This character could be a confrontation in game, or perhaps a guide. Someone to create some sort of logical and positive tie between video games and reality. This character could be female in game, and male in the real world.

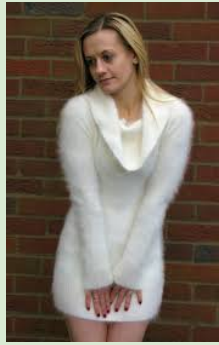
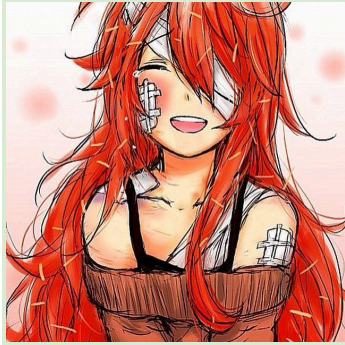
Introvert

Really over the top transformation, plays game serious roleplay in character. Acts the same way in life.

Maybe Gregor Sama?

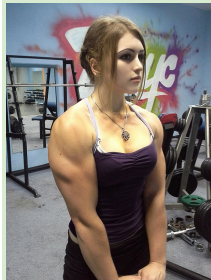
Ada's Friend

A friend since childhood that doesn't see what's wrong with Ada's family. She assumes that the abuse that Ada receives is reasonable. She holds a grudge against Ada, but maintains friendship because she is in love with Ada's brother.



Fluffy as hell, maybe even a little

chubby

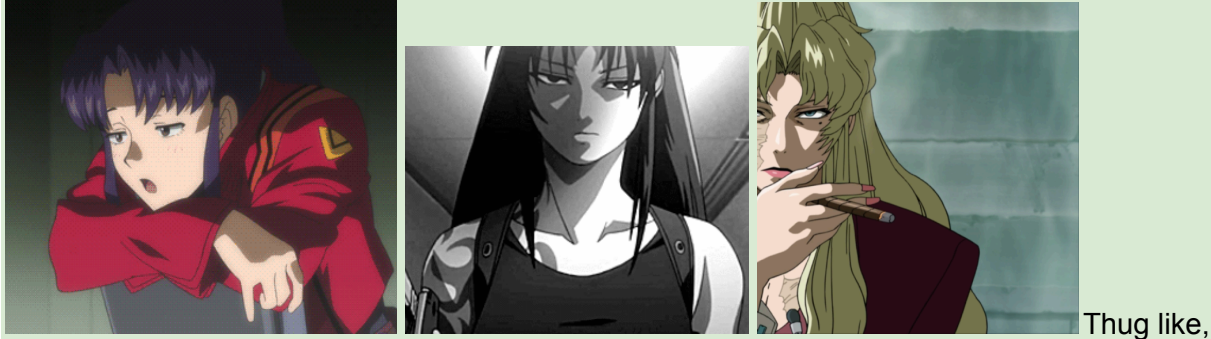


Uses a double

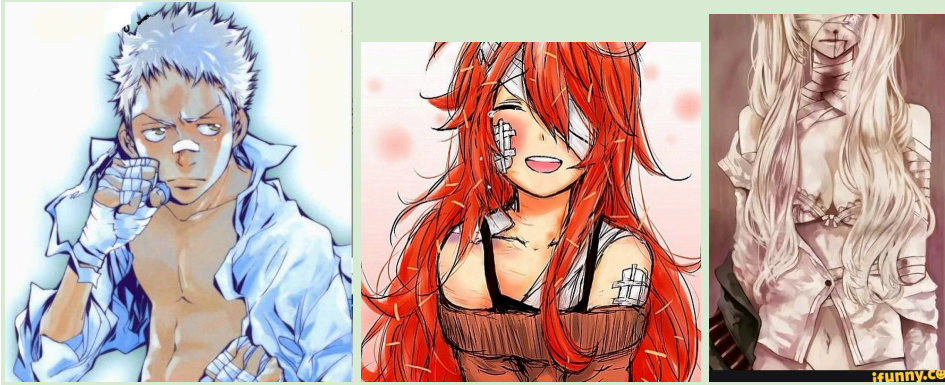
ended hook polearm. Bodybuilder strong.

Ada's Bully

Ada's brother's friend, she has been instructed to take her frustrations out on Ada. Find out later that she is just another victim of Ada brother's manipulation. She was once in love with him, but now maintains the relationship out of fear.



quiet, smokes, wears clothes with sharp edges.



Covered in cuts, brawler

type. Brass knuckles or trench knife. Bleeds all over the place.

Ada's Clone (ID)

Fast, predictable. Attack based



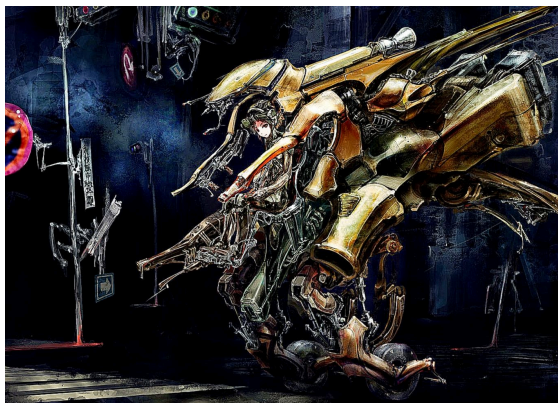
Ada's Clone (EGO)

Slow, unpredictable. Defense based



Ada's Clone (SUPER-EGO)

Fast, unpredictable. Balance between attack and defense.



User Interfaces

Beat Em Up

This is similar to golden axe system and other beat em up games. The background is presented as a point 3d environment, and characters can stand / walk on the ground.



Golden Axe



Castle Crashers



Mother Russia Bleeds



Streets of Rage 2



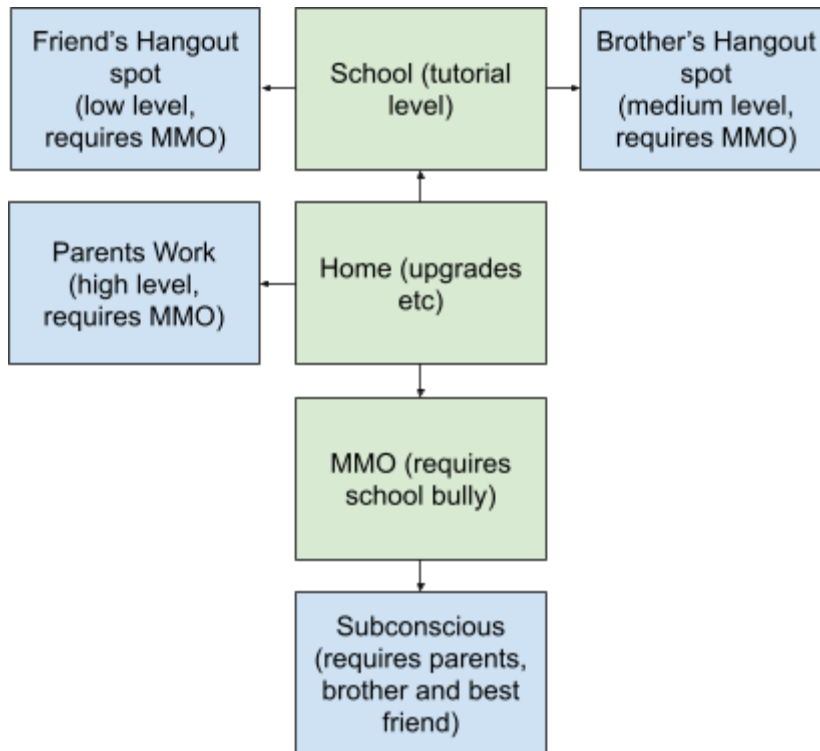
Example (parallaxing with black camera box that only moves right and left)

Narration system

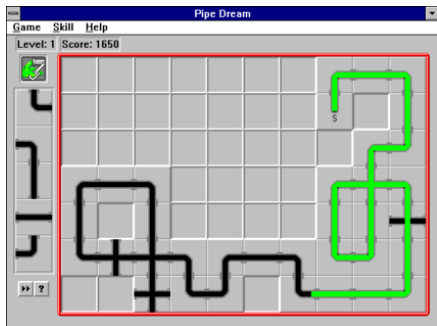


Text is in game, with name of character centered above player. There is a setting for "quick skip"

Levels / Overworld

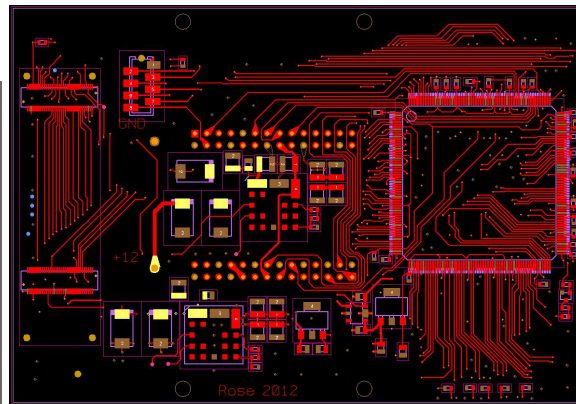
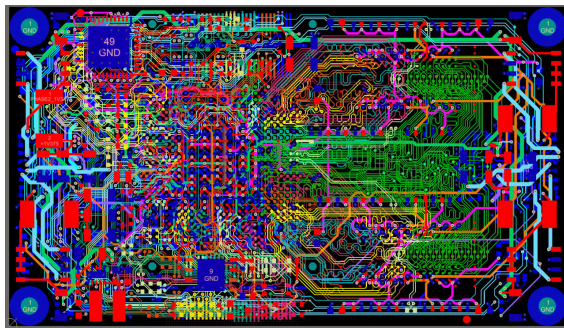
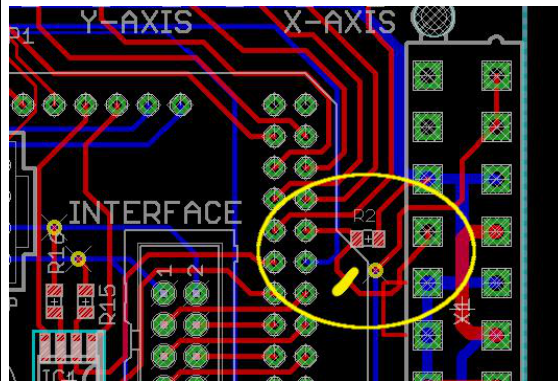
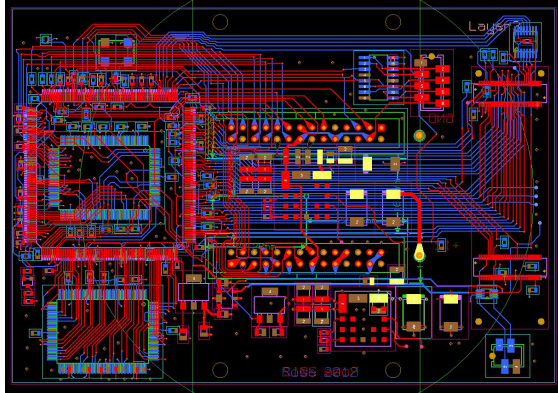


Hacking System



Some sort of pipedream minigame? Rewards the player with skill points.

Style will be PCB schematics



- Start with Pipe Mania.
- Chips drop from defeated enemies. (Score)
- Some tiles slow down the stream
- Two player pipe cooperative
- Bonus for full map usage and crosses
- Delay on replacing pieces
- Some pieces are replaced and some aren't
- Speed up button
- Score increases if you go fast
- Wall teleports
- Minus points for placing excess pieces
- minus points for destroying pieces
- one way pipes
- required pipes
- extra points for filling up the field
- edge of screen

Not sure:

- Pieces can be rotated?
- Isometric?
- Split pipes? (maybe fixed?)
- Two levels?

[] Piece count for puzzles?

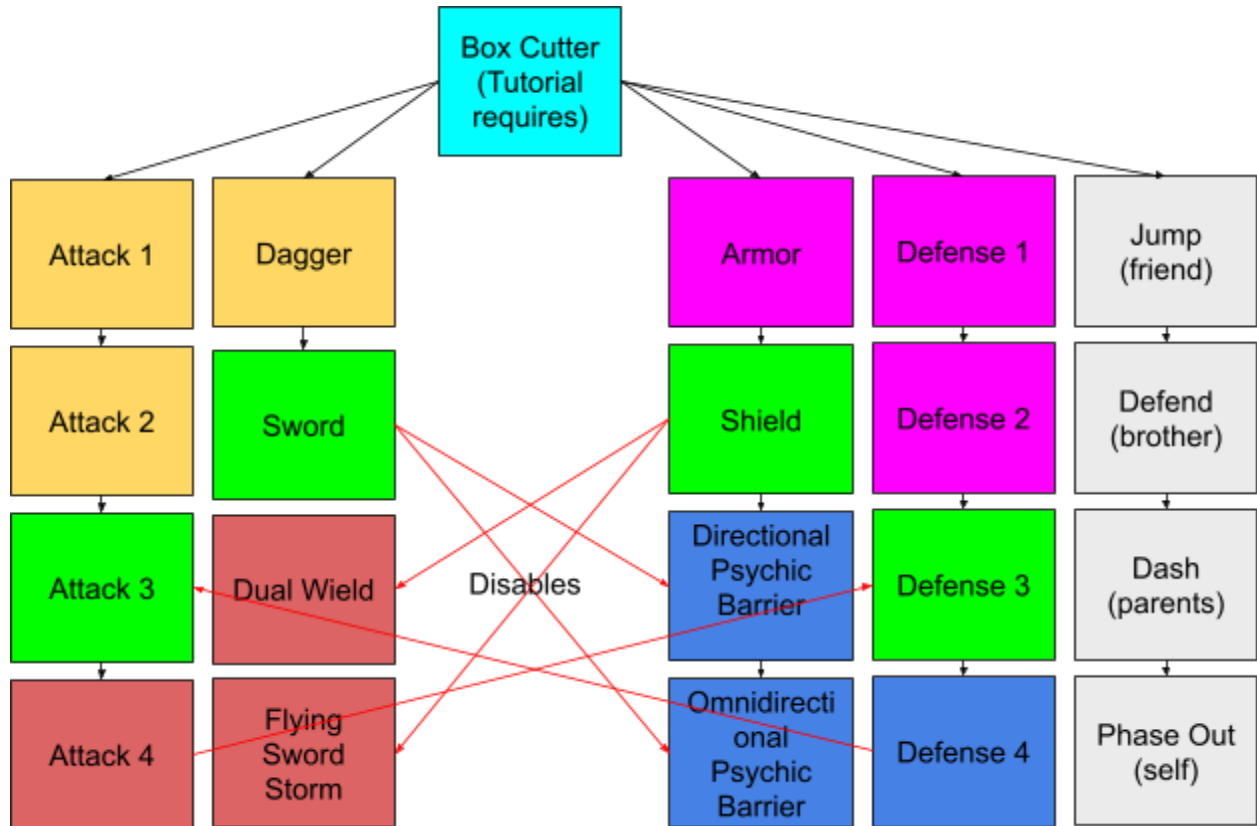
Difficulty features (can be changed by skill tree?)

- Walls
- Timed
- Tetris?
- Goal tiles?
- Allow chips to be replaced
- Can't see upcoming tiles?
- Some tiles speed up the flooz
- Allow users to choose which of the five to place
- Direction pipes?
- Hole / Teleports?
- Multiple Sources
- Blocks that have to be removed with powerups
- Required pipes that are not final goals (checkpoints)
- Size of board?
- Required Distance

Skill Tree / Upgrade System

Skill tree represents her abilities: Id (damage) vs ego (defense) vs super-ego

The more points you get from hacking, the more skills in the tree you can unlock.



Teal .. default costume
 Yellow .. ego costume (if more than purple)
 Purple .. id costume (if more than yellow)
 Green .. super ego costume (all four)
 Red .. final id costume (two of three)
 Blue .. final ego costume (two of three)

User Controls

Beat em Up

Jump — space [A]

Attack — j [B]

Defend — k [Y]

Dash — a/d + Attack [left/right + Attack]

Phase Out — a/d + Defend [left/right + Defend]

Talk / Use — u [X]

Move up / down — w/s [up/down]

Move left / right — a/d [left/right]

Pause / Open Menu — escape [Start]

Hacking

NES, GBA or SNES?

A ..
B ..
[X ..] (SNES)
[Y ..] (SNES)
Select ..
Start ..
[Left Bumper ..] (SNES/GBA)
[Right Bumper ..] (SNES/GBA)
Up ..
Down ..
Left ..
Right ..

Gameplay and Mechanics

Notes

- One thing I would like is for all cutscenes and dialogue to be skippable, thus making speedruns “spoiler free” for the most part.
- I would like to make it two player, but the second character is a supporting role, much like Tails is in Sonic 3. Representation of ID?
- There would be a fighting mode, where you can select either the id, ego or superego class. From that, you can battle your friend.

First Few Minutes

The first few minutes of the game reveal that your character cannot do much. All she can do is walk around and talk to her family in her house. (Movement) She is told to go to school(Dialogue), and the player is convinced to leave the house. (Room transitions)

When you get to school, you are told that your bully is looking for you. You are told that she's going to hurt you, and that you should steal something to defend yourself with. You are hinted to look in the teacher's desk.

The teacher's desk is protected by a system which leads the player to the basics of hacking. You are given a skill point on which you can only spend on box cutter. (Hacking)

You may choose to forgo the the box cutter, but will find the enemy takes very little damage when you punch. The enemy can hit you, but doesn't deal damage. (Fighting) You can leave this battle by walking out, but the boss blocks your escape from the school. (Escape)

If you choose to get the box cutter, you will fight the enemy (Fighting), and injure her, letting you escape. When you get home, you find out you've been suspended and grounded to your room.

You hint that you will try “that new video game”. You start the MMO game (Reality Swap) You can save here. (Saving)

Gameplay Mechanics

Movement

This allows the player to move around the floor of the scene.

Dialogue

Players learn to recognize what players are enemies and which ones are NPC’s with a text component. Different players have different fonts/colors.

Room transitions

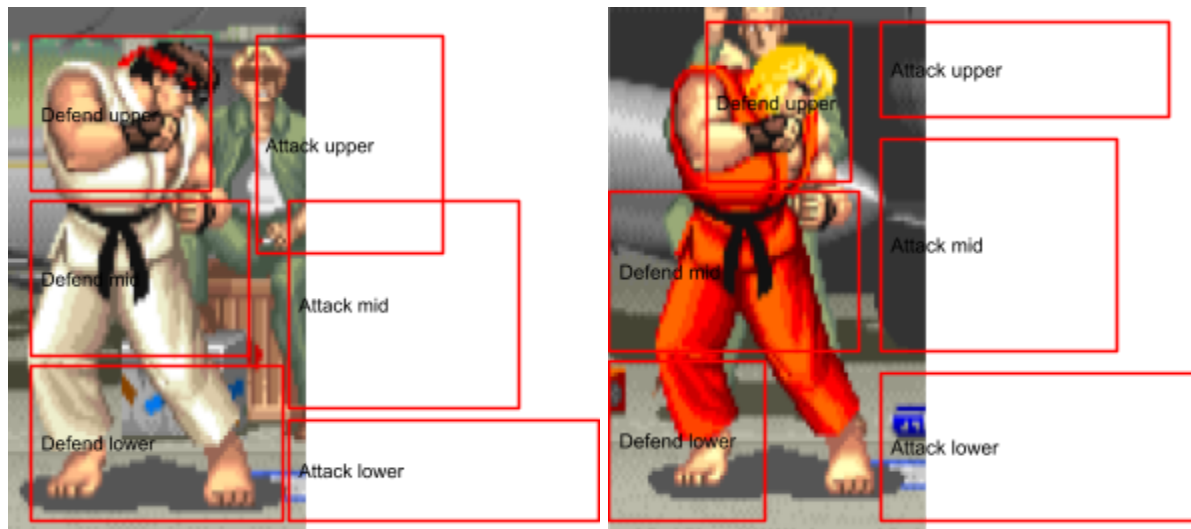
Players can leave the room which brings you to a connected room, point & click style. Can start a cutscene.

Hacking

Players can hack specific objects to get skill points.

Fighting

Standard Beat ‘em up style. You can grind enemies to get skill points instead of hacking. All characters have an upper, mid and lower hit box for attack and defense.



Escape

Leaving the room will reset the enemies in a room.

Reality Swap

Using a computer with the game on it will change the player to the MMO game.

Advanced Gameplay Mechanics

Jump

Players can jump, making them invulnerable to low attacks. Used to get into the best friend's hangout.

Defend

Players can defend, making the player invulnerable to high attacks. Used to get into the brother's hangout.

Dash

Player rushes forward, making a high, mid or low attack. Successful hit will push the enemy back. Used to get into parent's work.

Phase Out

Player moves forward for a distance, and is invulnerable to attacks. Player cannot attack either. Used to get into self.

Victory and Failure

Victory

You win the game by defeating the three versions of your self, ID, EGO and SUPER-EGO.

Failure

You are dead, and you may choose to reload at the last MMO save point.

Player Count

Story Mode

In story mode, you are one character, and play through the game normally.

Clone Battle

In clone battle, you are given max stat points, and allowed to set up your tree. Then you are pitted in battle against player two. E.G. one person sets up EGO, and the other person sets up ID, and you have a fair fight. For a handicap, you could only let one player spend so many points. For meta, you could both only use box-cutter.

Audio

Voice Acting

I would like to do voice acting, not sure how that would work out. Then again, FF8 never needed any, and FFX was ruined by it.

What about creepy audio from the original OSX with the `say` command?

Possible Voices:

- Shakesoda's friend, Nadja
- Karai17
- Wes

Thematic Focus

Depending on the section, the music should be abrasive and discordant.

Sound Effects

- Attack callout voices
- Use (Keyboard sounds)
- Bleep (Alert when near character)

Music

There needs to be multiple tracks for each section:

- Main menu music
- Home - quiet, childlike (gets creepy as the game continues)
- School - Ambient, upbeat
- MMO - Epic, feels like a quest
- Friends Hangout, Brother's Hangout, Parent's Work - all different, but mounting.
- Subconscious - Confusing and discordant.
- Menu/Options/Credits - anticipation

Artists Concepts:

Ignore the vocals for the most part unless it's a significant part of the melody.

- The Soft Moon "Far" <https://www.youtube.com/watch?v=X0Cftwlho4>
- The Soft Moon "Circles" <https://www.youtube.com/watch?v=b9t8Oex9BpQ>
- Nine Inch Nails "Hurt" (cash made this song his bitch, but the sound from hurt is what I'm looking for) <https://www.youtube.com/watch?v=kPz21cDK7dg>
- Nine Inch Nails "Into the void" <https://www.youtube.com/watch?v=Q8LEheSUTGE>
- Nine Inch Nails "The Line Begins To Blur" <https://www.youtube.com/watch?v=Imygz88y348>
- Julian Plenti "Skyscraper" https://www.youtube.com/watch?v=5-3l7wUt2_8
- Autechre "plyPhon" (This is really out there, but there's a lot of aesthetics) https://www.youtube.com/watch?v=acuwRHIWL_o
- Ladytron "Seventeen" (example of good downplayed lyrics) <https://www.youtube.com/watch?v=s6jaYJx7yel>
- Mylo "Muscle Cars" (less sound, more good feels) <https://www.youtube.com/watch?v=i7geCioVvQU>
- NIVA "the boy from the sun" (check out that downplayed melody) <https://www.youtube.com/watch?v=h3sm3sleaGg>

- M|O|O|N “Paris” (Wow, dirty as fuck) <https://www.youtube.com/watch?v=xgu6uPfMlhU>
- Fuck Buttons “Sweet love for planet Earth” (Long, but worth a listen with the different parts) <https://www.youtube.com/watch?v=RxVZDxK02QE>
- Gesaffelstein “pursuit” https://www.youtube.com/watch?v=oRSijEW_cDM
- Haezer feat Evil Boy “Rubbernecker” (Kinda off topic, but solid and dirty as hell) <https://www.youtube.com/watch?v=qR4ue1g7jZ>
- Kap Bambino “Hunger Texas” (Super horrible, but catchy. Check out that bass/synth) <https://www.youtube.com/watch?v=mUyeytlmIM>
- Lightning Bolt “Dead Cowboy” (utter noise, might be fantastic for an end) <https://www.youtube.com/watch?v=3NZGbD236fw>
- Purity Ring “Crawlersout” (synthpop, but really atmo) <https://www.youtube.com/watch?v=hpuEF1IKmkY>
- Röyksopp “Remind Me” (more synthpop, but gives a good feeling about moving forward) <https://www.youtube.com/watch?v=VF8LMQQ0rEw>
- Simian Mobile Disco “Hustler” (Yeah, edgy, but the build is solid.) <https://www.youtube.com/watch?v=c0Bf6YGbc1c>
- Wamdue Project “King of my castle” (Super classic, but would be really cool if we could get audio samples in like this. Also, nice build.) <https://www.youtube.com/watch?v=OwdlqquJDK4>
- You Love Her Coz She's Dead “Pull Out The Nails” (Just utter balony - insane build and explosion, dirty as fuck) <https://www.youtube.com/watch?v=fu3xw4S0bbM>

Options

- Quick text skips
- cutscene skips
- Fullscreen
- Controller config
- Music level
- SFX level
- Master Level
- Shaders enabled / disabled
- Autosave?

Art Direction

The reality could be seen as a more city style. The houses are dense, and it's got a lot of little shops and such.

The school the kids go to is a boarding school, but is more upscale. The design is modern and clean.

The MMO has PSO gameplay style but still very D&D style with more lovecraftian influences.

Tilesets could change over time or events. When you default boses, maybe the environment becomes more realistic.

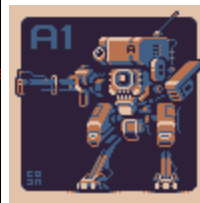
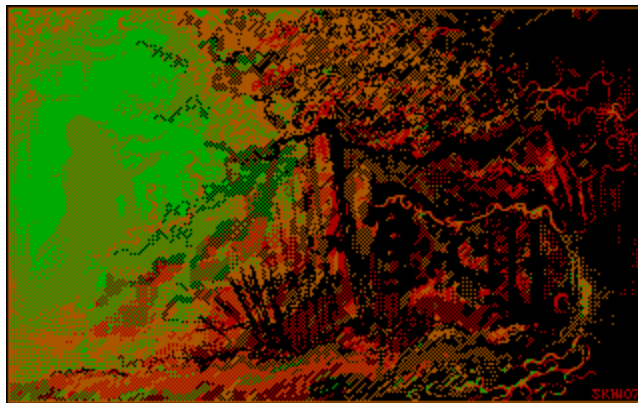
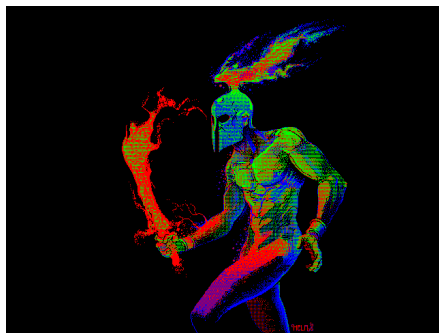
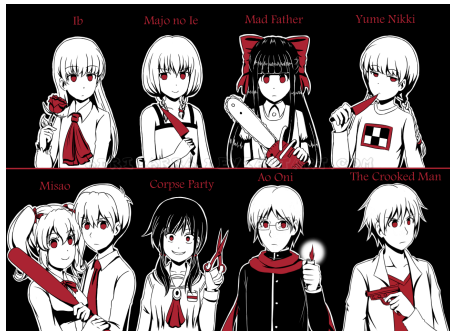
Art Samples

Need to work this out with artist.

Low color start lines?

Low color palette pixel?

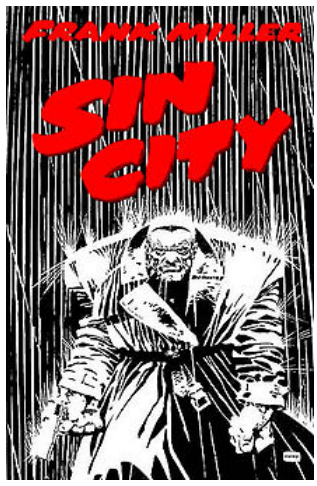
Frank Miller and anime / pixel art?

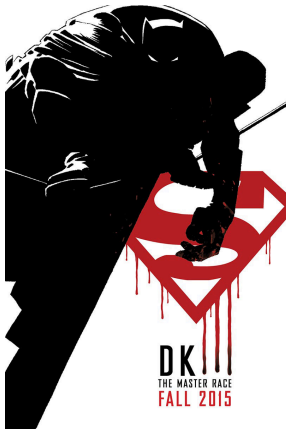
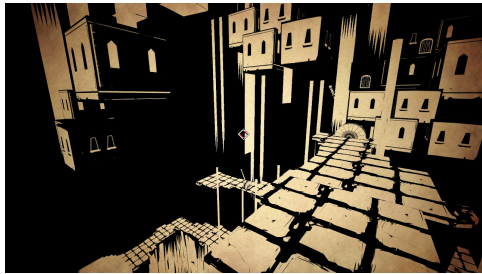
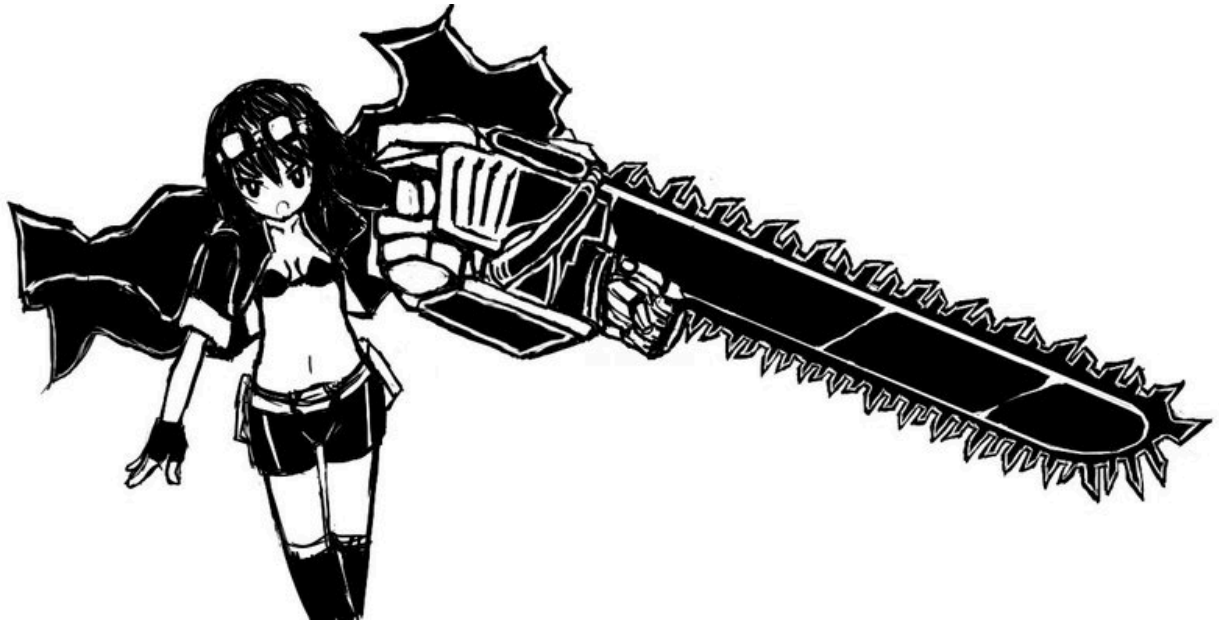


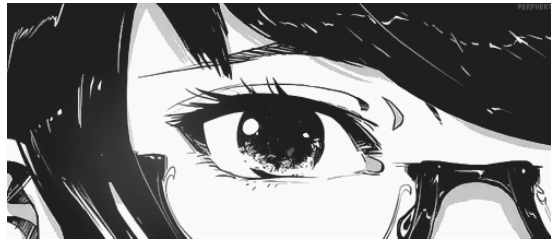


Our Half-Genie Hero through the years!













Marketing

Selling Points

- You can play the three story arcs in any order you want
- Kinda RPGish
- There is a two player combat mode that allows for a lot of meta gameplay
- The story is megaballs cool
- Maybe voice acting?
- Replayable
 - unlock different endings
 - Do missions in different order
 - Use a different build
- Cutscenes can make for maddd wallpapers
- Made with speedrunning in mind

Target Audience

- Mature people who can handle blood and violence
- People who like having their decisions matter in dialogue trees (story based)
- People who like Beat-'em-ups
- People who like artsy indie games (depends on the final revision of the story)

Target Hardware

- Input: keyboard and controllers
- Device: a computer than can handle large amounts of textured memory and 2d GL processing. Preferably with OpenGL2.0 support for shaders.

Competitors

- Castle Crashers (More silly, not single player story based, lack of PvP combat?)
- Mother Russia Bleeds (Russian Themed, but actually pretty close. Less guns.)
- Skullgirls - Entirely PvP based

- Nidhogg - Only art style fits
- Bad ass babes - sillier, realistic style, cheesy plot
- Princess Edge - Dragonstone - not sure what to make of this, but it seems more interested in fanservice.
- Code of Princess - wat online not sure what this game is need to do more research.
- Princess Kaguya: Legend of the Moon Warrior - Ok, maybe?
- BANZAI PECAN: The Last Hope For the Young Century - please don't let it become this. Thanks
- Phantom Breaker: Battle Grounds - This could be a good stylization to work with. Kinda chibi, nice leveling system UI?
- Lost Saga NA - need to research
- Magical Battle Festa - need to research
- Rock Zombie - This game is better in every way
- FIST OF AWESOME - kinda graphic but bears?
- Dungeons: The Eye of Draconus - Kinda, not sure.

Project Timeline

Prototype

- Pico8
 - Pro: web sharable, easy manip, minimal
 - Con: asset limitation, not Lua 5.2
- Love
 - Pro: Might be web sharable
 - Con: Assets need to be managed and loaded
- Unity3d
 - Pro: Web sharable
 - Con: Not sharable for linux, big, linux release buggy, no need for 3D

MVP

See all text with green background. Mostly the MVP will include the intro school level, returning to home and then finally into the MMO.

Asset List:

- Ada
 - Idle (Standing) 2 frame
 - Idle (Prepared) 2-4 frames
 - Walk 8 frames
 - Run 8 frames
 - Death 6-8 frames
 - Attack (Fist) 4-6 frames
 - Attack (Boxcutter) 4-6 frames
 - Use 2-4 frames
- MMO Ada

- Idle (Prepared) 2-4 frames
- Run 8 frames
- Jump 8 Frames
- Death 6-8 frames
- Attack (Sword 3/3) 4-6 frames
- Attack (Sword 2/3) 4-6 frames
- Attack (Sword 1/3) 4-6 frames
- Use 2-4 frames
- Ada's Friend
 - Idle (Standing) 2-4
 - Running 8 frames
- Bully
 - Idle (Standing) 2-4 frames
 - Idle (Prepared) 2-4 frames
 - Run 8 frames
 - Death 6-8 frames
 - Attack (Fist) 4-6 frames
- Bully MMO
 - Idle (Prepared) 2-4 frames
 - Run 8 frames
 - Death 6-8 frames
 - Attack (Knife) 4-6 frames
- Female School Mob
 - Idle (Prepared) 2-4 frames
 - Run 8 frames
 - Death 6-8 frames
 - Attack (Fist) 4-6 frames
- MMO Mob
 - Idle (Prepared) 2-4 frames
 - Run 8 frames
 - Death 6-8 frames
 - Attack (Fist) 4-6 frames
- Tilesets for environments. Includes a few blocking items (tables, and such) For Tiled
 - Home Tileset
 - Computer (MMO)
 - Bed
 - Closet
 - School stuff
 - Outside Tileset (Outside of home, road and Front of School)
 - Sidewalk
 - Pleasant background
 - Bikes? idk
 - School Tileset

- Tables
- Teacher's Desk
- MMO Game Tileset
 - Log Off Point (Reality)
- Three tracks of music (Ben)
- Sound Effects
 - Callout sounds for ada
 - Death sounds?
 - Use sounds
- Use Button graphic
- Dialogue frame (center, edge, center)

Alpha release

Add a level that would be only for alpha release where players would exit from the MMO, and start seeing things switch out randomly, strengthening the disconnect between the real world and the video game.

Public Release

Final Release

KARAI'S KRAZY KANUNDRUM