

Crash Out Kyle

Game Design Document

By Jumping Mouse Studios

Introduction	2
Elevator Pitch	2
Inspiration	2
Player Experience	3
Platform	3
Development Software	3
Genre	3
Target Audience	3
Concept	4
Gameplay Overview	4
Themes	4
Mechanics, Game Elements and World	5
Art	6
Theme Interpretation	6
Design	6
Audio	7
Music	7
Sound Effects	7
Game Experience	8
UI	8
Controls	8
Development Timeline [Minimum Viable Product]	9
Extra Polish Options (Ahead of Schedule / Extra Time)	10

Introduction

Elevator Pitch

You're about to lose your job. Fight your boss, then fight WITH your boss! Use them as a weapon in a Foddian 2D fighter / infinite runner flash game. Post your highest score!

Inspiration

Stick Fight / Happy Wheels

Both Stick Fight and Happy Wheels encompass the ragdoll/foddian physics we were looking to embody with the movement of the characters, and they pull it off flawlessly with a great combination of frustration and fluidity that we hope to emulate.



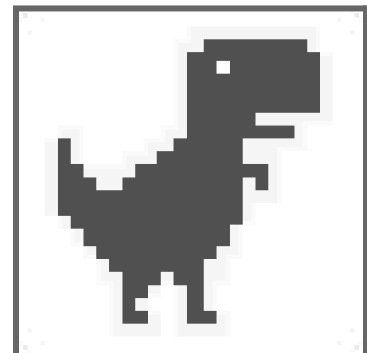
Street Fight / Mortal Kombat

The boss fight sections are meant to be over-the-top 2D fighters with some of the movement, animations and HUD decorations that you would typically see in these classic games.



Google's Dino Game

A classic for when your internet goes out, Google's Dino Game provides a very simplistic yet surprisingly challenging infinite runner; something we took a good deal of inspiration from in creating our level and obstacles.



Player Experience

We're looking for the game to provide a frustrating yet rewarding experience to the player. The movement is not meant to be straightforward, such as games like QWOP or Getting Over It, but is not quite as challenging as an actual Foddian title.

Platform

HTML5 (Browser)

Development Software

- Unity - Game Engine
- Reaper - Audio Workspace
- Clip Studio Paint - Artwork and Animation

Genre

Singleplayer, 2D, fighter, sidescroller, infinite runner, foddian

Target Audience

We're hoping that anyone who enjoyed the classic Miniclip flash-game days would be interested in trying this out. Enjoyers of unserious games with silly mechanics or those who may just want to push their high score might enjoy our game as well.

Concept

Gameplay Overview

The game starts with Kyle walking towards the villain just off-screen, which triggers a tutorial fight to show how the controls and basic gameplay work. Once this fight is complete, the game moves into the infinite runner section, where Kyle picks up the villain as a weapon and starts running.

Crowds of people will start to show up throughout and occasionally a boss will pop out of the crowd and start a new 2D fighter section in which you'll need to defeat them to continue your run.

A simple, yet easily replayable concept.

Themes

Flash Game, Losing Your Job, Humor, Office Workers, Ragdoll Physics

Mechanics, Game Elements and World

Mechanics

Simple movement mechanics, including left and right movement and jumping.

One basic attack for combat.

One equip button to equip weapons.

Game Elements and World

Office space environment, transitioning to outdoor environment.

Basic enemy NPCs to spawn as obstacles, and provide resistance for the player as their score increases over time.

Boss fights that spawn intermittently to provide a break from the infinite running and give a new weapon for the player to use in the runner section.

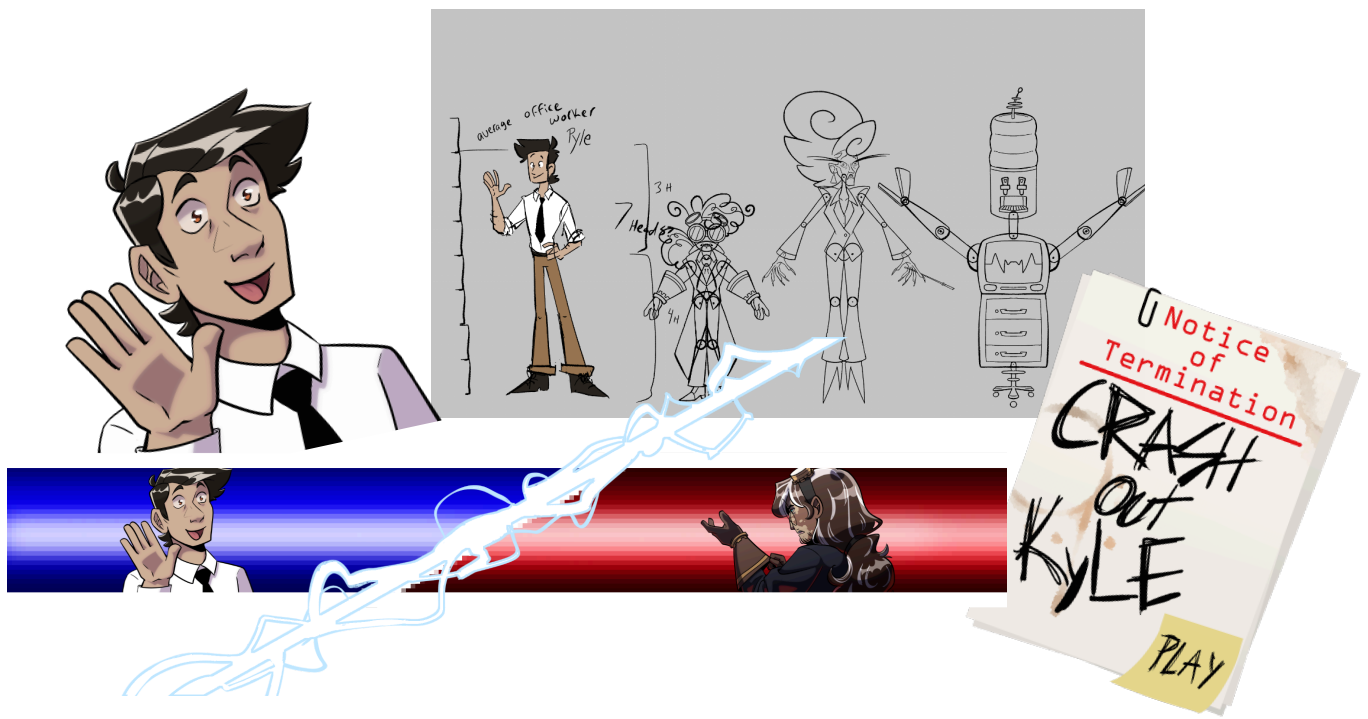
Art

Theme Interpretation

"You are the weapon." - A declaration by Kyle as he proceeds to in fact use his coworker's bodies as weapons. So, fight your boss and pick them up to fight everyone else with! They are your weapon, but YOU are the real weapon.

Design

From the beginning, every design has followed closely to the 'flash-game' vibe we were looking for. Designs started early as office workers and continued from there. There was a clear need for the fight scenes to be over-the-top, so we created anime fight zooms and other shots to clearly emphasize the gap between serious and unserious. The light story that we created meant we needed a few different boss designs for fighting, as well as their ragdolls for the infinite runner section. An office parallax was also created for the infinite runner as a background.



Audio

Music

Both the fight song and the runner song were composed for this and followed a synthwave style with an emphasis on rhythm for the runner and high-energy for the fighter. The fighting track, "At The Speed Of Light", was composed from a shell of a previous song idea that was never put to use but had always been felt as something for a video game.

Sound Effects

All SFX used for this project come from previously owned or created libraries of foley and design sounds. Most sounds were meant to be cartoonish in nature or unserious, like in most flash games. Simple, one-shot SFX that can be repeated at will is what we were aiming for.

Game Experience

UI

Very light on the UI design for this project. A simple health bar and stamina bar are displayed in the upper left corner of the screen, and a score is displayed in the upper right corner.

Controls

- A / D - Move Left/Right
- Space - Jump
- Left Click - Attack
- Right Click - Equip

Development Timeline [Minimum Viable Product]

Assignment	Type	Status	Start Date	Notes
Start GDD Template	Other ▾	Finished ▾	17 Jan 20...	Copy outline from last project
Mechanical Research	Coding ▾	Finished ▾	17 Jan 20...	Understand hinge joints, fighters and infinite runner
Rough Designs	Art ▾	Finished ▾	17 Jan 20...	Character design ideas and brainstorm
First Draft Ideas	Art ▾	Finished ▾	20 Jan 20...	How to implement the hinge characters in art
Composition Outlines	Audio ▾	Finished ▾	20 Jan 20...	Genre choice, instrument choices, basic outlines
Basic Implementation	Coding ▾	Finished ▾	22 Jan 20...	Get character moving, get running working
Character Designs	Art ▾	Finished ▾	24 Jan 20...	Finalize character designs for implementation
Initial Artwork Implementation	Coding ▾	Finished ▾	25 Jan 20...	Get Kyle initially implemented and working, then work on other sprites
Level Design	Art ▾	Finished ▾	25 Jan 20...	Parallax design for office background
First Song	Audio ▾	Finished ▾	22 Jan 20...	Runner track complete
SFX Design	Audio ▾	Finished ▾	24 Jan 20...	SFX libraries chosen and combed through for FX
Second Song	Audio ▾	Finished ▾	28 Jan 20...	Fighter track complete
Finishing Touches	Art ▾	Finished ▾	30 Jan 20...	Polish all the things

Assignment	Type	Status	Start Date	Notes
Final Implementations	Coding ▾	Finished ▾	30 Jan 20...	Everything is in!
Design Document Complete	Other ▾	Finished ▾	30 Jan 20...	Ensure document is up-to-date
Testing	Coding ▾	Finished ▾	30 Jan 20...	Final testing and preparation
Finish	Other ▾	Finished ▾	31 Jan 20...	

Extra Polish Options (Ahead of Schedule / Extra Time)

Assignment	Type	Status	Finish By
	Other ▾	Not started ▾	