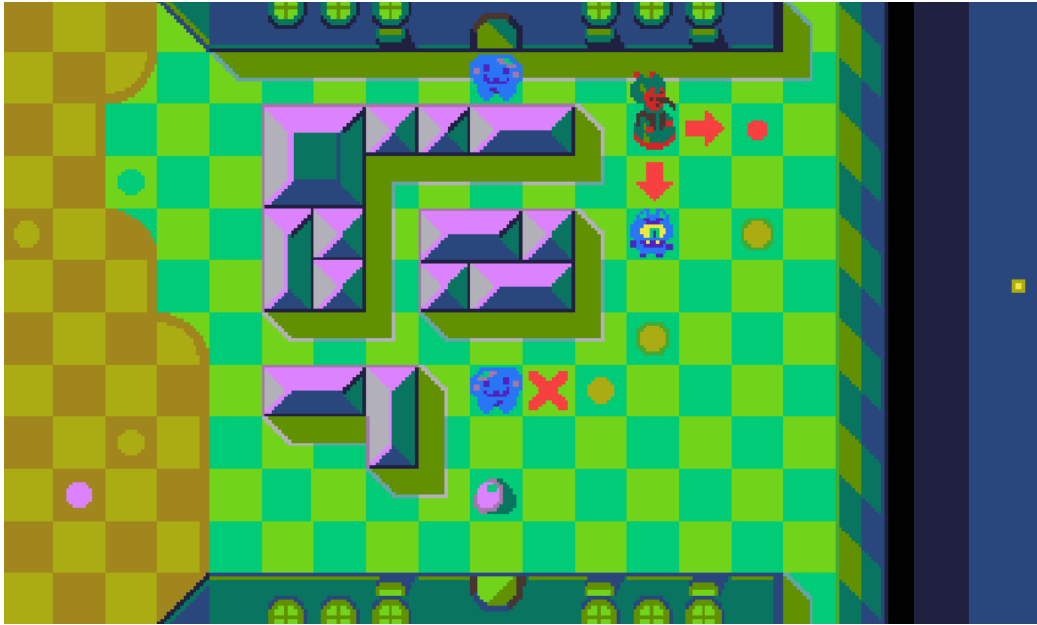


{untitled characters game}

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

{untitled characters game} is a one button arcady puzzle game about a town full of unique citizens, where each level is based around a different person in the town, all controlled with only one button in completely different ways, requiring you each level to understand new controls and master them for a short level.

Inspirations

UFO 50

Ufo 50 is an indie collection of 50 **retro** inspired game under a fictional company in the 1990s.

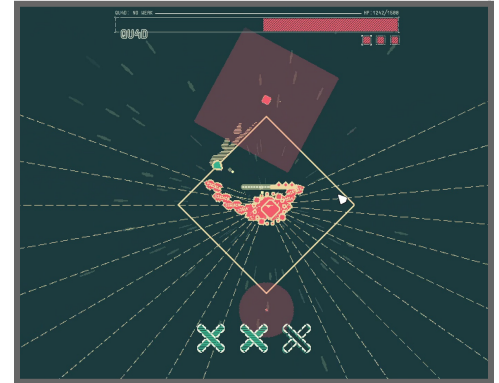
The games **art style limitation**, The incredible music, and **the need to learn each game from scratch**, is a big inspiration for this game.



The games **magic garden**, **mooncat** and **campanella** are the biggest inspirations in this collection.

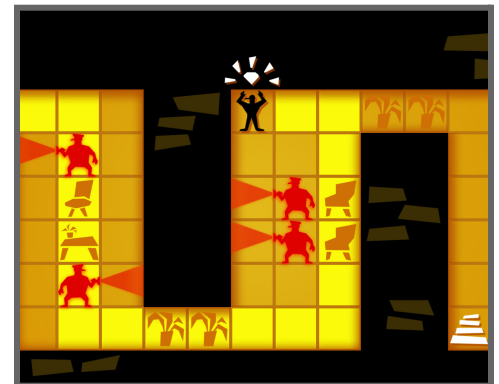
ONE BTN BOSSES

One btn bosses is a bullet hell roguelike where fights work with **only a single button**. The **interesting movement and attack ways of the characters using only one button** provides inspiration for some of the characters movements



Larcin Lazer

Larcin lazer is a **simple tile based game about avoiding lasers and obstacles to finish each level**. The game **simple stylistic art style**, as well as the **tile based levels and obstacles** should be learned from for this project.



BubbleBeast DigiDungeon

BubbleBeast DigiDungeon is an indie **short arcade-style** rhythm game with a **stylish and sleek aesthetic, unique characters and a fun and not too serious plot**.



Player Experience

The player gets to **each level**, and **tries to understand what logic the character moves by**. When understanding it, **they can continue and try to beat the level** by using the characters movements to **avoid obstacles and reach the end**. **Between each level there is a short cutscene between a few characters in the town**, talking, fighting or just living their life.

Platform

The game is developed to be released on **windows** PC, specifically steam and itch.io, but should be easily **compatible with any platform**.

Development Software

- Godot for programming
- Aseprite for pixel art

Genre

arcade, action, puzzle, logic

Target Audience

This game is marketed to **casual gamers**, and specifically **those interested in arcade and retro games**, who are **looking for a fun and simple experience that innovates and brings something new** to the table. The game also has light logic elements, which can be **fun for casual fans of puzzle games**.

Mechanics

Movement and obstacles

Movement works on tile basis, where **each character** in the town **moves differently with a one button control**. The first character, for example, moves right by clicking the button and down when holding it down. **Each character has different ways of input and unique ways of movement**, sometimes based on your position or previous inputs.

To test your understanding of each character's movement **the levels contain enemies that move in a pattern, spikes** that hurt you **and maybe a little puzzle element with keys and doors**. You'll need to **get to the end of each level to complete it**.

Between levels cutscenes

Between each level, the player will be greeted with **a small in-game cutscene** of some **of the characters in the town talking**. The main purpose of this is to **get the players interested in the characters** in the town, **get invested in them**, and hopefully **look forward to each character's level**. Because of this, **most cutscenes should probably be focused on only one or two characters**, and be **short** enough to not take too much time, while still **providing a nice break from the levels themselves**.

Tutorial (or lack of them)

Since a big part of the fun of the game is trying to understand each of the characters movement abilities, **the game should be completely lacking any form of tutorial or explanation**.

This **might make players stuck on certain levels, which can be solved with a few solution -**

One option is to provide a hint system, but this might feel too direct and take away the fun of understanding each character's movement.

Another option is to provide subtle hints about each character through their dialog in the cutscene, for example a mage that teleports things to him moves using teleportation, or maybe the cutscenes can show them moving a bit providing a little help if you pay attention to how they move.

A third option is to unlock the levels non linearly, so if you get stuck on one level you can just get to another one.

The only tutorial the game should provide should be for the basic menu navigation, since it will be necessary for interacting with the game from the beginning and won't be that obvious with only one key.

Art

Color

The color scheme of the game should be saturated and a little weird to provide unique color schemes. it should be lineless, stylish and not too complicated. Every character should be easily separable from others and have their own visual identity.

Vfx

Vfx should be extremely simple, mostly just made of geometric shapes, and in particular a circle. The game should be reminiscent of retro games, so probably not any particles or anything complicated.

Audio

Music

The music should be **fun and arcadey**, something **iconic** out of **retro sound effects** that people will enjoy listening to and provide **fun and maybe a weird atmosphere**. The **main inspiration** is the music from **ufo 50, and specifically mooncat, magic garden and seaside drive ost's**.

Sound Effects

Simple, charming and iconic 8 bit sounds.

Game Experience

UI

Simple unintrusive ui made of **simple geometric shapes**.
A little reminiscent of **y2k ui aesthetics like in BubbleBeast DigiDungeon**

Controls

Keyboard

Escape key - for menus

Any other key - for every other interaction

Character movements

- Rotate direction holding key, move to direction by pressing
- Move two spaces by clicking and one back with holding
- Right with click, down with holding

- Holding moves you faster and faster, clicking changes direction
- Clicking moves like space filling curve, holding flips you position
- Holding makes you swing backwards and forward more and more, holding again stops, you constantly move down (and loop) and clicking stops you
- Holding flips through parts of the level, while clicking flips within them the selected grid
- Holding moves you down, click flips dimension
- You move right with holding and clicking places an arrow that can be in any direction and directs enemies to the pointed direction
- Holding moves you diagonal direction while clicking moves you 5 steps to the right
- Each step you have two possible opposite directions, clicking twice move you to one and once to the other
- The simplest one - clicking and holding moves you right
- Holding flips through rows, and holding again flips through columns. Clicking teleports you to the overlap (double clicking not used)
- ? Character slides when pressing button and stop when pressed again
- You need to enter morse code to move character (environment will have hints)
 - ? You control an ai and flip through behaviors by clicking