# Team 6 Game Design Document (7-30-2009)

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# Introduction

## High Concept:

Creatures of ancient legend have mysteriously reemerged and are sucking away the tribal land's water supply.  A human and AI player take on the role of tribal shamans who know that in order to save the planet, they must entice these creatures into chasing them, and trick them into colliding together.

## Objectives:

- Players entice enemies by proximity into chasing them.

- Force enemies to collide into each other to take back earth's stolen water.

## Setup:

- Two players inhabit a maze which is filled with an even amount of enemies.

- Top-down perspective.

- Camera is stationary and shows entire maze.

- 800x600. Allow for full-screen/resizable screen.

- Include a border around the maze which is 12 pixels thick.

- On the right side of the screen is a 200 pixel thick margins which hold UI objects.

- Objects in the maze can be at most 64x64 pixels.
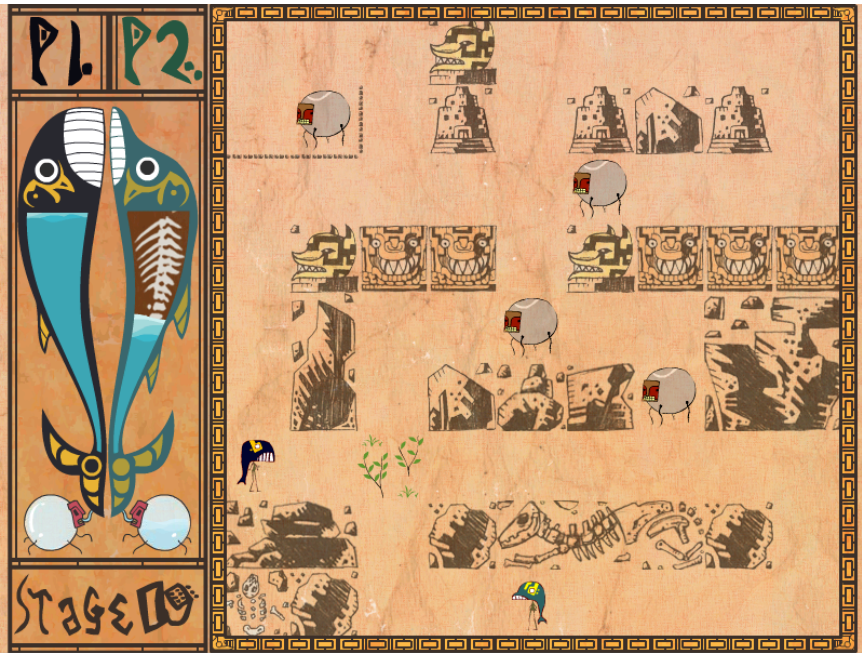
*Shows border, UI, and objects in maze. The art style is meant to resemble figures and stories on a scroll.*

# Mechanics 
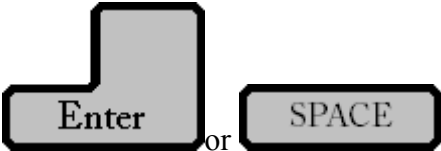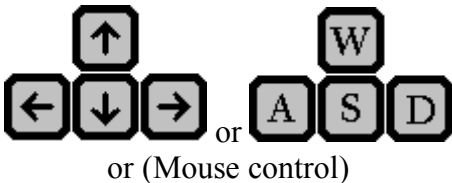
## Player Mechanics: 

- **Idle:** No buttons are pressed and the player stays in place.

- **Move:** Human players can move in 4 directions in realtime while the corresponding buttons are pressed. Pressing a key walks a player from one grid space to another. Players may not walk through walls but movement in any other direction is not impeded by colliding with a wall.

- **Take Damage:** Players take damage while they are colliding with an enemy. Players do not recover health when they crash enemies. Players stop taking damage when they move away from an enemy.

- **Die:** Players will die if their runs health out.

| Actions | Keys (Default) |
|---|---|
| Stay | no arrows are pressed |
| Run in any Direction (1P) | W A S D or ↑ ← ↓ → in 1P mode |

| | |
|---|---|
| Run in any Direction (2P) | ↑ ← ↓ → |
| Pause / Go Back in menu navigation | Esc |
| Confirm / Go Forward in menu navigation | Enter or SPACE |
| Navigate any menu | ↑ ← ↓ → or W A S D or (Mouse control) |

## AI Player Specific Mechanics:

- AI Player uses same verb set as human player

- AI player decides:

  - Whether to meet with human player and attempt to collide enemies

  - Where to meet human players and how to get there

## Enemy Mechanics:

- **Idle**: If no player is available to chase, an enemy will stay in place.

- **Agitated**: When the player first approaches an enemy, it makes a gargling noise, and moves its tentacles quicker.

- **Chase:** After a player agitates an enemy and moving away from it, that enemy will relentlessly chase the player. If a player already has an enemy chasing him, the enemies will form a tail and chase the player.

- **Damage Player:** If an enemy collides with the player it's chasing, the enemy tail will stop moving and will damage that player. Enemies will resume chasing a player when the player begins to move again.

- **Get Destroyed:** Enemies destroy each other at a 1:1 ratio when they collide with each other. Only enemies who are chasing two different players can destroy each other.

- **Splash:** After enemies collide, the water they've stolen splashes out. If many enemies collide in rapid succession, each following splash is larger than the last and a larger area is greenified.

# Health Bars

- Located on the left side of the screen
- Health significantly decreases when the player is colliding with any enemy
- Players start the next level with 100% health.
- When players die the level restarts with both players at 100% health
- The meter's eyed becomes X's when the corresponding player dies
- The water bugs fill up as the health bars drain

# Altered Landscape System 🌷

After enemies collide, the water they've stolen splashes out.  If many enemies collide in rapid succession, each following splash is larger than the last. After the water disappears the nearby landscape becomes more colorful/blossoms.
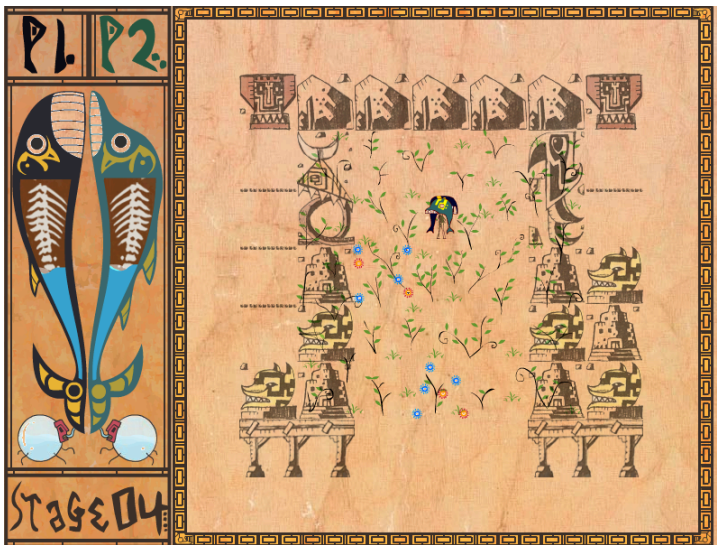


*Only the area around the splash zone is beautified*

| Enemies | 2 | 4 | 6 | 8 | 10 |
|---|---|---|---|---|---|
| Area Altered | 1x1 | 3x3 | 5x5 | 7x7 | 9x9 |

If the same area is beautified again flowers are implanted to make the greenery look denser in that area. After the level ends, give the players time to appreciate the beautified landscape.

# Screens 💻



*All screens exist on a giant scroll.  Choosing an option scrolls the screen.*
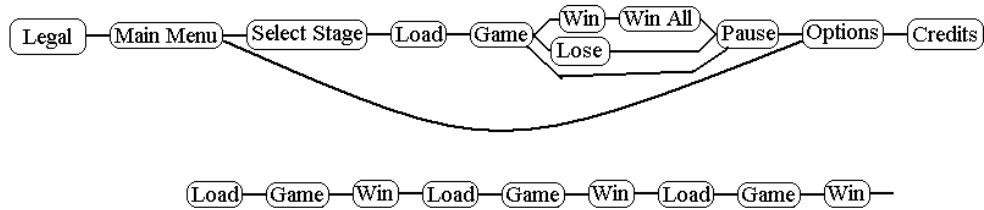
*Scroll layout.*



*Maps the flow of menus*



*Before an option is selected, the characters run in place.  After an option is selected, the enemies collide.*

## Main Menu

- **1P levels:**  Takes the player to levels meant for 1P and AI.

- **2P levels:**  Takes players to levels meant for 2 human players.

- **Options:** Takes players to options screen.

- **Credits:** Takes players to credits screen.

## Pause Menu

When the game is paused, all action on screen stops. A lot of the pause menu is dedicated to showing instructions or pertinent information. There are also buttons to:

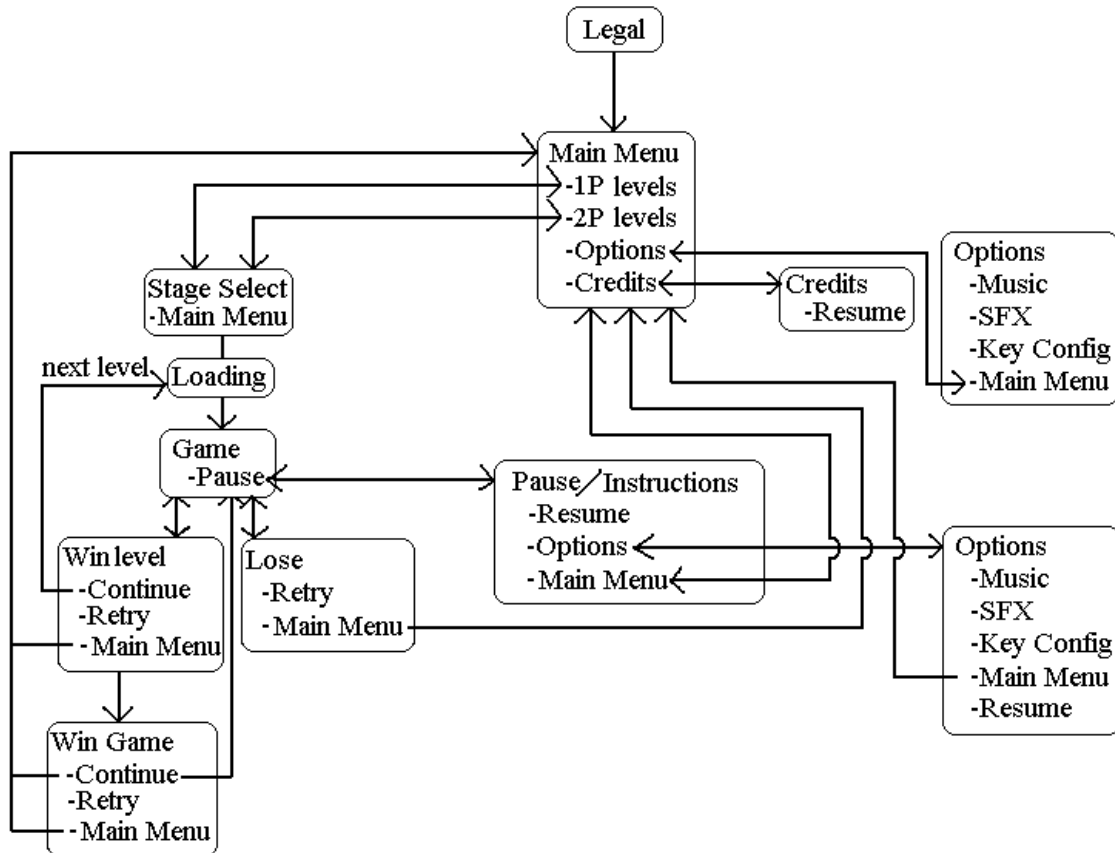- **Resume:** Takes players back to game. Should also be done by pressing escape (Esc) on keyboard. For consistency, always put the Resume button in the bottom left corner.

- **Options:** Takes players to options screen.

- **Main Menu:** Takes players to options screen.

## Options Menu

The options menu could be the same size as the pause menu. Accessing this menu from the main menu can only bring the player back to the main menu when resume is pressed. Accessing this menu from the pause menu can only bring the play when resume is pressed. The options menu contains:

- **Resume:** Takes players back to previous screen. Should also be done by pressing escape (Esc) on keyboard. For consistency, always put the Resume button in the bottom left corner.

- **Music:** Bar allowing music volume to be adjusted.

- **SFX:** Bar allowing SFX volume to be adjusted.

- **Key Configurations:** Allows players to choose from pre-chosen key configurations.



*On the left is the pause screen. On the right is the options menu.*

## Stage Select

Stages become unlocked as players beat previous stages. If a level is unavailable an arrow which navigates to that level is grayed-out. Achievements are displayed for each level. If an achievement is

unearned the achievement icon is displayed grayed-out.  If an achievement was previously earned the icon is colored.  If an achievement is impossible, no icon is displayed.

## Win Screen

If an achievement is earned during a round of play, the icon and description appear on the win screen.  If an achievement is not earned, the icon is not displayed.  Achievements are only available in 2P mode.  The achievements are:

- **Tribe Savior**: Cleared the stage of enemies.

- **Water Guard**: Finished with full health.
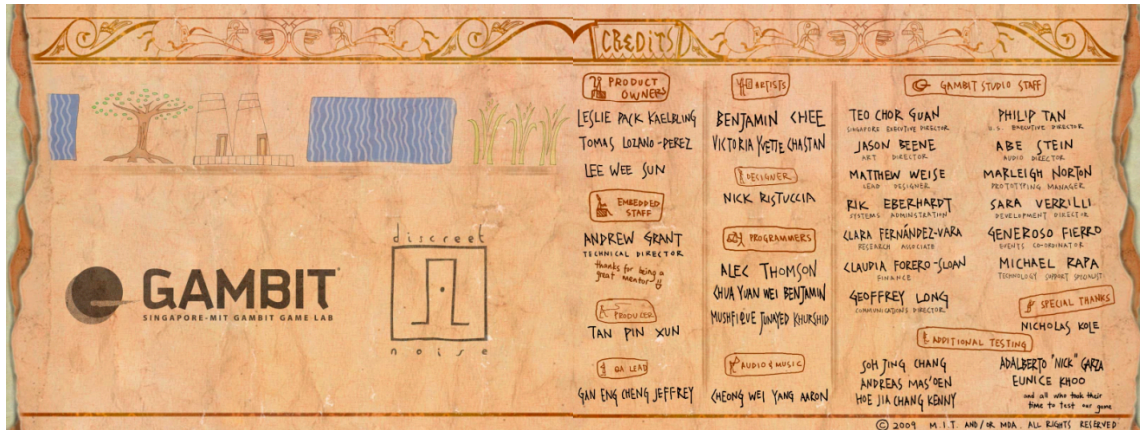
- **Big Smash**: Smashed every enemy at once.



*On the left is the stage select screen.  On the right is the win screen.*

## Other Screens



*On the left is the lose screen.  On the right is the win all screen.*

*On the left is the legal screen.  On the right is the credits.*

# Story

## Overview:

The legendary creatures from the stories of the sacred ancestors have returned to the tribal lands and are once again threatening the land's water supply.  As the earth grows dry and baron, the tribal land's most revered shamans prepare to reclaim the world's water and drive these creatures out of the tribal lands by performing the same ritual combat as the ancestors.  These creatures are very fierce and easily agitated.  Only a shaman who possesses the highest blessings of the ancestors may hope to approach these creatures.

*The unspeakable creatures from the time of the ancestors have returned to the Tribal Lands.  They will drain the land of its water and bring famine to our people.  All the Tribal Lands and its people will become dust should the tribes fail to follow the instructions left by the ancestors:*



*Hieroglyphic style artwork on the main menu tells the story.*

## Instructions:

**1P Intro Level Instructions:**

| Text for bottom part of level (fits in 576x192) | Trigger |
|---|---|
| *Use (ARROWS picture) to control the (P1 picture) tribal shaman.* | Level starts |
| *RUN!  The (enemy picture) creatures will suck the water out of you if you stop! (arrow pointing left to health bars)  Pay attention to your HEALTH BARS!* | Player moves |
| *Work with the (P2 picture) tribal shaman to smash the (enemy picture) together and restore the water to the Tribal Lands.*<br>          *(Animation of crashing together)* | Previous text has been shown for 3 seconds, or bugs have been smashed, or player dies |
| *Press (Esc picture) to see instructions again or adjust settings.* | Previous text has been shown for 3 seconds and bugs are smashed |

**2P Intro Level Instructions:**

| Text for top part of level (fits in 576 x 192) | Trigger |
|---|---|
| *Use (ASDW picture) to control the (P1 picture) tribal shaman.*<br>*Use (ARROWS picture) to control the (P2 picture) tribal shaman.* | Level starts |
| *Lure the (enemy picture) water sucking creatures by getting close to them.* | Any player moves 2 squares |
| *RUN!  The (enemy picture) creatures will suck the water out of you if you stop! (arrow pointing left to health bars)  Pay attention to your HEALTH BARS!* | One player is being chased |
| *Smash the creatures together to restore the water to the Tribal Lands.*<br>          *(Animation of crashing together)* | Previous text has been shown for 3 seconds, or both players are being chased |
| *Press (Esc picture) to see instructions again or adjust settings.* | Previous text has been shown for 3 seconds and bugs are smashed |

# Future Design Concerns

## Thoughts:

- Levels should build up to something.

- I hate scores

- I hate time limits

- Would it be unfair to P2 to lose the game because P1 loses his health?  One possible solution could be that when P1's health runs out and he gets damages, health begins to drain from P2's meter twice as fast.  (Reinforces bond or duality between characters)  This might not be needed.

## Things I Think Could Be Cut:

- I don't know.  I need to start looking for things

## Things Changed/Cut:

- (6-24-2009) Formatting of screen changed so that maze objects can be square (64x64).  GUI is now on the sides.

- (6-25-2009) Character selection screen cut.

- (6-26-2009) Enemies will destroy each other if they attempt to join a pursuit at the same time.

- (7-6-2009) Added part about main menu scroll.

- (7-7-2009) For the Level 1 Tutorial to work properly, players must start off with little health so that they can't walk past the first pair of enemies they encounter and are forced to crash them together.

- (7-8-2009) Players always start with full health.

- (7-22-2009) Achievements added