Design Document for:
Golem Dominion

"Playing with rocks was never this fun!"™

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Game Overview

Vision

This game at it's core is being created to be something that we thought would be fun to play. We've done our due diligence (playing games) and picked out elements we really liked. There seems to be a void of games that fall into what we are looking for, a co op adventure game that really provides the players with a fun, unique, fucking awesome experience.

What is the game?

A beat/shoot em up utilizing adventure elements including platforming, puzzles, and rpg elements.

Why create this game?

To learn how to develop a game, have a fun activity to work on together, and have an awesome game to play.

Where does the game take place?

The game takes place on an alien planet inhabited by creatures of will. Their physical bodies manifest as rock golems. The time would be somewhere in the future where humans have destroyed their planet(s).

What do I control?

You control one of the golems, one of the aliens.

What is the storyline?

Humans are invading your planet and stripping it of its natural resources. You are attempting to stop them.

What's different?

The focus on game play. Really diving in and looking at the mechanics that make games fun and emphasizing coop and a different point of view. The play style will utilize elements from multiple genres to create a unique adventure with an intuitive skill progression that makes the player feel that their choices matter immensely.

Feature Set

General Features

- 2D Graphics
- Cooperative
- Initially released on the PC

Multiplayer Features

- Up to 2 players
- Local and online
- Coop only, no pvp at this time.

Gameplay

- Cooperative
- Choice on how you play affects your abilities which determine your path through the game
- Information is conveyed to the player through tools such as visuals on the character and illustrative backgrounds
- Utilizes a combination of rpg elements with inspiration drawn from castle crashers, skyrim, and league of legends.
- Unique platforming elements
- Constantly evolving character feels powerful
- Cooperative abilities
- Exploration rewarded
- Utilizing many components that make adventure games successful but removing the tedium of constantly traversing them.
- Turning the traditional story on it's head where humans are invading your world
- Using a unique alien world which allows for creative design and utilizing futuristic human designs

The Game World

Overview

The game takes place on the Golem's home world. It is a peaceful place with the golems as the only non plant creatures. The world has a variety of terrains and precious resources the humans want to take. The planet could be made of a series of larger and larger golems who have become so large and knowledgeable that they don't get into day to day activities. Your golem man could be the youngest and therefore the only one truly capable of interacting with the humans. Maybe the other ones who make up the world can be assembled which could be a component of the platforming.

Artificial Intelligence

Enemies will be able to perform actions based on their rank. A higher ranked enemy is typically more difficult and a more advanced version of the lower levels.

Rank1
Jump
Run
Walk
Idle
Shoot
Melee Attack
Death

Rank2
Jump
Run
Walk
Idle
Shoot
Melee Attack
Death

Rank3
Jump
Run
Walk
Idle

Shoot

Melee Attack

Death

Jetpack

Explosive Attack

Rank4

Jump

Run

Walk

Idle

Shoot

Melee Attack

Death

Jetpack

Explosive Attack

Rank5

Jump

Run

Walk

Idle

Shoot

Melee Attack

Death

Jetpack

Explosive Attack

http://www.gameai.com/sites.php

https://software.intel.com/en-us/articles/designing-artificial-intelligence-for-games-part-1

World Modifiers

There are things that change the environment such as speed gates which modify how the world works, like less gravity. These are indicated by certain background elements and can be used creatively to traverse the world and get to hard to reach areas.

World is Built of Older, Larger Golems

Throughout the world the player will experience larger versions of themselves that they may be able to interact with in some fashion. These golems may leave messages for the player or may provide help on completing difficult portions of the game.

The Physical World

Overview

The player experiences the physical world through a series of levels. There will be changes in the environment, types and complexity of the challenges, and more advanced abilities to traverse the world.

Key Locations

The current key locations consist of the following:
- First level where the player finds a human outpost
- Second level, starts in a golem temple (possibly inside the golem)
  - Second level leaves the temple and goes into an underground mine
- Next few levels could take place in the human mine
- Once the mine is done emerge onto the planet and fight the same, or similar group of humans that defeated(?) you the first time.
- Travel across the planet to get to the ship.
- Last level the golem makes it into the human space ship

Travel

The player will move about the world using jumping, running, and will later adapt to more advanced movement techniques depending on their leveling up. The fire ability will provide a double jump, the ice ability will provide a hover, and the earth ability will provide an intense jump from the ground.

Scale

The characters will be an 11th of the size of the screen. The world will be very large with only a small portion of it being explored through the game. The player will get the size of the world from the conversations and hints dropped throughout.

Objects

There will not be an inventory, but the character will be able to pick up some weapons that will modify his/her appearance. The weapons will automatically equip and replace the previous one. There will also be many non equippable objects such as speed gates and other world modifiers.

Weather

Undecided. I'm not sure how the atmosphere will react with the environment. I imagined that the world was close enough to earth in some respects where the humans would be fine in basic protective suits.

Day and Night

Also not discussed. There could be some more stealthy segments that use a light/dark paradigm. Also there could be an interesting play utilizing multiple suns and so forth.

Time

I had imagined time would be progressing at a slightly faster pace than the person completing the level. For example, if the player killed someone, they would already know about it on the next level.

Rendering System

Overview

The game will be rendered using 2d images developed in spine for animations and other image processing software such as paint.net and photoshop for backgrounds and textures. The images will be shown using the Unity3D game engine.

2D/3D Rendering

The Unity3D game engine will be used though we are only utilizing 2D images at this point.

Camera

Overview

The camera will follow the character and use a 2D perspective. We have not determined if this will be a set follow or move when the character enters a new space such as in Mario. There is also the issue of how coop camera physics will work. Justin will describe in more detail.

Game Engine

Overview

The game engine being used is the Unity3D platform. We are using the 2D feature set, including 2D specific physics and colliders

Game Engine Detail #1

Justin will describe in more detail.

Water

Haven't discussed using water

Collision Detection

We are using the Unity 2D colliders, which handles physics and on-collision triggers.

Lighting Models

Overview

Describe the lighting model you are going to use and then go into the different aspects of it below.

Lighting Model Detail #1

We are using the xyz technique to light our world.

Lighting Model Detail #2

We won't be lighting the eggplants in the game because they are purple.

The Level Layout

Overview

Golem progresses from a basic jungle, moving through a temple into a mine, fighting the camp/patrol that killed him initially, traversing to the human ship, then destroying the human ship. Will definitely have a boss at the end of every chapter and a mini boss part way through the chapter. The world could be interspersed with golems that teach the character through background pictographs how to do things.

Chapter 1

Level 1

Overview
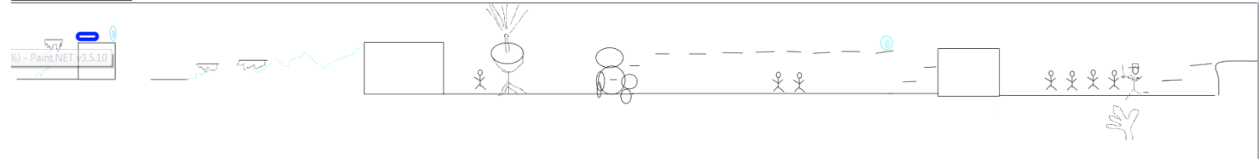
First half the player learns how to maneuver through the world with a series of puzzles and platforming elements. The player will then interact with one human, then two humans, then die to a group of humans where he will be pulled into the earth by a large hand and start the next level in the temple.

Details:

The character is initially greeted with an irregularly moving platform. I was thinking we could have some glowing crystal looking things on the bottom to explain the levitation and could have imbedded metal parts from the humans, maybe signs of a crash, to provide a subtle indication of something alien to the planet. The platforms could move somewhat irregularly to add to the difficulty and the sign of a disturbance to the balance. The light blue lines indicate an example route. There will be a speed gate at the top which will increase movement speed and allow the character to jump the gap.
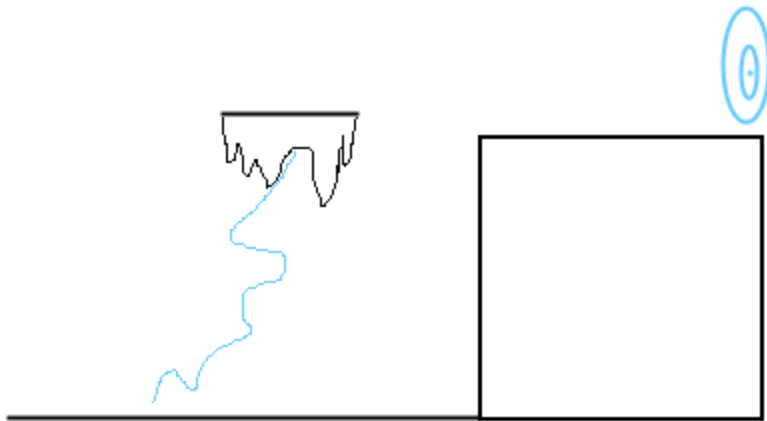
After clearing the gap, the player will be presented with two more irregularly moving platforms he will need to be able to coordinate his jumps between and keep in mind the current speed boost. This will take him to a platform that serves as an overlook for the human interaction.
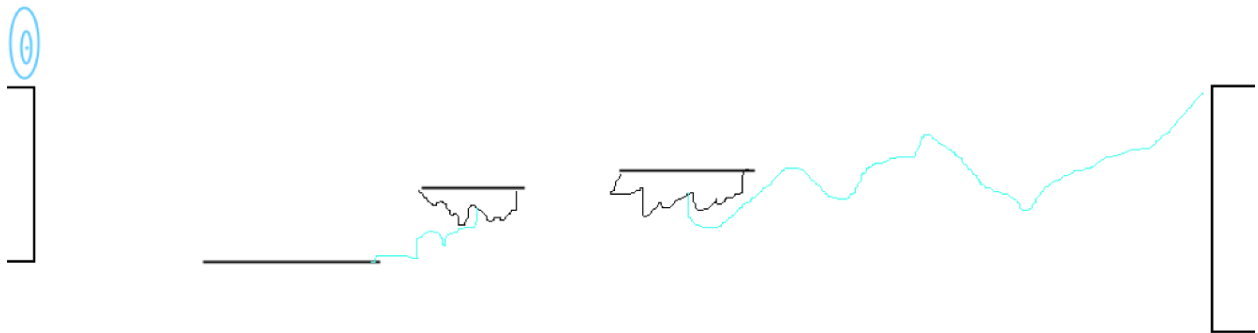
The character overhears the human talking about setting/fixing the beacon. If the character waits long enough the human will leave. If he jumps down the human will fight him. Make the battle challenging but make it so the player can't lose. Figure out a way to illustrate how

health is stored. Possibly something in the background on a wall depicting a golem getting hit and losing a limb or something?

Human is standing next to a beacon.

"Why won't this piece of crap work. I hate dealing with this kind of manufacturing. They need to stop letting those assholes let the robots do it however they please, then we end up with this shit that a human can't use. Bastards in corporate don't know what it's like out here. Oh man, the expense report I'll have to fill out. Maybe I'll just report back that it's setup and working and someone else can deal with the expense report if I don't get it working in the next few minutes."
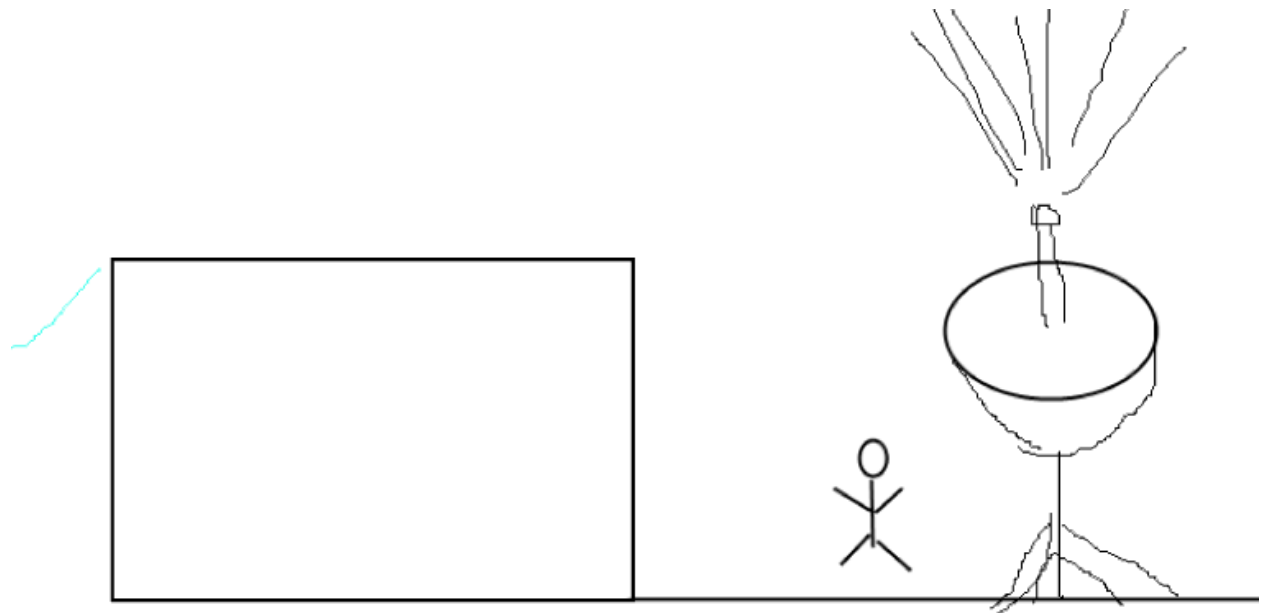
The next phase will look fairly tame to the player initially but there will be a hidden method for going over the second encounter. If the character does this, he should earn a reward of some kind. The background will obscure the platforms and make them hard to pick out. If the player is successful in navigating all of them the humans will be none the wiser. If the humans become aware of him (he falls, he doesn't use the platforms and runs towards them) they will stop their conversation and engage him or engage him when they stop talking and one walks towards him. Again we should make it so the player can't die.   There will be

another speed gate at the end to help him make the jump. There are platforms as well to climb up in case he falls or starts off on the ground. The starting point for the climb could be an older golem that has started falling apart. We may need to add something so the character can't just blindly run into the humans and negligently miss the conversation.
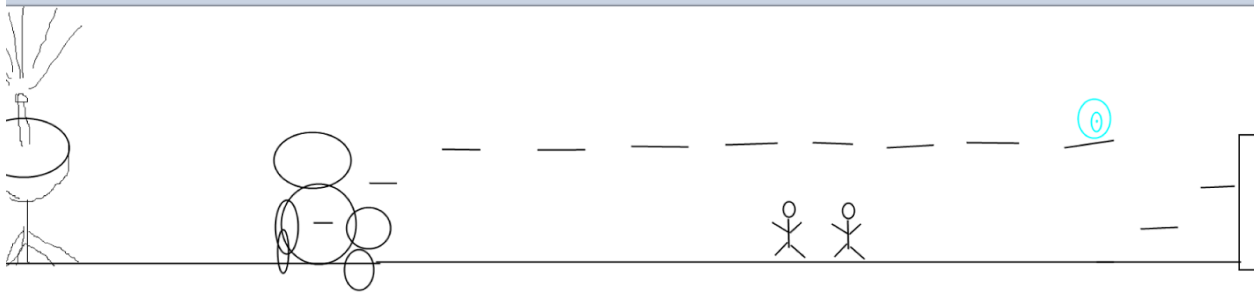
Second Human Encounter
Two humans are standing next to each other

1"Resource extraction should be quick and easy. No natives to kill."

2"Yeah it sure got a lot easier once headquarters decided we should stop trying to cajole them into joining us, setting up a false ruler, or just playing the political game in general."

1"Yeah, shoot first don't ask questions at all."

2"Sure makes our jobs a hell of a lot easier."

1"I am surprised that we haven't seen anyone. I could have sworn that pile of rocks back there had to have been modified in some fashion. But then again, you see something new on every planet. This one is no different I imagine."

2"Did you hear Johnson talking about his new workout program?"

1"Yeah, but did you hear Sanchez bashing it?"

2"Ha, pretty sure everyone's heard it by now. Oh man. My program is like building a house, Johnson's is like getting really good at putting nails in a board."

1"Priceless. You know, I haven't seen Johnson in a little while. I wonder where he's at? He was supposed to be just ahead of us fixing that beacon or some shit like that."

2"How long do we have to patrol out here anyways? None of the scouts have seen anything yet and this is boring as hell."

1"Eh, we should probably stay out a bit longer, but we don't actually have to do shit."

2"Well, I kind of have to take a shit."

1"Well shit man, get your shit done. But don't shit here. Go over there to shit. I'll kill you if I step in shit."

Final Encounter

The level will end with an encounter with a full human patrol. There will be a soldier (rank 3 amongst the humans) addressing a few other humans. If the player jumps down the conversation will end early otherwise the player will be attacked at the end of it. If the player is somehow able to defeat all of them he will be rewarded with something. A giant hand will pull him into the earth here once the battle is done.
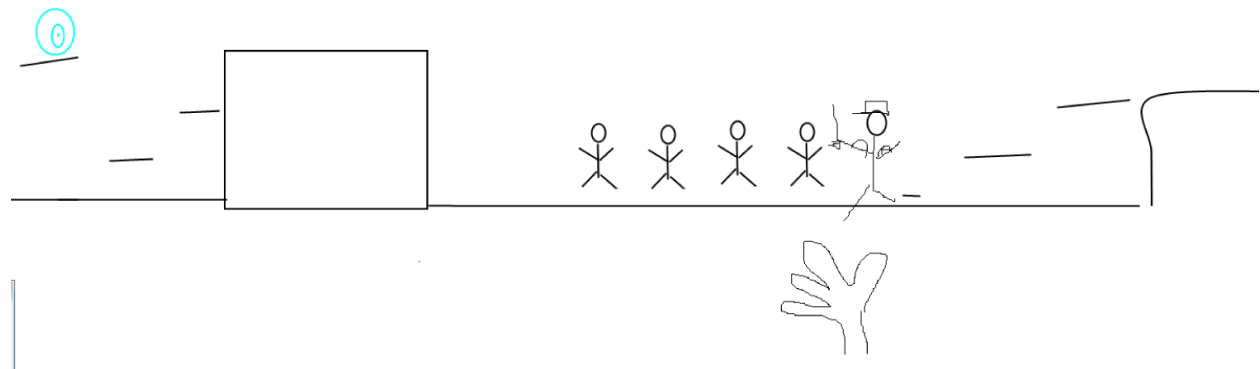
Ending Human Encounter

There's a large group of humans at a sub base. I'm thinking somewhere around 5.

1 "Alright men, there have been a few sightings of what have been described as rock golems. Now I heard Vladislav has a theory that they function as essentially an incredibly powerful will that is able to shape matter together, but that sounds like bullshit to me. All we've seen so far are some misshapen rocks lumbering around so they don't seem all powerful to me. Now we have a few days left to gather some more reliable intelligence on these golems so we don't have to tell the commander there are some rocks attacking us. It should take about two days to get back to the ship and hit each staging area on the way so keep you eyes open

and by the hammer of thor can someone go find Johnson? That stupid beacon should have been functioning hours ago. What the hell is taking so long? There should be…I could have sworn that pile of rocks just HOLY SHIT, FIRE! It's one of the rock bastards. Turn him into sand."

Have a check to see if the character defeats all the humans. If so is provided with something great since it is expected he will die. Have an "elder" pull him into the earth to escape complete destruction where he arrives in a temple with pictographs on the walls explaining and unlocking the abilities. Either way the giant hand should kill the enemies if he didn't to ensure the story would be identical in either case. Could possibly do something to show the more advanced moves of the abilities. Would have to do user testing to ensure that the characters skill progression and understanding isn't too complex or unintelligible to learn.

Level 2

Overview

Level 2 begins where level 1 ended with the character being deposited into the temple room by a giant hand. This could be done with the character just falling from the ceiling, or the hand dropping the character. Still needs to be decided. There should be some subtle indicators that this room is part of a giant golem. Maybe made of the same material as the hand and so forth. Also there should be flames, magma, or other fire indicators which help to explain the new ability. Once the character is in the room there will be pictographs (crude cave drawings) showing the characters new ability with an obstacle they have to use the ability to overcome. The cave wall at the end of the temple area will be broken into by a giant drill. The rest of the level takes place with the golem traversing through the mine. The human miners could be working in the background in addition to being in the level. The human workers would be of rank 1, the weakest. The golem will find a cart just outside of the entrance and have to learn that he can make it move by firing in the opposite direction of that

which he wants to travel with his new ability. The level ends by him falling during a jump he can't make.

Details

The character will fall into the level or be deposited by the giant hand. Once there the character will face obstacles that he will need to use his new found ability to get by. There will be something he can burn blocking a path. Once the character gets past that he will get to the end of the temple where a giant drill of some kind (should try to make it futuristic) breaks through the wall. The drill will pull back and he should be able to hear people shouting on the other side. Humans will walk into the entrance and the player will have to fight them.
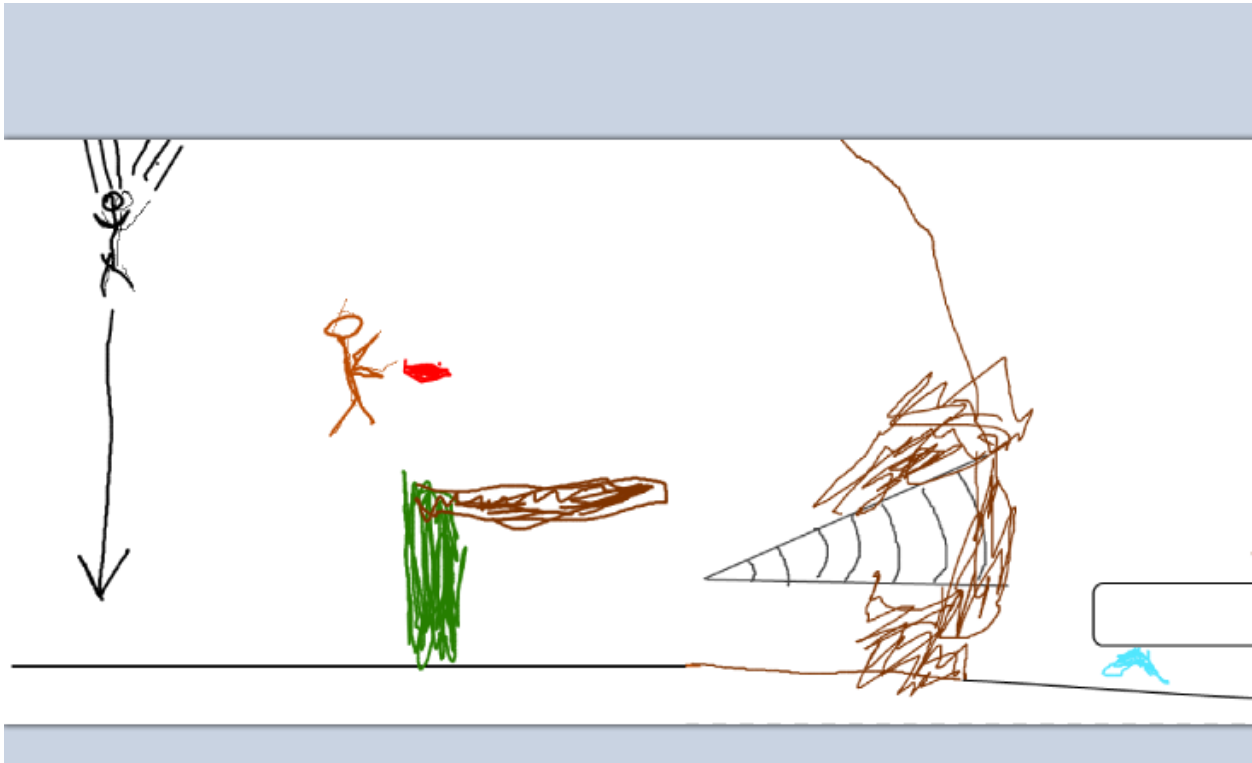
1st Human Encounter level 2

h1"Wait, hold up. Seems like we've broken through to a cavern of some kind."

h2"Odd, it doesn't show anything on my readout."

h1"Well your readout is on the wrong planet then. There's a giant ass hole right there. Go in there and check it out."

h2"What if it's a giant's asshole. I'm not going into a cave that doesn't show up on my readout. "

h1"If you look closely at your readout you can see an impending foot up your ass if you don't."

h2"Next time I drive and you check out the ominous black holes."

The player will find a hover cart outside the entrance. They will find that if they shoot in the opposite direction they want to go they can make the cart move faster than they can run. Miners will jump on the cart from above fight the golem. This will create an interesting setup where if they shoot the miners who jump on the cart from the wrong direction the cart will lose speed and may not be able to make it up some of the slopes or will start going backwards.
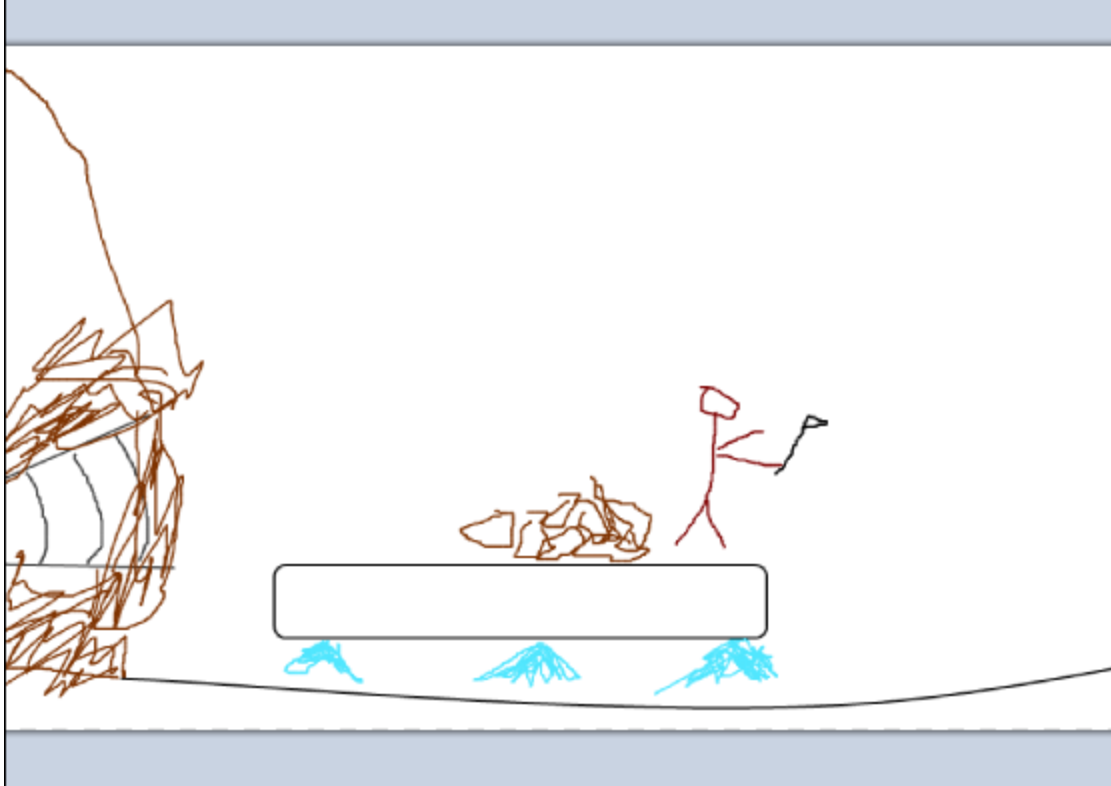
There will be another cart partway through the level. If the player runs into it they will be thrown off the cart onto the next one or possibly over it depending on how fast they were traveling. They can try to time the jump and make it to the other cart. This new cart will have miners on it as well.
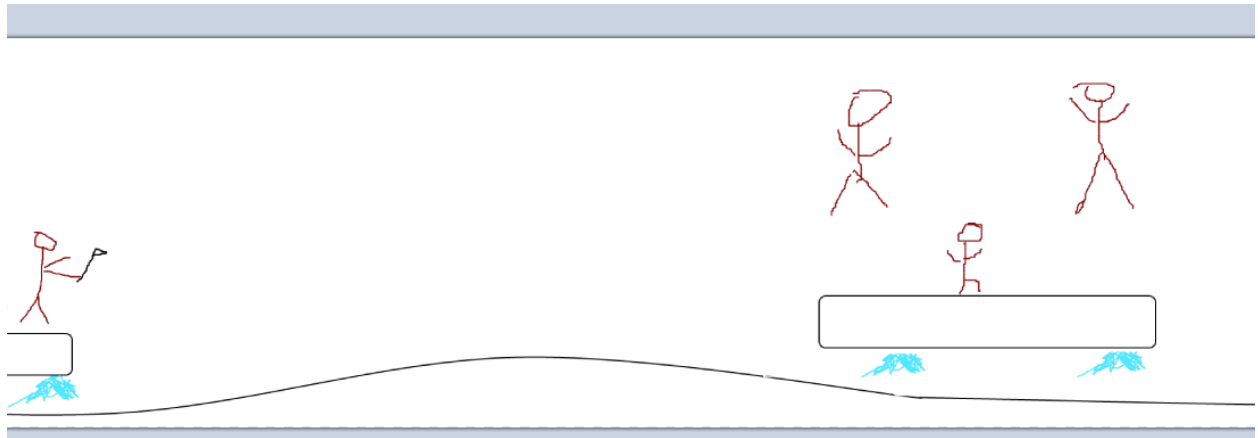
The level will have a jump that can only be made by launching the hover cart at fast speeds and then jumping off of it as it's falling. This will enable the player to make the jump. There will then be another jump just after that that can't be made. We may want to have a cart there as well in between the two jumps to suggest that the jump can be made, but make it impossible to actually make that jump. The character will fall into the darkness and the third level will start with the character jumping vertically up a chasm to escape from the depths.
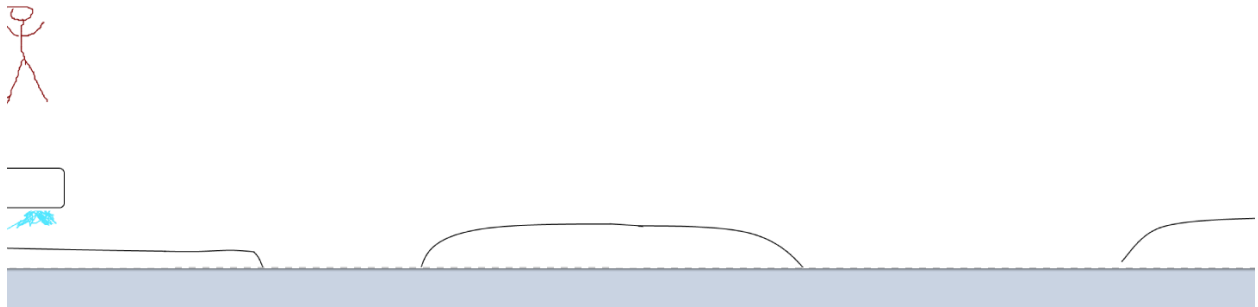
Level 3

*Note-I'm thinking he can't die from falls so I don't really see the need for respawn points.

<u>Overview</u>

The character starts this level having just fallen at the end of level 2. There is magma running through the walls in the background. The golem is taught a new ability that allows him to do a double jump with fire. There is a second new element introduced which are momentum gates. If he shoots the momentum gate with fire they will enable him to fly further than he jumped into them. This mechanic will be used several times to get to places that would normally be out of reach. The character will jump on a series of platforms and shoot vines that are obscuring openings. There will be a few Easter eggs hidden on the map including one stranded human. The level will end with the character reaching the top of the level and escaping from the abyss he fell into on level 2.

C2

3□

C2

C1

B2

B1

B1

2

A1 A2

A1

1
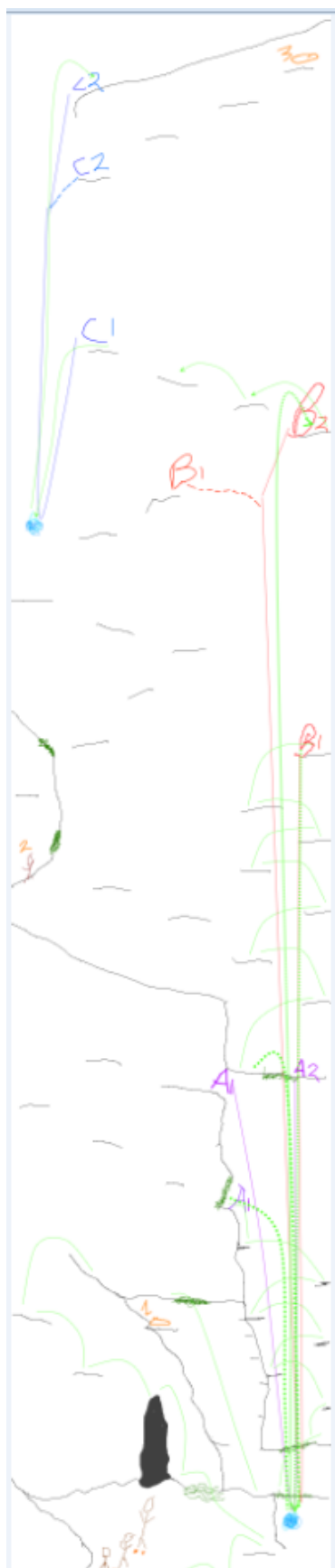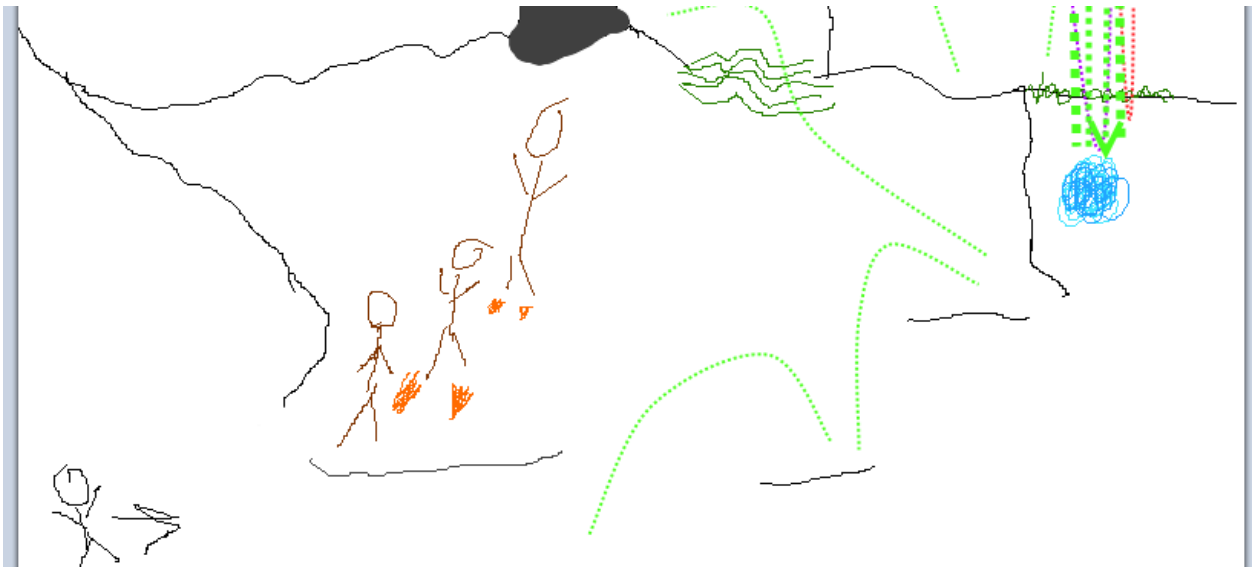
The level starts with the golem seeing a pictograph of a new move, the double jump. This will allow him to get to higher locations than otherwise possible. There will be a momentum gate off on the right which will be visible to the players but will be unreachable until later in the level. I've mapped out the optimal jumping route in light green. The character will have to jump up to be able to shoot the vines in order to get to the next area.
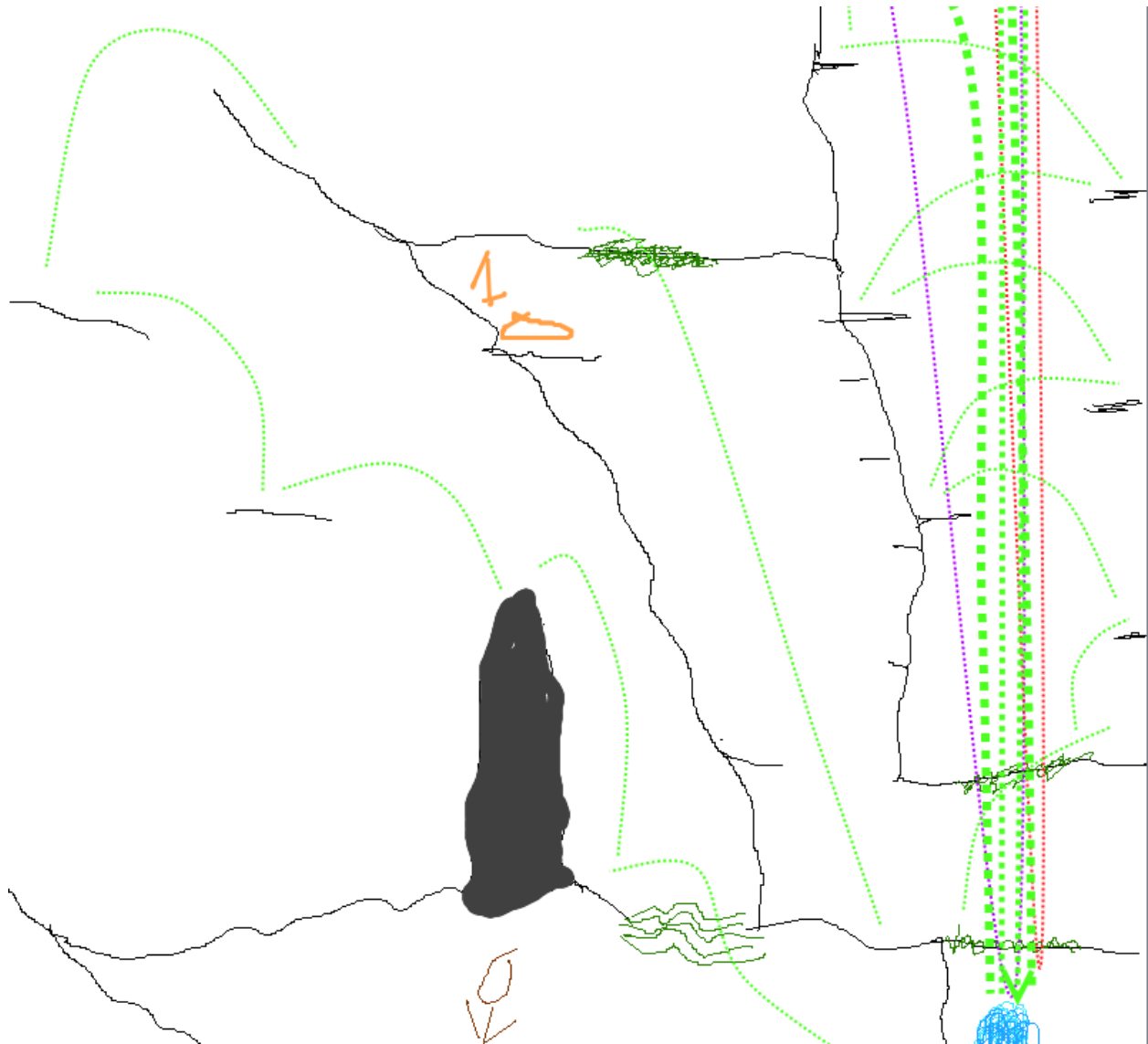
Once getting up the player will have to shoot the vines in the floor to get down to the next area. There will be an Easter egg hidden on the side. If the player misses it as they fall in they can jump up the series of platforms on the right side to then get back over to it. Have not decided what the Easter egg should be. At the bottom right there will be two vine sections. One below the player and one above. The player will need to shoot the one above now and the one below at some point. There are platforms on either side of the momentum gate, but the gate itself has a clear channel down the middle that the player will need to use to get to the later sections.

Once the player has gotten a ways up the passage by jumping to either side of the momentum gate channel, there will be another set of vines. The character will need to shoot the vines to clear it out if they intend to jump up the less efficient way. If the character jumps off from here, the lower A1, between the platforms they will arrive at A2. They will need to shoot the vines out of the way on the ceiling first. If they did climb to the top there will be another A1 that they can jump from that will also take them to A2. There probably needs to be some type of indicator in the background or on the ground at these locations to indicate there is something special about jumping from here. Otherwise the character could in theory not stop falling into the momentum gate and would continually go higher. Or maybe we should do it where it's only charged for one jump and takes a while (5 seconds) to recharge so that we don't have to worry about it. Will have to figure out how local coop will work here

since I imagine that we won't be able to see both characters at the same time if they both don't jump at the same time. If one misses then there would also be problems.

Once you've used the momentum gate to get to A2 there will be a series of jumps, again the platforms will be on either side of the momentum gate channel that will get you up to the next area. There will be an Easter egg of sorts, a lost human, off on the left if the player chooses to go explore that way. The human could be dead, or crazy, or even friendly and provide some information or some kind of item. There will be a vine wall the golem will have to shoot down.
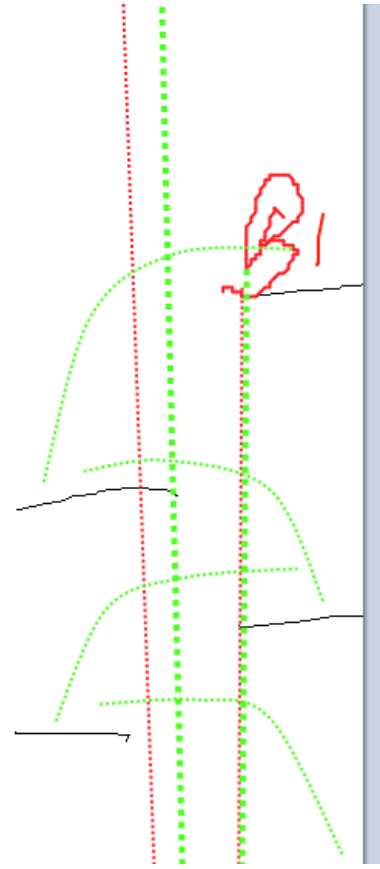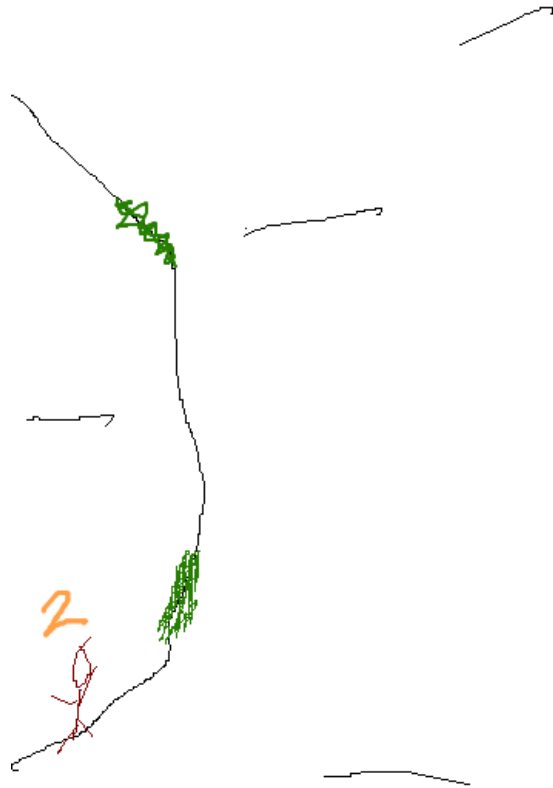
If the player does go to the human there will be a vine section they can shoot out at the top to keep climbing up. If they stay on the right, once they get to B1 they can jump back down into the momentum gate which will take them to B2.
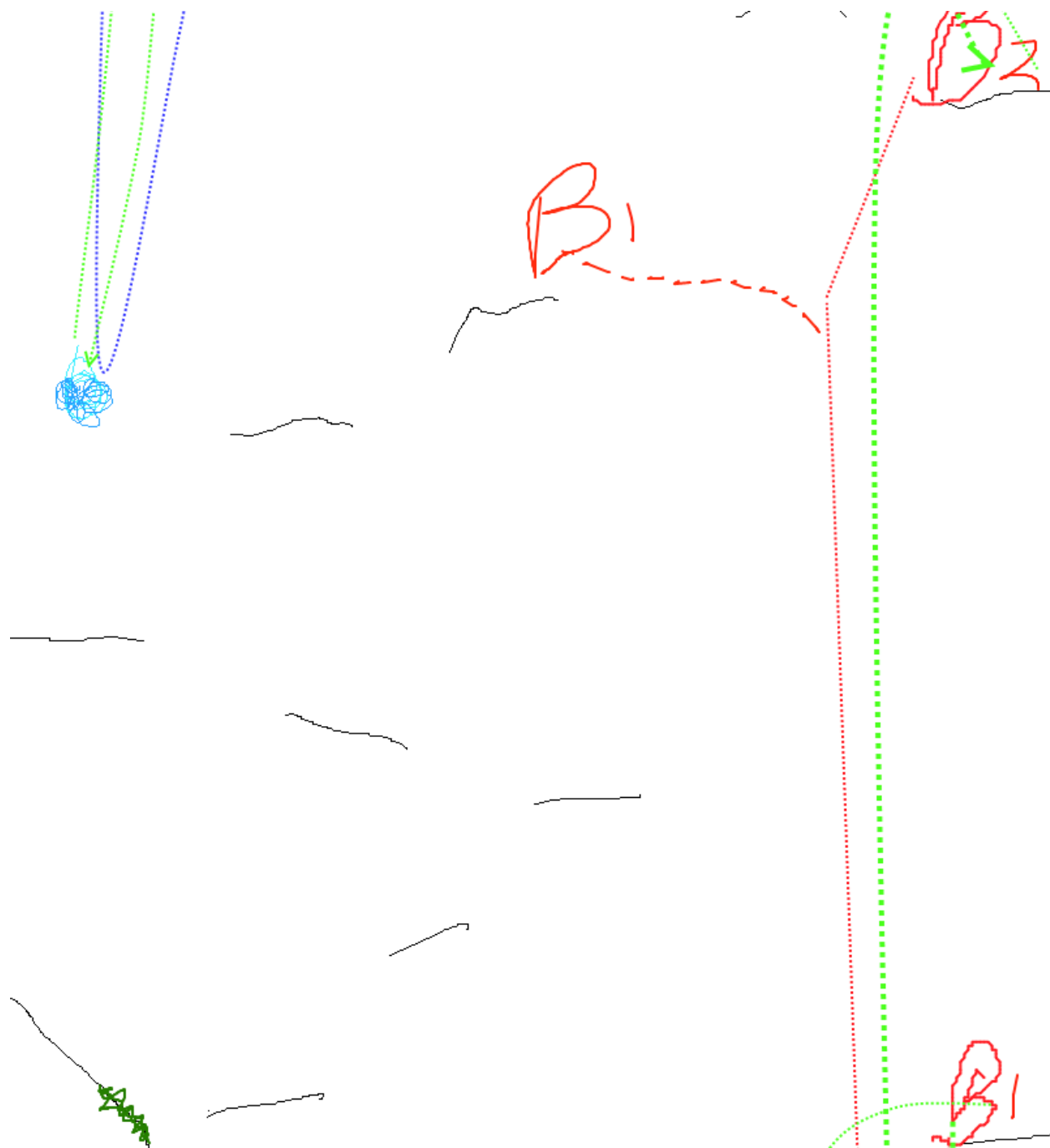
If they continued up on the left after having interacted with the human it will take them to another B1 location. There is an additional momentum gate on the left though it can't be used effectively until higher up.
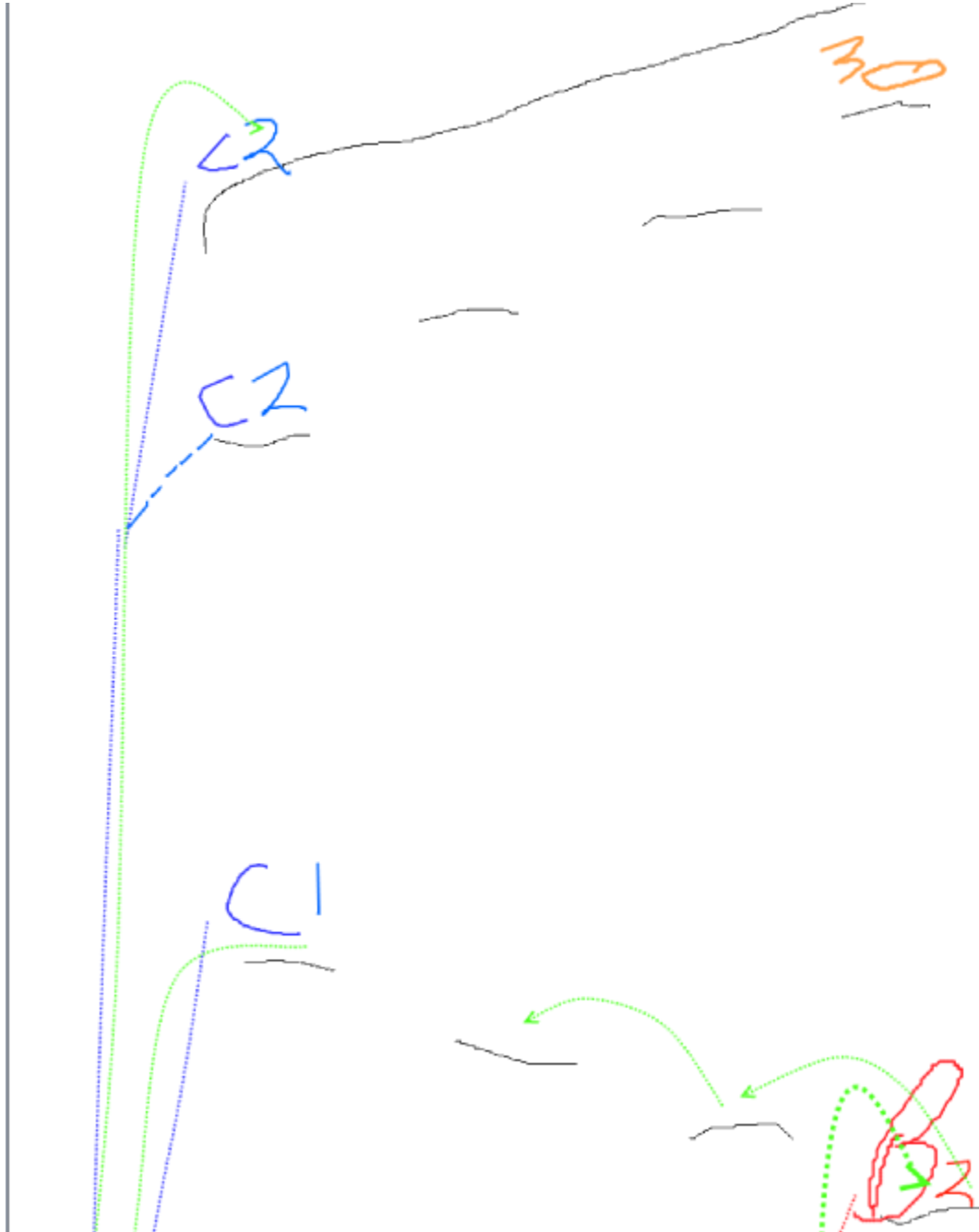
From B2 the player can continue climbing to C1. At C1 they will need to use the momentum gate to get to C2. There will be two places they can go for C2. If they curve to the right early they can land on the lower C2 and jump to the third Easter egg. If they took it to the top they can land at C2 at the top which will have a path to the end of this level.

Level 4

Overview

The golem has scaled the abyss he fell into and is back on the same level as the humans. He has a new jump ability to test out in combat and should be substantially buffer as he has five more points of health from the addition of the feet, hands, and neck. The enemies will remain the same as the basic miners. There will be a large door as a final obstacle to the level.
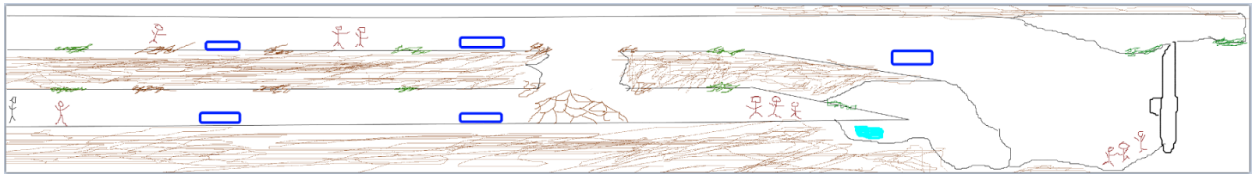
Details

The level starts with the golem arriving back onto the mining area of the underground. There will be a series of areas where the roof can fall indicated by the green. This will be green vines which can be shot and burned. This environmental hazard can be used to crush opponents and also to create a mound of rocks to get to the upper area. The brown indicators will automatically collapse when something walks on/under it. In this first case, if the player goes to the upper level it will collapse when he gets within a certain distance of it since there is a player standing on top of it. The blue shapes indicate respawn points. For this level, if the character is on the top they should respawn on the top and if they are on the bottom they should respawn on the bottom. There will be two enemies that can both be dispatched using the environmental hazards.

After the respawn point there are two enemies stationed between an auto cave in and a plant controlled cave in. They can be bypassed by going below or attacked from the left, or flanked in the case of a two player game.
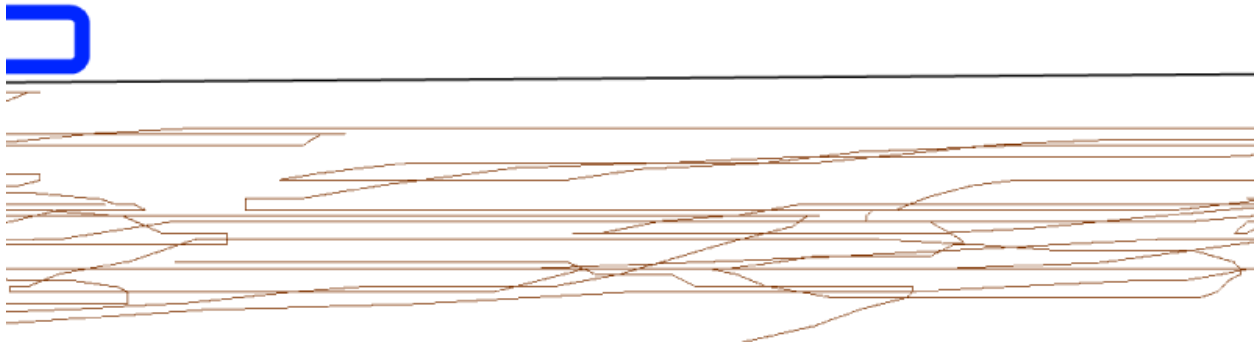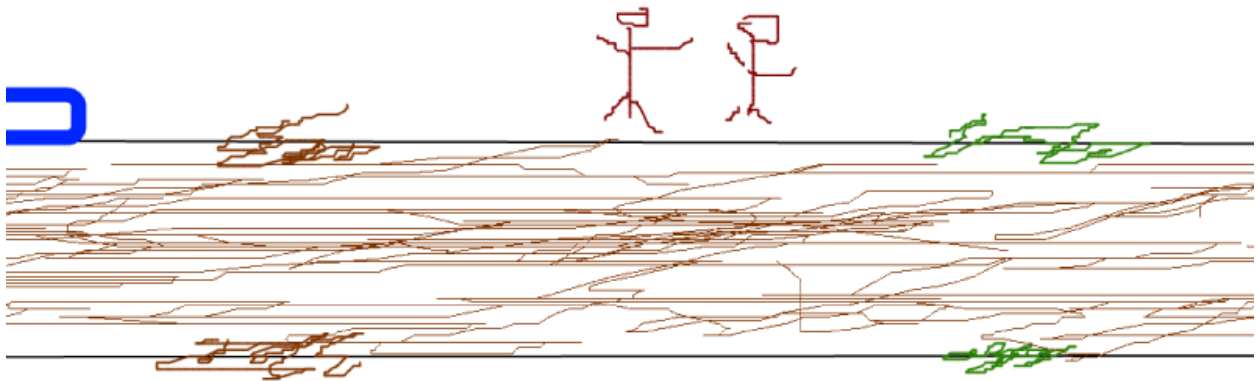
Example of what a cave in will look like, enabling the character to reach the second level through the use of a double jump. There is another respawn point after the two enemies, with placement top and bottom level depending on character location.
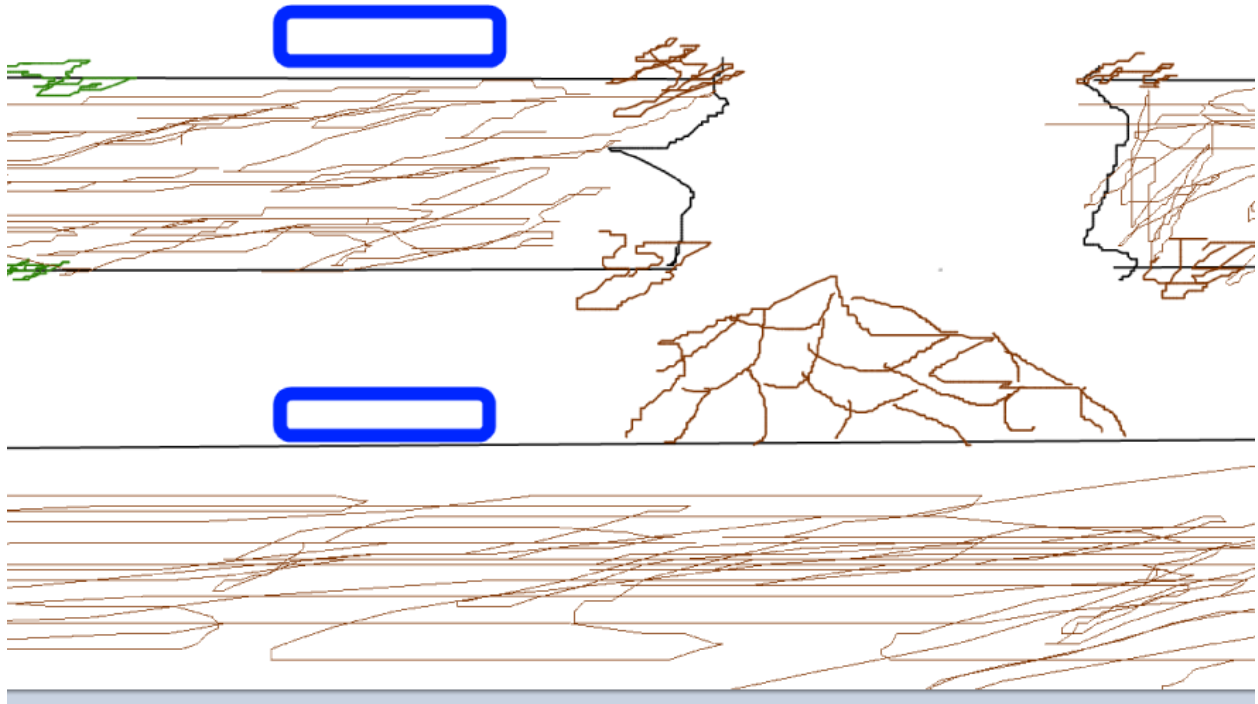
There will be three enemies on the bottom level that are blocking the passage to an Easter egg that can be arrived at through the destruction of some vines.
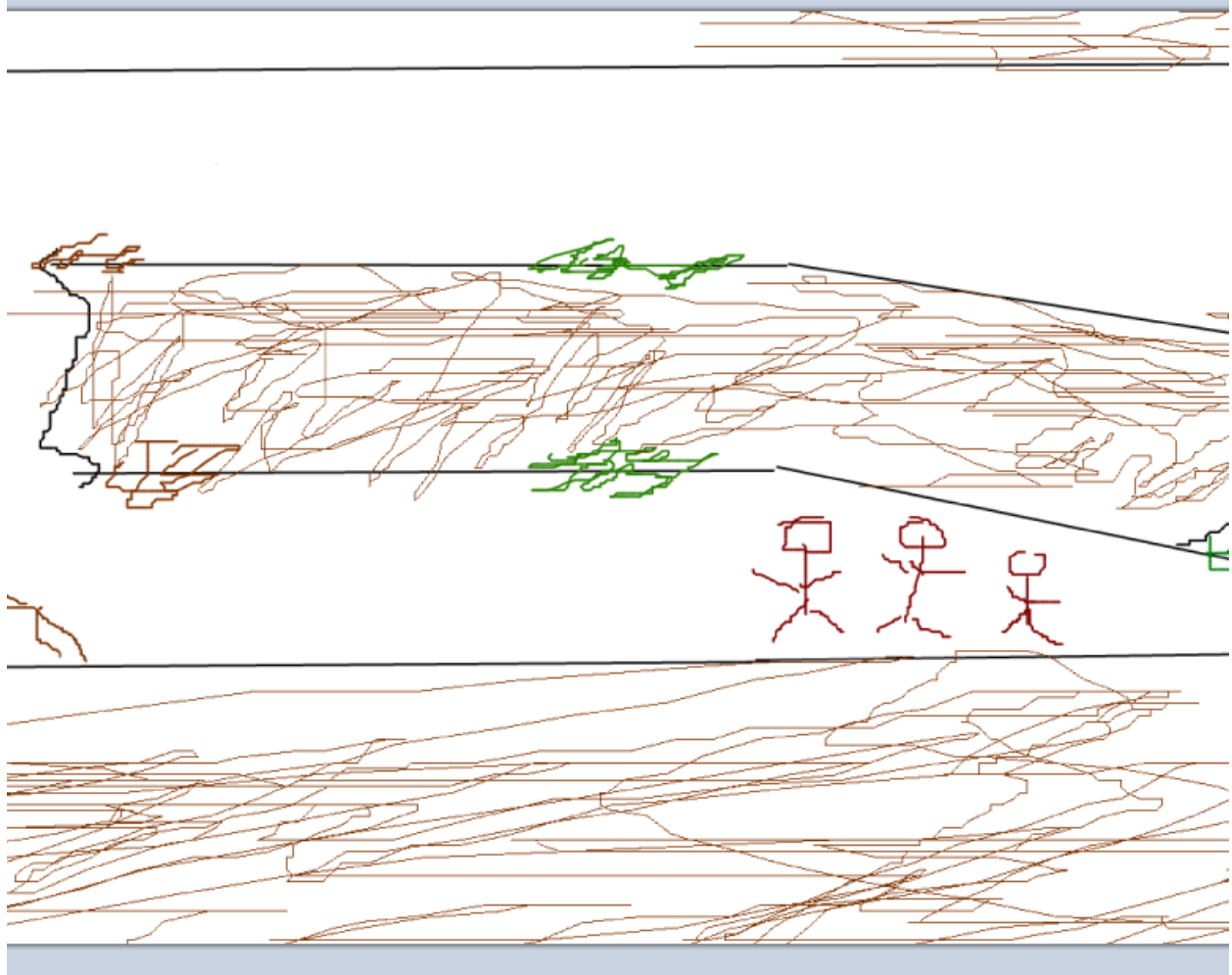
First Human Encounter Level 4

Human 1 "What do you think that thing is?"

Human 2 "Not sure. The scanner picked up something that is unique. Signal it's giving off doesn't match anything else we've encountered."

Human 3 "Any ideas how to get to it?"

Human 2 "If we knew we wouldn't be sitting out here with our thumbs up our ass."

Human 1 "Well if that's your plan A, I can't wait to hear what plan B is."

Human 2 "Well since I see you two are dumber than a pile of rocks maybe you should just try to break through with your head. Finally have something useful to do with it."

Human 3 "I've heard some stories that a pile of rocks has been destroying some of the outlying camps. Maybe rocks aren't so dumb."

Human 2 "Don't tell me you believe those stories too. Some people go on resource collection missions and all of sudden every resource is an enemy attacking them. Not sure how this shit happens, but if you two start blabbering about it too I'm going to blow an o-ring. And by that, I mean I will bludgeon you in the head until sounds stop being emitted from your mouth. Be silent if you comprehend."

Human 2 "Good, now let me think."

After the three enemies there will be a section of vines that can be destroyed allowing the player into the cavern that holds the easteregg. If the player went the top route, or goes back to the top route there will be a spawn point there.
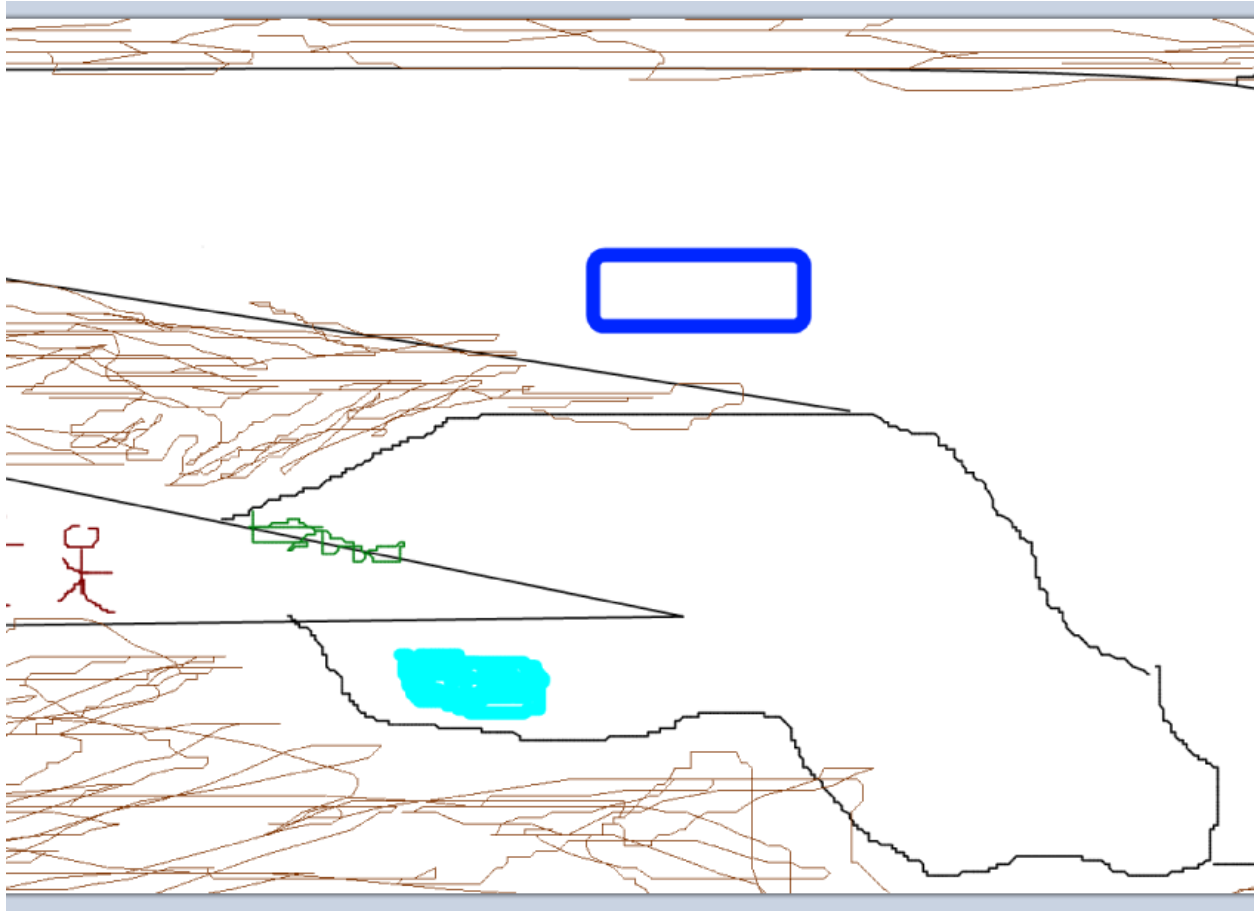
The level ends with three enemies at a giant door that has an inconspicous place to jump that will allow you to reach a passage above the door hidden by vines. There will be a place to shoot on the otherside which will end the level. This area will be broken apart looking since a miner in a mech suit has been destructively pulling out materials.
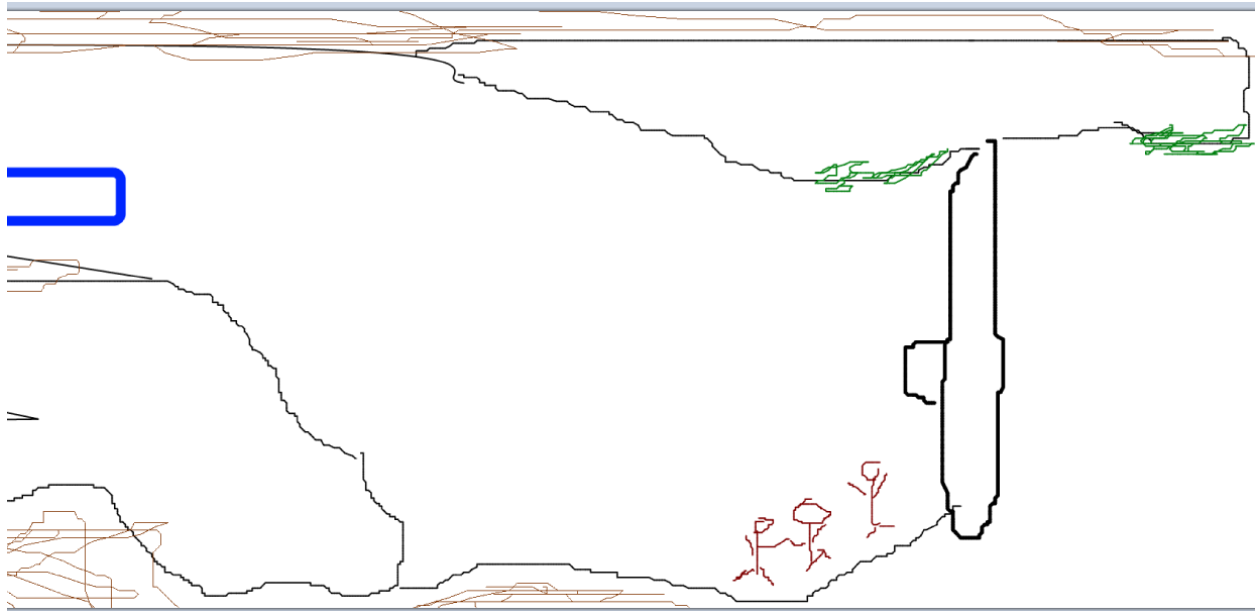
Level 5

Overview

Level five is the first mini boss. The character will need to destroy several power cores on the mech miner in order to defeat it. The miner will have a few basic attacks. He will be able to suck the player in with his rock sucker and if he catches him then shoot him out. He will also be able to sick up other debris and shoot it at the character. He will also have an exploding pick which he will try to strike the character with. If he misses the pick will remain imbedded in the ground and count down towards exploding.

Details

The character enters from the ceiling where they are storing the mech miner. The mech miner is being worked on by one of the humans. When the character drops to the floor, control would be taken away the first time. If they've died they can skip it by moving towards the miner.

"They think just because something is good for war, blowing up people, it will be good for harvesting resources. Damn thing destroys almost as much as it harvests even with this mining armament. Mountain probably would have collapsed by now if we left the original gear. These damn power nodes are the biggest issue. Always shorting out and leaving you without a pick or limited mobility."
Radio crackles.
"What?"
"Garbledradio transmission"
"Last shipment before moving to next harvest point. Roger.   Suiting up.
" you'd think we could come up with better technology than this crappy radio or at last make it work better. well shit. Was wondering if I was going to run into you. Stories have been flying about you. I figure I'm in a giant machine built to harvest rocks and kill things. You feeling lucky? I am."

The human will run into the mech suit. The mech will attack the character based on proximity. If the payer moves in close then he will try to hit it with his pick. If he his he will damage the payer and lift him off the ground where the pick will explode and he will take lots of damage, if the player dodge the pick, the money will leave it in the ground until it explodes and deal some damage. His other attack he will use if the player is at range. He will attempt to suck the player into his rock sucker and then shoot him against the wall. If the player avoids the suction, the mech will pick up a random rock and shoot that at the player.

The mech will have four power nodes, one on each arm, a main one on the body, and an emergency one on the back of the foot. Each part node provides power in a different manner and destruction of one or more will alter behavior. The power nodes on each arm provide power to the respective arm. These will require a double jump to hit and will be more difficult due both to the height and the movement of the arms. The main power node on the torso is used for movement and destruction of this will cause the mech to walk forward and backwards much slower, though it will not affect the and at all. The node on the back of the leg will be emergency movement and will allow the mech to move very slowly. This one can only be destroyed by physically punching it while it is turned around. Once the player destroys the power nodes other than the emergency node, the mech will then turn around and start slowly creeping away.

"Blasted piece of machinery. Bloody rocks.   Can't believe he hit all the damn power nodes. As long as the emergency one keeps working at least I can get away, though only a snail would consider this a brisk pace. "

  Once the character destroy the emergency power node the mech will stop working and fall over. The pick will hit the ground and perform its explosion opening a hole into the ground where the sixth level will begin. The character will have to jump over the mech into the hole.

"Who the hell decided that there shouldn't be a manual release.   What the hell am I supposed to do now. Rock man be a good sir and let some one know I'm bloody hanging by my bloody testicles in this bloody expensive pile of crap."

Level 6

<u>Overview</u>

After defeating the mech miner and jumping down the hole the player is shown a new pictograph depicting a new skill, the fire run. The character can run and drop fire along their path. If they jump or double jump with the fire run fire droplets will still fall from them. They must pass a few obstacles where rock is falling from the ceiling, gaps need extra help to jump, and a giant rock puzzle at the end.

<u>Details</u>

The level starts out with the player learning some new skills through some pictographs on the walls. This will teach how to use the flame run. I imagine this to be a short interval skill which lasts a few seconds then has about twice as long cool down or that drains energy well is on. We don't have a system implemented for either yet so will need to determine the pros and con's. The player will leave under and behind them a trail of fire that can burn and damage things. If they jump well this is on fire will fall from them. They can perform a double jump and get fire to fall from even higher.

The player will get to test out this ability by jumping over the man on the area of vines. These will collapse. After the player passes the opening on the ceiling a round boulder will roll out and down the slope. If the vines have been burned them the boulder falls in the hole. The player can also fall in the hole if played incorrectly. We may need to add a trail are too this prior to the one with the man and boulder in order for users to understand.

 The next area the player will have to time it right and jump off the falling boulders in order to clear the gap. There will be a save/respawn point right after making the jump.

On the next area there will be some boulders that roll down a slope. The character will be able to run up the slope a little ways before jumping off in opposite direction on to some pieces of rock jutting out and then time it right to make it past the rocks rolling down the slope.

There will be a vine section player can shoot or fire run through to fall in the chamber below. The character can walk past that to a section that automatically collapses to ensure they make it into the chamber. There will be a large vine area in the center of the chamber before a sloped wall. Above the slopped wall will be a large vine area. If the player shots the vine area on the ceiling a large boulder will roll down revealing the exit. The character will have to out run the boulder and jump across the vines starting in the middle and turn on fire run. This will enable them to make it half way across before acting in a manner to destroy the floor.   The ball will then roll in and wedge itself in the floor and provide a means for the player to jump back to the slope and exit the level. If they knock the boulder down and don't open the floor they will be squished and go to the respawn point. If they fall down the vines floor section they will go to the respawn point. Could make the boulder a giant eye of a golem.

Level 7

Overview

Details
Killing the outpost and a final fight with the commander of the outpost, a level 3 soldier. There are a series of radio transmissions going on in the background informing the character that

Chapter 2

Level 8

Overview

Details

Level 9

Overview

Details

Level 10

Overview

Details

Level 11

Overview

Details

Level 12

Overview

Details

Level 13

Overview

Details

Level 14

Overview

Details

Find the outpost and falls into chunks pieces of rock on one of the transport pods so that they'll take him to the ship.

Chapter 3

Level 15

Overview

Details

Level 16

Overview

Details

Level 17

Overview

Details

Find the ship and make their way onto it.

Level 18

Overview

Details

Level 19

Overview

Details

Level 20

Overview

Details

Destroy the ship and defeat the final boss. Learns there are more humans coming. This could be from the first ship being a scout that crashed, or the first party who has come to teraform the planet, or something else.

Game Characters

Overview

The main character is an embodiment of will that takes the shape of a humanoid rock creature I will henceforth call a golem. The character will continue to grow larger as the game progresses and he gains more will. Currently this could take place in the form of becoming more humanoid which could present some interesting oportunities.

Creating a Character

We will have a preset number of characters to choose from that all start with the same stats. The differences will come about depending on how the character is played. The player will have the freedom to utilized a set of three distinct skills which will evolve the more they use them. This will provide a method to have different experiences playing through the game and also open the route for synergy when doing coop.

Character Abilities

The characters have the ability to run and jump as basic platforming/transportation through the level. These should evolve as they level up their other abilities. The characters will also have 3 abilities that evolve as they use them based off of the elements. There will be fire, ice and earth abilities. They will also have a basic punching ability which gets adapted into the earth ability, though this could be modified if we came up with a summoning ability. The abilities should also synergize well so that if two players chose different abilities they would function greater than the whole.

Running

The character will have the ability to run. This ability, combined with the jumping ability, will be the primary method for traversing the levels. This ability could be modified by the characters progress in the other abilities into a run that leaves fire behind that can damage, a faster slide ability if ice has been leveled up, or an earth shield that gets put in place in front of the character when they are running.
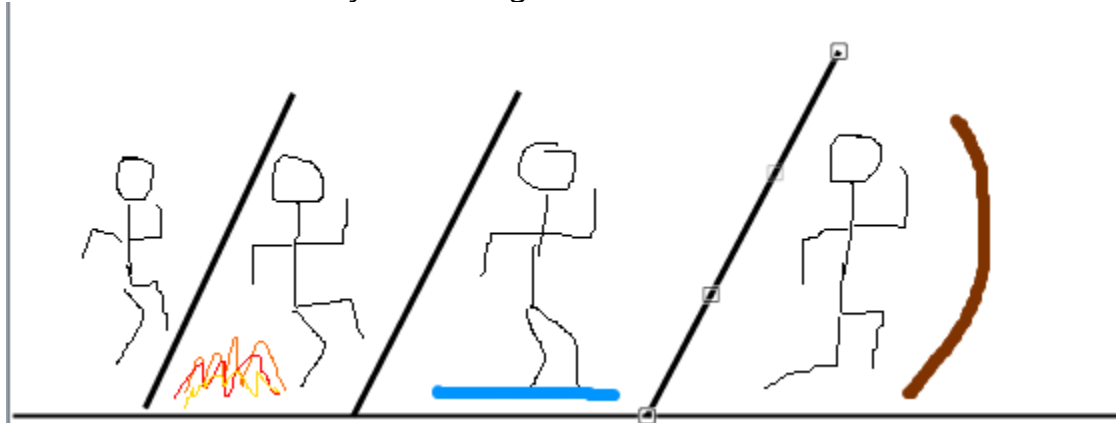
Jumping

The jumping will start as a basic jump ability. This too will become modified based on the characters chosen progression. If the character levels fire they can get a double jump. If they level ice they can get a hover ability, and if they level earth they could get an extra powerful jump which could possibly be controlled by how long they hold the jump button down.

Ice

The ice ability could function as a useful platforming element, offensive shield, and sniping weapon. If the player could summon an ice bolt that would smash the ground and leave behind a chunk that could be jumped on for a set period of time this would enable them to create their own platforms and enable the creation of walls. They could also use these offensively by combining with other abilities. If the character punches the wall it could launch ice shards at enemies and if the character shot the wall with fire it could let off steam that would obscure them and burn any who got too close. The location of the ability could be controlled by the amount of time the button is held down. If the button is held down longer the ability will be indicated by a glowing recticle on the ground which would move further and further away. There could be a slight delay between casting and creation. There could be the possibility of summoning more the higher the level or making them last longer or do more damage, etc.
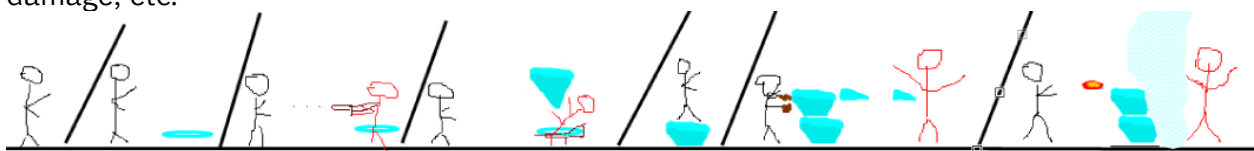
Earth/Punching

I think this could be split into two different abilities at some point and that the earth could be summoning minions, but for now it could augment his punches by giving him bigger fists and maybe at higher levels turning his hands into implements of destruction. Fire could be combined with this skill to light his hands on fire. In order to combat (pun intended) the difficulties of closing the range without sacrificing the strategic advantage of firing from range, the character could deal more damage and perhaps gain some lifesteal. This could create some interesting combinations where maybe the enemy is damaged from range and then the character closes to finish them off.
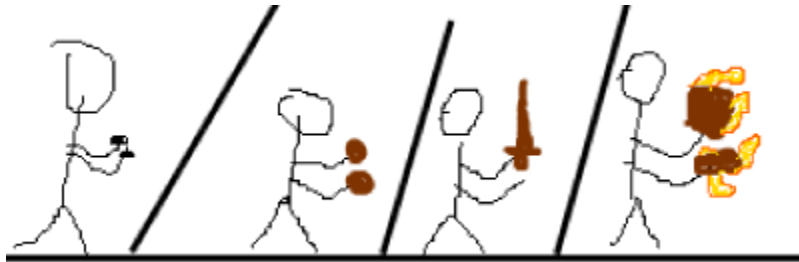
-Side note: I think it would be awesome to have a summoning ability. Little rock golems or a big rock golem to fight for you. This should be fairly straight forward to level up where you could keep making the minions bigger and do more damage. Maybe with tweaks to how they look every 5 levels or something. This could replace the current earth ability.

Fire

Fire will be the primary projectile weapon. He can shoot fireballs.
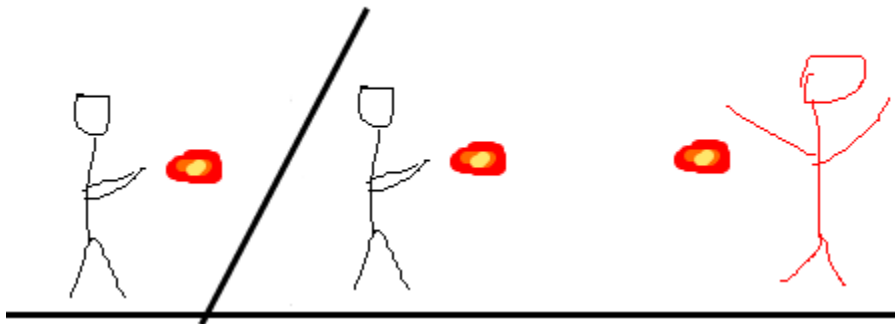
Character Gameplay

The game should feel like one of exploration. You get to areas that may not be clear what you need to do and you need to experiment and explore. There should be more than one possible way to get past an area. Reward creative solutions and testing new ideas. There could be hints illustrated in pictorial format that can change from being completely transparent to pretty obvious in the background to help the character with particularly

challenging puzzles. None of the abilities should be purely combat focused. Everything should have a role in the platforming elements as well. This game will feel somewhat like an adventure game, but will remove the need to backtrack as that is regularly a tedious element.

Character Health

The character will have one health point per body part. This will initially start as nine since the character will start with 4 leg segments, 4 arm segments, and a torso. At each level completion another part (or two in the case of symmetrical issues such as hands and feet) will be added to increase the health of the character. The current health can be determined by how healthy the character looks. This will be done by modifying the visuals of each segment. If the character has lost one point of health than one of the limbs will be visually modified with a mask to look less sturdy. This could be done by putting holes in it, making it look more like sand, creating some type of animation where it looks like its bleeding (the blood could be sand or something similar) or possibly creating a different hue.

Enemies and Monsters

The enemies will be humans who are invading the golem's homeworld. They will be hard assed, no-nonsense, stereotypical bros. They will continue to become buffer as the game progresses. The player will initially interact primarily with low level scouts as he progresses up to high level cyborg battle suits. When ready put a screenshot of the different levels in here.

Rank 1 Scouts/Miners

Rank 1 enemies will be the basic scouts of the humans. They will have very little in the way of equipment or health. The miners in the second level could also be of rank 1, though they would wield mining tools rather than military equipment.

Characteristic: easy/normal/hard
Health: 2/4/6
Pistol Damage: 1/1/1
Mining Tool Damage: 2/2/2

Rank 2 Soldiers

Rank 2 enemies will be soldiers. Basic infantry that can absorb more damage than scouts and have a larger variety of weapons.

Characteristic: easy/normal/hard
Health: 4/8/12
Pistol Damage: 1/1/1
Melee Damage: 2/2/2

Bosses

Mech Miner

The mech miner is the first mini boss and encountered at level five. He has two attacks depending on the proximity of the player. If the player is close he will use his pick and try to hit the player. If he succeeds the player will be lifted into the air and the pick will explode dealing massive damage. If the pick misses he will leave it in the ground where it will cause an explosion and deal damage around it. If the player is further away the miner will try to pull him into his rock sucker and then launch him at a wall. This will do moderate damage. If the suction misses the player, the m miner will sick up a rock and shoot it at the player. The mech miner will have four vulnerable spots which will all need to be damaged in order to disable it completely. Destroying any one of them will leave the miner with impaired functionality. There is a core on each arm which supplies power to that respective armament. There is a main core which controls movement. There is an emergency core which can only be hit from behind by melee attacks.

Characteristic: easy/normal/hard
Arm cores:2/4/6
Main core:3/6/9
Emergency core: 2
Pick full attack: 3/5/8
Pick explosion:1/2/4
Rock sucker full attack:2/4/6
Rock sucker shot rock:1/1/2

User Interface

Overview

Ideally we would like to move in a direction away from the tradition hud. The interface will be clean and minimal.

Remove the map

We will be removing the need for a map by having the adventure in a fairly linear fashion. If there is more than one way to complete a section the other ways will be closed off depending on the route you've taken.

Remove the health bar

The health of the character will be indicated by how healthy the model looks. We can indicate a loss of health by making the player look less substantial, losing limbs, etc.

Remove the mana

The mana of the character will be indicated the runes on the character. These could glow a different color to indicate how much of a certain mana type is available or could deplete down the character as an indication.

Remove the inventory

The player will always equip the next item he finds and will not need to worry about an inventory. The objects will have to be alien (from the humans) and will be somewhat customizable upon pickup. This interface will need to be decided upon. Could create a method to pick up a discarded item if it's preferred.

Opening screen

The opening screen should have the option to start a new coop game, single player, options, or credits or something. We'll have to decide on the animations and screen look.

In Game Objects

Overview

Weapons for the player will be based off modified versions of things the humans are using that he can twist for his own purposes.

Weapons Details #1

Weapons Details #2

Musical Scores and Sound Effects

Overview
This should probably be broken down into two sections but I think you get the point.

Red Book Audio
If you are using Red Book then describe what your plan is here. If not, what are you using?

3D Sound
Talk about what sort of sound APIs you are going to use or not use as the case may be.

Sound Design
Take a shot at what you are going to do for sound design at this early stage. Hey, good to let your reader know what you are thinking.

Game Play

Overview
Describe the single-player game experience in a few sentences.

Here is a breakdown of the key components of the single player game.

Single Player Game Detail #1

Single Player Game Detail #2

Story
Golem progresses from a basic jungle, moving through a temple into a mine, fighting the camp/patrol that killed him initially, traversing to the human ship, then destroying the human ship. Will definitely have a boss at the end of every chapter and a mini boss part way through the chapter. The world could be interspersed with golems that teach the character through background pictographs how to do things.

Hours of Gameplay

First time through I imagine the gameplay to average about 8 hours. Minimum time to get through to be about 3 hours. This would break down to be about 10 minutes per level for an experienced player. This may be too grand, but may just be a good goal to shoot for.

Victory Conditions

The game can be completed by defeating the last opponent on the last level. This will be pretty straightforward design from that standpoint with a linear progression through levels.

Internet

Describe how your game will work over the internet.

Gaming Sites

Describe what gaming sites you want to support and what technology you intend to use to achieve this. Perhaps Dplay or TCP/IP or whatever. It is probably a good idea to break the tech stuff out into a separate area, you decide.

Saving and Loading

Explain how you can save a multiplayer game and then reload it. If you can or why this is not possible.

Character Rendering

Overview

Provide an overview as to how your characters will be rendered. You may have decided to include this elsewhere or break it out to provide more detail to a specific reader.

Character Rendering Detail #1

Character Rendering Detail #2

Game Options

Changing Controls

Changing Video

Changing Audio

Changing Settings

Extra Miscellaneous Stuff

Overview
Drop anything you are working on and don't have a good home for here.

Junk I am working on...
Crazy idea #1
Crazy
+ idea #2

Things we like Appendix
- Being able to upgrade your champs
- Being able to tell if the upgrade is better
- enough information to make informed choices
- coop
- unique/interesting ways of doing things
- different types of characters to choose from
- difficult but the option to save and automatic saves after   really difficult parts
- finding new weapons getting new abilities
- puzzles
- crafting
- useful
- economic worth the time and balanced
- objects need to look cool

- leveling not important
- character optimization
- ability to change skills with no penalty
- some character stuff is tweakable

Things we don't like Appendix

- plots or in game actions that don't make sense
- repetitive sections
- controls that aren't customizable
- controls that are unresponsive
- no sense of character progression

Other games that could be cool to emulate Appendix

- metal slug
- streets of rage
- doom
- duke nukem
- simpsons arcade game
- xmen
- battle toads
- golden axe
- old zelda games
- final fantasy tactics
- castle crashers

Justin's 2D Sidescrolling Game Types Appendix

Main Gameplay Focus

1. Platforming
   a. focus on running, jumping and generally avoiding hazards
   b. combat often simple (jumping on enemies) or nonexistent
   c. usually able to control run speed
   d. fast paced, typically always moving/jumping with stops to time a jump
   e. hard to do coop
2. Combat - two types

      a. Z-axis movement
          i. focus on a lot of melee combat, often with combos you can perform on enemies
          ii. some amount of movement on z-axis allowed
          iii. fast paced, typically always running to next group of enemies, then spamming buttons as you fight them
          iv. camera movement is often gated based on killing enemies in an area
          v. easy to turn into a coop game
          vi. suits rpg elements best (ie talent tree)
      b. Strictly 2d
          i. more of a focus on ranged combat (ie shooting)
          ii.
          iii. +usually allowed to shoot in various directions
          iv. fast paced, typically spend a lot of time hitting shoot button
          v. often features powerups that temporarily give you better guns
          vi. coop possible, but harder than other combat types

3. Puzzle
      a. focus on using various abilities and environmental props to make it past obstacles
      b. slower paced, part of the game is stopping to think about how to solve a problem and experimenting with different ideas
      c. Requires interesting mechanics to be interesting
      d. can be done as coop if designed with that in mind

4. Adventure
      a. Has a more open map that you are free to explore
      b. Likely incorporates some of the other types (ie you will probably have combat, or you might solve a puzzle to open a new area)
      c. Often has many abilities/items for you to find and unlock, that subsequently are used to open new areas or kill stronger enemies
      d. maybe coop possible, but open world exploration is harder in coop

Examples

1. Platforming
      a. Super Mario Bros. series
      b. Super Meat Boy
      c. Aladdin (SNES)
      d. Donkey Kong
2. Combat
      a. Z-axis m
      b. ovement
          i. Castle Crashers
          ii. Streets of Rage

    c. Strictly 2d
        i. Star Wars (SNES)
        ii. Metal Slug
3. Puzzle
    a. Trine
    b. Oddworld
4. Adventure
    a. Castlevania
    b. Metroid
    c. Shadow Complex

Broad 2D Art Style Classifications
1. Comic Book
    a. Mark of the Ninja
2. Pixel
    a. Mercenary Kings (3d)
3. Realistic
    a. Shadow Complex
4. Hand Drawn
    a. Castle Crashers

Art Examples
1. Stylized
    a. http://www.behance.net/gallery/Lady-of-the-sword/12298205
2. Comic Book
    a. http://store.steampowered.com/app/214560/