Game Design Document

HOPEFUL GOATS
STUDIOS

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General Information

Game Description

Our game is called Neolocity. Neolocity is a 2D side-scrolling metroidvania game. The game starts off in the Tokyo Slum district, where you will be introduced to the game tutorial and will learn the fundamental mechanics to the game. Once the tutorial is completed you will then be able to progress through the game going throughout different locations in Tokyo. The objective is to fight your way through enemies and clear the map using your platforming skills. The character's main weapon is an umbrella called Kasa. You are able to use the umbrella to attack and block projectiles from enemies. Players can also use the umbrella to help progress through levels by using the umbrella to glide and to launch themselves upwards.

Win/Loss Conditions

Our game will feature many levels, to complete each level the player will need to traverse their way through many enemies and obstacles in order to proceed to the right side of the level. However if a player falls down out of the level, or is hit by one of the enemy robots they will die and are forced to restart that level from the beginning. Everytime your character is forced to restart the level they will have a death added to their death counter, overall the goal is to finish all the levels with the lowest death counter possible.

Visual Theming/Style

Inspiration

Our visual theme for the game is a very futuristic neo tokyo style. The world will feature many neon lights mainly pink and blue to match the style we are going for. We used the following image as heavy inspiration for the style we were going for.


Character Style

We wanted our character, Zero, to be a mysterious character. This is why our immediate thought was to use all dark clothing. The character wears a long black hooded coat, the hood covers his face at all times. The long coat also matches the character's weapon, his umbrella. We wanted to implement some colour into the character's design and decided to go with a subtle purple for his umbrella and shoes. The purple also matches the blue and pink colour scheme of our main theme style.

Level Design Style

We wanted to feature multiple locations throughout the game. We decided to start the game off in the slums district, the slums are more hidden and provide more cover so we decided it would be the perfect location for our tutorial level so the player can practice their controls and

movement in a relatively safer environment. After the tutorial the player heads up to the roofs of neo Tokyo trying to fight off all of the enemies and using platforming skills to reach the end. We wanted to use the roof tops since we thought it would be a cool environment to show off bright neon colours and cool rooftop designs. We also wanted to do rooftops since it is one of the few logical areas that could feature platforming semi realistically. A key component of our level design is making sure that we do not use too dark colours for the backgrounds of our levels, this is because we chose to use a character wearing all black and we wanted to make sure the player would not lose their character on the screen. This would cause greatest confusion and overall a less enjoyable experience. Another notable consideration of colour is that we used bright colours to help guide the player. For example in the tutorial level the only interactive objects are outlined in bright pink colour, and all controls and instructions are written using blue and white using the blue to emphasise the important parts, the keybind and the action it performs.
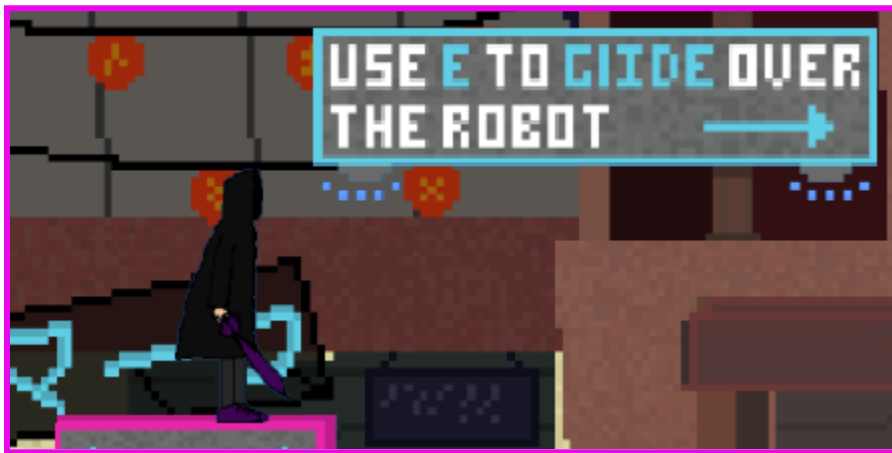
Game Mechanics

Player

Basic Movement: The players basic movement consists of walking left and right, they are also able to perform a small jump.
Advanced Movement: The player can use their umbrella to glide across long distances and to fall slowly. They can also use their umbrella to do a boost jump that launches them very high into the air to get up to higher locations than the jump.
Combat: The player has an umbrella that they can swing to hit enemies, the umbrella has no durability. If an enemy is hit with the umbrella they will die and be removed from the level permanently. THe umbrella can also be used to block and on coming attacks if the player is hit while blocking he will not take any damage. However if hit without blocking he will be damaged.

Enemies

**Movement:** The enemies have very simple movement, they are only able to move left and right.
Detection: Each enemy has a unique detection area. If the player enters that area the enemy will start to move towards the player until the player leaves that detection area
Combat: Enemies are constantly attacking so if a player comes close they will be able to take them out unless the player is blocking.

Player Experience

Difficulty curve
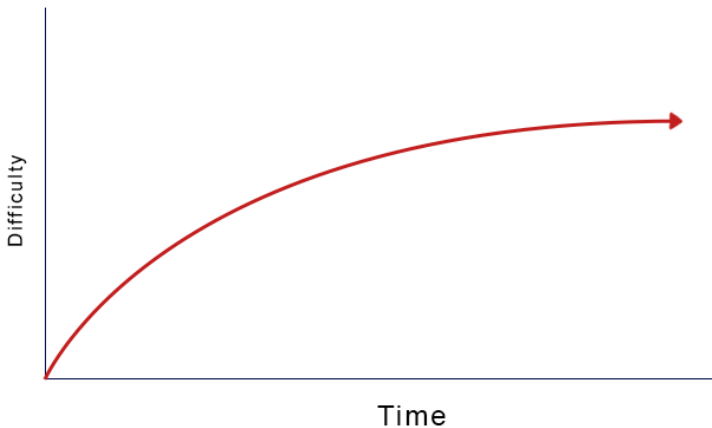
   Our game will start off very easy as players are introduced to the games mechanics but as the player is still perfecting his skills with the umbrella the game will get very difficult very quickly and the player must adapt quickly to all the new obstacles thrown their way. We wanted to create a difficult experience without making the game impossible and we believe that we can achieve this by giving the player the beginning levels to get used to mechanics.

   To ensure there are not too many features for players to learn we will be reusing the same mechanics, but arranging them differently to create new challenges. For example in our first level we have very basic obstacles and the whole level takes place on the ground, so the player won't be punished for failing the platforming challenges, and there are very few enemies, and all enemies are in contained areas so the player should be able to master the controls in the tutorial level. But in the next levels we will quickly be escalating the difficulty of the levels by making further or more complex jumps for platforming, and also including much more enemies that are less confined so the player must quickly learn how to use all controls to face the difficult levels.

Feedback

To ensure our players have a satisfying experience and are not confused by our game we will make sure to give the player lots of feedback. For example when fighting an enemy if the player is hit they will be notified and if they eliminate the enemy we will incorporate particle effects and sound effects to make it clear. We will also keep our levels straightforward so players aren't getting lost and confused while trying to fight the enemies.

Teaching the player

We provide the player with a safe environment through our tutorial level. This area will provide players with an opportunity to get used to and learn the controls. We also have clear visual text explaining how to perform the movements so a player who is playing for the first time can easily learn. The only way you can die in the tutorial level are from simple ground enemies that are contained in small spaces that the player can easily avoid, we did this so players could freely test anything without the fear of being attacked or falling to their death. In the main menu we will also have a help option that will explain the games controls, objectives and useful tips for any struggling players.
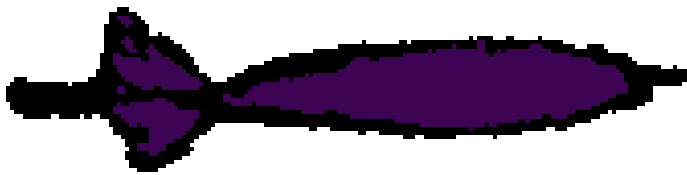
Controls

For the player controls we have to have very fluid character movement since that will be prioritized as one of the core mechanics for our game. Being able to jump and move around freely is one of our primary objectives in the game. The player will be able to use the umbrella to do some advanced movement mechanics. Players will be able to use the umbrella to boost themselves upwards to ascend to high locations. Another feature would be that the umbrella, Kasa can be used to glide down slowly to the ground. Against enemies the player will have two main mechanics when using the umbrella: blocking and attacking. When the block button is entered the player will be invulnerable to attacks from the direction the player is facing. When the attack button is pressed the player will swing the umbrella killing any enemies within the

radius.

W - Boost Jump

LMB - Attack

E - Glide

RMB - Block

A - Walk Left

D - Walk Right

Space Bar - Jump

Character and Abilities

Character name "Zero" uses an umbrella named "Kasa" which (means umbrella in japanese) to fight off the corrupted enemies scattered throughout Tokyo's slums district. Zero can use Kasa to hit enemies, lunge himself upwords and glide down from certain heights.

The man we know as Zero has been cast to the shadows since the day he was born, and was raised in the alleyways of "Sector Zero". As he grew up, he was told tales of another time where people like him were not confined to darkness, a place with vast oceans and trees for miles on end. He was told that the citizens of the slums have been brainwashed for years that they live in the ideal world, a Utopia, without even knowing that their freedom has been completely revoked. The umbrella "Kasa" was used by the people of the alleyways to traverse the streets without being detected by government robots who roam the streets to make sure no one is out of line. It is almost always raining in the slums district, so the government provided the citizens of the slums a standard issue purple umbrella, which is why "Kasa" allows the people of the alleyways to move undetected throughout the streets. However "Kasa" is quite different from the average umbrella because of the fact that the alleyway dwellers are not welcome in the slums. "Kasa" is equipped with attack and defence mechanisms to run/ fight against the robots of the government in case their identity has been revealed. Zero inherited this umbrella to save everyone he holds dear to him from this terrible nightmare. He hopes that one day he and many others will be able to see the sun that he has heard so many stories about, and live out the rest of his days with freedom.

Game Loop

Start Level ———————————→ Do Platforming

Neolocity
Game Loop

Complete The Level ←——————— Fight Enemies
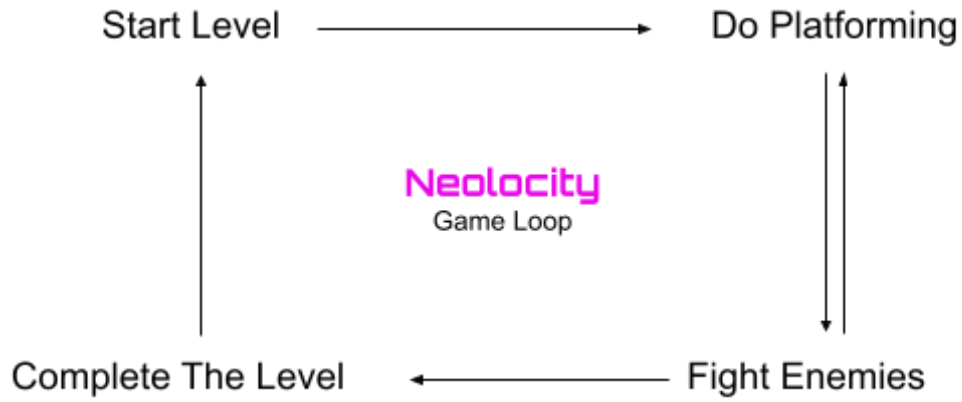
        The game is a 2D platform so the main objective is to platform your character throughout the level. To get through the level the player must complete platforming challenges and fight various enemies. After each level (other than the last) is completed the player will be thrown into the next level to complete a new set of challenges. Completing each level will not be an easy task since the platforming will continuously get more difficult through the game. There will also be more enemies scattered throughout the map that you will eventually encounter and must attempt to defeat using your umbrella or avoid using advanced movement techniques.