

Game Jam - Design Document

Game Identity / Mantra:

This game is a funny, pixelated, cute and adorable space adventure. What with spaceships piloted by animals. You take control of a ship trying to avoid bullet hell from flying animals in ships or just flying cats.

Design Pillars:

Fun. Adorable. Mayhem. The game needs to be fun to play. So People will enjoy playing this game even if it's only 15 mins. It needs to look cute, so the player and the enemies need to look cute so as to be somewhat memorable. It also fits in with the style. Mayhem is just a way to describe the carnage that will occur in the game.

Genre/Story/Mechanics Summary:

Bullet hell game. 10 seconds theme.

Artist needs to pencil in the story.

The game will give you a binary choice of buffs to you and enemies every ten seconds.

Defeat Boss to win.

Features:

Every 10 seconds, a choice of 2 drops will appear. They stack up to 7 times. Choices are randomized. They give the player a buff and the enemies a buff. These range from faster firing enemies, to more damage from enemies and increased health. All while, you fire faster, or with more shots, or you have increased health. Once you have completed enough waves you will face the boss. A giant kitty. Defeat the boss and win the game.

It's essentially a traditional bullet hell game but you have a binary choice to have a buff to you and enemies.

Example of choice:

A - Shots are spread out but there are more enemies

B - You shoot two shots at a time but the enemies shooter faster

Choices predetermined. They are randomized. Does stack. As the game goes on you'll get more powerful slowly. All while the enemies do as well. Buffs are ranked so if it comes again the rank increases.

Arrow Keys to move in those directions.

It takes 3 shots to take away a life

And you have 3 lives in total

Shots should look like a plasma bolt, either blue or red. Shoot upwards or with buff diagonally. Think degrees or like a clock.

Only one stage. Stage/Level should last around 3 minutes. Boss fight should be 2-3 minutes.

Enemies go and stop at a point. Then fire their shots. They stay until killed. Tougher enemies fire shots with more damage. Enemies should be colour coded or look a bit more upgraded from the standard ones to differentiate between themselves. Standard enemies take 1 shot, whereas tougher enemies take more. Maybe 3 - 5 shots.

Boss fights at the end if possible. Only Boss spawns in. Has 3 phases. Artist to work with programmers on what the phases should look like.

Interface:

Up, down, left and right controls. Shoot bullets from the player with the Z button. X for bombs/missiles. Wave number at top. List of Buffs at top as well. Either 2 positive stats or 2 Negative stats. Player's on top and enemies on bottom separated by a line. This is on the icon when picked up (Artist to decide on design). Game Designer to work on text to display on top of screen.

Bufs for Player:

Increased Health

Increased Damage

Increased Speed

Increased Bullet Spread

Increased Fire Rate

Bufs for Enemies:

Increased Health

Increased Damage

Increased Fire Rate

Increased Speed

Increased Bullet Velocity

These buffs will have ranks in roman numerals to disgunish how powerful it is for example:

Damage V (5)
Maximum Damage
Bullet Spread I (1)
Increased Bullet Spread
Speed II (2)
Increased Speed x2

The way it should look is something like this:

Speed II
Damage II

OR

Speed I
Damage I
(After acquisition of Rank II) (Programmer to converse with Game Designer)

Art Style:

64x64 Sprites. 720 pixels wide screen. By 1080 pixels long. So basically 64 bit if you can understand resolution sizes. Cute adorable, fun. Backdrops should fit in with the style of the game. Birds Eye View of levels.

Anthropomorphic animal characters.

Music/Sound:

It should be 16 bit music to fit in with the theme. Or similar. This should give you an idea: [16 Bit Wave • Super Nintendo & Sega Genesis RetroWave Mix](#)
[3 Hours of Upbeat Super Nintendo Music - SNESdrunk](#)

Development Roadmap / Launch Criteria:

Platform: Web Browser **Audience:** Literally anyone