

Sedohr - Game Design Document

Team Murfed Toast

1. Introduction

1.1 Overview

"Sedohr" is a 3rd person 2D side-scrolling multiplayer shooting platformer. The player's objective is to eliminate other players on the field. The basic mode is to reach a specified number of player kills to achieve victory. There will be future consideration for extra modes; one which will be a last man standing where each player will have a stock of lives that will decrease each time they get eliminated. "Sedohr" will be a fast paced and competitive action game with a good dose of comical relief.

1.2 Concept

The goal is to immerse the player with a fast paced arcade style gameplay that entails quick rewards and satisfaction. The game will be driven by a competitive atmosphere and a variety of weapons, each with a unique aspect, that will add depth to the gameplay. In addition, the world will be highly interactive to provide a more dynamic atmosphere.

1.3 Key Features

- Destructible environment
- Multiple weapons
- Item pick-ups
- Multiplayer - 4 players
- Graphics effects which includes 2D lighting, parallax scrolling, particle engines, displacement mapping, and possible bloom effect.

2. World

2.1 Story

Your home planet has been the unfortunate recipient of a catastrophic asteroid impact. To save your race, you and your colleagues have boarded a spaceship and set off into deep space. Your ship's sensors have found a habitable world and you have set your course towards it. Then the unthinkable happened: a wormhole appeared near your spaceship and sucked it in. Your ship has been badly damaged and can no longer propel itself; you now are forced to fight your fellow shipmates for the last remaining escape pod in hopes that it will be able to take you out of the wormhole and towards the new planet.

2.2 Environment

A heavily damaged spaceship inside a wormhole. The atmosphere will not be overwhelming where everything in the spaceship is in chaos.

2.3 Characters

Each player will play the role of one of the shipmates battling for the sole possession of the escape pod.

3. Gameplay

3.1 Core Mechanic

Jump - directional jumping.

Movement - directional move forward and backward. The orientation of the player is with respect to the direction you're aiming at.

Aiming system - A 360 degree aiming system where the direction of where you're aiming will dictate the orientation of your player.

Melee attack - An attack that can be used against another player (for when they get too close) or the environment.

Firing attack - Firing your weapon!

Environmental Interaction - Possibly throw stuff.

3.2 Weapons

Each weapon in the game will be unique, adding depth to the gameplay allowing the players to strategize the usage of their weapon. Players will be able to utilize a variety of weapons, ranging from lasers to missiles. Each weapon will have a set of attributes and a unique feature. Attribute that will define a weapon will include firing speed and damage. Weapons will have the ability to destroy/effect the environment.

3.2.1 Gun - projectile

3.2.2 Laser - beam

3.2.3 Rocket Launcher - area of effect

3.3 Game Flow

Only one level

3.4 Level

Only one level. The level will take place on the damaged spaceship. The level will contain multiple layers, platforms, and interactive environments.

See environment section (2.2) for look and feel.

3.5 Controls

- Running/Movement
- Jumping
- Aiming
- Shooting
- Melee
- Environment Interaction

4. Visual

4.1 Graphics

- 2D lighting

4.2 Effects

- Black/White hole effect - Warping the world in the black/white hole.
- Particle effects

4.3 Interface

Planning. To be determined.

5. Sound

5.1 Effects

- Weapons
- Character
- Environmental

5.2 Music

- Trance/Rock Mix

6. Market

6.1 Target Audience

Andy Phelps

7. Revision

7.1 Current Revision

- version v1.0.1 (1.18.2008) - Minor updates for milestone 2.

7.2 Revision History

- version v1.0.0 (12.21.2007) - Initial game design.