

Concept Document



Team 20

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Game Concept

Narrative

You play as Ginny, a giraffe that lives on the Savannah on earth. One day an alien mother-ship cloaked as a mountain kidnaps Ginny and her family. She's separated from her family and then get experimented on by the aliens. But one day something goes wrong! There is an explosion and she manages to escape. She's now after revenge and to save the rest of her family. To do so, you as the player have to use Ginny's powers she got from the experiments to get past the aliens and get to their mother-ship where your family have been held captive.

Avatar

This is Ginny, the avatar the player controls. Ginny shoots lightning from her horns. She also uses a jet-pack to fly around in space.



Gameplay

The game is a 2D sidescroller single player game where you as the heroic player takes control over the giraffe Ginny, twin stick style, with keyboard and mouse.

You will have to navigate through space while avoiding and killing multiple types of enemies. By using your 360 degree movement and power ups, that you collect wisely you will be able to survive the hell-fire of projectiles.

The power ups that you will have access to are the lightning bolt, that transforms your projectile shot into a shotgun like blast, laser eyes, that fires a concentrated beam of lasers in a single direction that can penetrate enemies, a shield that rotates around the player, protecting you from everything, and a rainbow bomb that is storable and acts as a screen clear if you get overwhelmed. Because if you get shot once, you will immediately die. But so will your enemies.

Your reflexes and mind will be tested as more and more enemies will emerge and there will be less “space” to move about. You gain points for every enemy you kill, but if you kill an enemy without having a power up activated you gain double the amount of points you would have gained normally.

Close to the end of every mission there is a transport ship that holds one of your family members hostage. If you shoot the ship down, you save that family member and it will join you to the end of the map. If you are successful, this giraffe will be entered into the “family tree”, a collectible page, found at the start menu. You will also gain some extra points. But, if the family member get shot it will die and you will have to replay that mission to be able to collect it. So you have to be extra careful at the end of the mission to save the family member.

Game Flow

1. Player starts on the start menu.
2. When entering the game a cutscene will be played showing the background story.
3. The player’s avatar will pop up on the left of the screen. The location will be in space next to the wrecked ship the avatar escaped from.
4. By moving right the player will encounter enemies. In the background you will see beautiful and different places in space. Like far away planets.
5. This will continue for every mission until the end mission. In this mission, after travelling a certain distance the player will encounter the enemy boss.
6. If the boss is cleared, a Victory screen will be shown. Here the player can enter their high score.
 1. If the game is ever lost during combat with either the enemies or the boss, the player will be taken to a Game Over screen. Here they can choose to replay the game.

Key Features

- Control a giraffe and survive the battle in space by using your 360 degree movements and power ups that you collect.
- Get into the flow of a fast paced and reactive Gameplay, where you dodge a hell-fire of projectiles.
- One hit and it's Game Over.

Challenges

The game is designed to try and kill the player frequently and present challenges in a way that is hard, but not frustrating, by using enemy ship formations (that can appear from any side of the screen) as well as movement and bullet patterns. These patterns will cause the player to be unable to move towards certain areas of the screen and force the player to move in a maze avoiding projectiles and enemies, these mazes will have multiple paths to move through, each with their own risk/reward systems (ex. going through certain paths gives the player a better vantage point over the enemy ships, allowing them to kill multiple enemies in one go with the use of certain power ups). It's also designed in giving the player ways to make the game harder and with adequate incentives to do so (ex. collect family members to grow your "family tree" and giving the player more points when they kill an enemy without having acquired a power up). Joy comes from overcoming this challenge.

Technical

Enemies



Final Boss

Matrem montem, the final boss, is a spaceship camouflaged as a mountain. It's the aliens science base where all the experiments are performed. It attacks using complex and varying bullet patterns, with the bullets slowly radiating from the core, eventually covering the screen with bullets with a few safe paths to move through them. This combat style is typically referred to as "Danmaku".

Enemy 1 – Cephalopods

The Cephalopods are the real brains behind the evil operation. They often use their grunts, the smaller but superior in numbers, Varanidaes, as bait and shields. The Cephalopods with their bigger intellect, shoots the player in a diagonal line.



Enemy 2 – Varanidaes

The Varanidaes are seen as soldiers and minions of the greater race Cephalopods. They have small brains and do not think strategically. Because of this they often shoot in just a straight line.

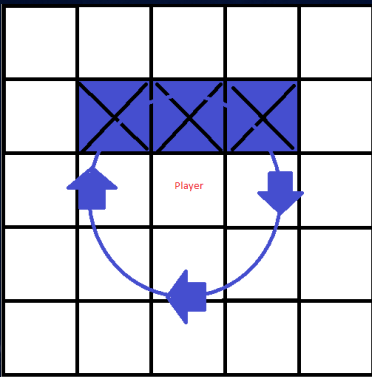
Power Ups

Random Power ups can be collected by shooting down alien transport ships and then picking the power ups that are dropped. As one power up is collected, it will override previous power ups in the player's possession. All power ups are reusable except for the Rainbow bomb, which is a one time use only power.



Rainbow bomb

A screen clearer, kills all enemies currently visible on the screen.

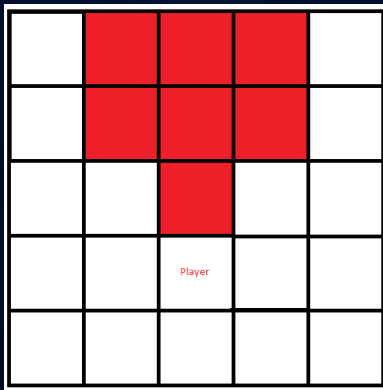
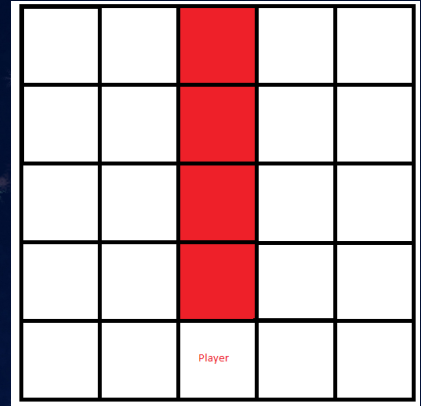


The Shield

Rotates around the player and protects the player from enemy gunfire.

Laser eyes

Allows the player to shoot lasers through the avatar's eyes. A laser that kills everything straight in front of the player.



Lightning Bolts

It's a lightning attack that allows the player to do more damage. It will have a shorter range, but it will have a shotgun like blast, hitting more enemies at once.

HUD/GUI

The game will have a minimalistic HUD to give more screen space for the action. The majority of the HUD exist on the top of the screen and depicts current score and current power-ups. The GUI has an African savannah style with a space background.

Here is an example of the how the HUD could look like.



Input

The player can interact with the game in two ways. One is in selecting options in the game menu with the mouse/arrow keys. The other one is controlling the avatar in the actual gameplay. The avatar is moveable using the WASD keys or the arrow keys (depending on if the player is right or left handed), aiming and shooting is done with the mouse and left/right mouse button. The special power up “Rainbow Bomb” is activated by using the spacebar.

All controls should be rebindable.

Action	Right handed controls	Left handed controls
Move Up	W	Arrow Key Up
Move Down	S	Arrow Key Down
Move Left	A	Arrow Key Left
Move Right	D	Arrow Key Right
Rotate/Aim	Mouse	Mouse
Activate Bomb	Spacebar	Spacebar
Select/Shoot	Left Mouse Button	Right Mouse Button

Graphics

Art Style

The colours that will be used in the game will be vibrant, almost pastel like colours. The only dark colours used will be in the power ups and the actual background. Used like this, the objects will pop out even more in stark contrast of the darkness and light.

The graphics style we are going for is a cartoony, blobby and cute style. Characters will have cute features, with large eyes and vibrant colours. We will emphasize smooth curvatures over very sharp angles.

But unlike the characters, the power ups will have a more clean style with outlines. This is a graphical choice to make it easier for the player to see them in the chaos that will occur.

Moodboard/Concept Art



Sounds/Music

Sound and Music Style

We want the game to have a sound style of a mix between electronic and traditional African instrument. It should have a high tempo and with a very fun and happy mood to it.

Stylistically we want all the sound effects to have an exaggerated and cartoony sound to it. It should still match the music style, but with a more comedic feel to it.

The start menu and the actual gameplay will have two different soundtracks. This also applies for the actual boss battle, which will have a more rapid tempo to give tension.

Here is an example on what kind of feeling and tempo we want the music to have:

<https://www.youtube.com/watch?v=KOzgUtumOo0>

Specifics

Target Audience

The game's target audience are gamers that have played a lot of arcade games, as well as people who enjoy SHMUPs like Ikaruga, Darius, Thunder force.

They also like cute things and gravitates towards media with strange humour, but with strong emotions. They are similar to, or outright apart of the My little Pony (MLP) Friendship is Magic, brony (a name typically given to the male viewers/fans of the MLP show), culture. The second largest demographic of MLP, which is apart of our target audience, are males between 20 to 30 years old. They are in college and have little time to play long games. They therefore want to play short, but challenging games.

Aesthetic Goals

Goal: Revenge

Sympathy

Heroism

Definition: The player will feel sympathy for Ginny and for her family being kidnapped. The player want to be the hero, taking control over Ginny, save her family and taking revenge on the aliens.

Success:

- The player is emotionally invested in the story and in overcoming the obstacles to win the game
- The player feel like they are empowered enough by their power ups to be able to save the family
- The player feel strong dislike towards the aliens
- The player feel pressure from having to gain points and to keep Ginny's family safe
- The player feel sadness from losing a family member (arbitrary life)

Failure:

- The player loses interest because of the narrative and does not care about the giraffes
- The player feels like there is no challenge
- No impact on the outcome of the story
- The player feels that the situation is hopeless
- The player feel that the enemies are not hostile enough

Team Info

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