

GALACTICAT

DESIGN DOCUMENT

SUPREME KITTENS

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VERSION 1.5

CREATED APRIL 24, 2016

UPDATED MAY 26, 2016



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VERSION HISTORY

Version 1.0 – April 24, 2016

- First version of the document. Template based on link noted in "Links" section
- Removed "Mods" and replaced a few sections are based on the template in *Game Design Workshop* by Tracy Fullerton.
- Entered first ideation of project
- Added Working Title "Kitten Mittens"

Version 1.1 – April 26, 2016

- Replaced working title with "Galacticat"
- Removed unnecessary blank pages
- Added a multitude of crazy ideas

Version 1.2 – April 27, 2016

- Finalized description and logline
- ~~Reformatted~~ Reformatted all sections to look nice and professional
- Document typeface is set to Verdana.

Version 1.3 – May 4, 2016

- Fixed some spelling mistakes
- Added team logo
- Specified Create Date and Updated Date
- Added team member names to document
- Filled in Music section
- Filled in "Overview" and "Details" section of Single-Player Game
- Removed some more sections of the game template that were ~~irrelevant~~ irrelevant to Galacticat including "3D-Sound", "Vehicle Models", and a number of Game World elements like weather and day/night.
- Added sketches! Hands hurt.
- Added more detailed information to Camera section

Version 1.4 – May 12, 2016

- Title Logo has been replaced with newer version. Old version can still be found in "Old Title and Logo" section.
- Added Color Palette section along with examples of the color palette
- Updated UI section
 - Updated Boss Health Bar
 - Added Overview of UI, which includes UI element placement

Version 1.5 – May 26, 2016

- Added current art assets into the Objects section
- Finalized second boss as "PingPong" boss
- Updated Music section to note that royalty-free music will be used.
- Noted change to mouse controls



GAME OVERVIEW

Game logline

Survive by using your cat-like reflexes to dodge and block enemy attacks with your extraordinary long tail.

Gameplay synopsis

Move the hero around a bounded world, avoid obstacles, use tailing object to manipulate the world ~~wound~~ around you.



GAME DETAILS

Description

You are a cat flying through space collecting collectibles and dodging obstacles. You have a tail that allows you to block projectiles.

Game genre?

Arcade

Is this single-player or multiplayer game?

Single Player

Is this 2D or 3D?

2D

Where does the game take place? (world)

This is a cute spacey/alternate universe with many obstacles for our feline hero.

What do I control? How many characters? Can I use vehicles?

~~WASD or a Game controller is main input.~~ You control a cat that has a tail that drags behind it and despawns projectiles.

Hero is controlled by player's mouse.

What is the main focus?

Stay alive, score points, and beat the level.

How long the game lasts? Or how long game matches last?

There is no end, but we suspect the average game will take 5-10 minutes.

Comparison

Asteroid - Has sprite graphics, different movement scheme, enemies have scripts instead of being bound by physics.

Raiden - Similar movement controls, bullet-hell elements, but no shooting back.

What is unique?

- Cute Bullet hell without any offensive mechanics
- Defensive Tail - Hero protects itself with a lagging tail

Why create this game?

Good core gameplay loop that allows extensibility -- imagination and creativity.



AUDIENCE, PLATFORM, AND MARKETING

Target Audience

Casual gamer's first "kinda hard" game. Baby's first bullet-hell.

Platform

PC. Cute and light-hearted. Pick-up and play Low skill base, high skill ceiling.

Top Performers

The Binding of Isaac (TBOI)

Undertale

Raiden

Feature comparison

Our game takes the bullet hell concepts present in other top performers, but removes the need to fight back against your opponent. In our game, you will defend yourself using a trailing item behind the hero, while avoiding bullets and collecting power ups and points.

It doesn't have the exploration elements of Undertale or TBOI, instead focusing on arcade-style engagement and action (like that found in Raiden).



FEATURE SET

General features

- Splash Screen
- Transitions between scenes are seamless
- Fast-Paced, challenging gameplay
- Controller and Keyboard support
- Difficulty scales rapidly over time

Multiplayer features

~~No multiplayer~~

Level Editor

~~No level editor~~

Gameplay

Dodge enemy projectiles, collect points/power ups, use tail to block/destroy projectiles. Fight bosses with unique patterns and mechanics.



THE GAME WORLD

Overview

Spacey / Alternate universe. ~~Possibly~~ Possibly all within the cat's imagination.

Key locations

N/A

Travel

Non-physics based movement for the player, able to free-roam within the bounds of the game-world. Tail will follow the player.

Scale

Alternate Universe Space, restricted to screen size.

Objects

- Cat (hero)
- Collectables (powerups and points)
- Enemy projectiles and attacks
- Bosses

Weather

No weather

Day and night

No day/night transitions

Time

N/A

Water

No

Other elements



CAMERA

Overview

Camera is static: it does not move or change size.

Hero movement is bounded by the camera.

Most Projectiles that leave the Camera's bounds are destroyed.

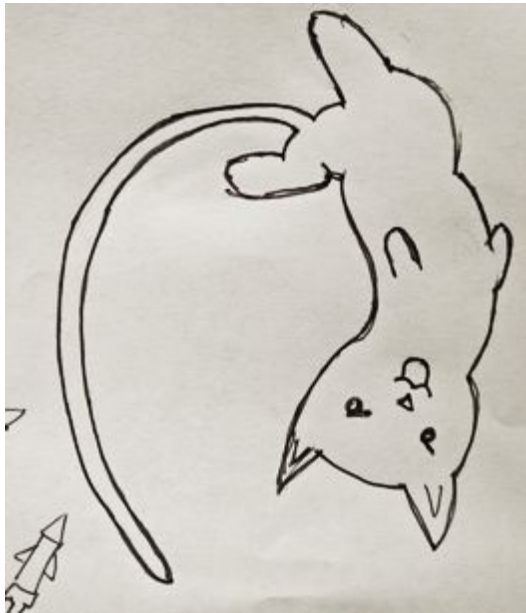
Most Enemies that leave the Camera's bounds are destroyed.



GAME CHARACTERS

Overview

Cat (hero) Galacticat, our intrepid space-exploring cat!



Character creation

No character customization.

Enemies and monsters

List of Basic Stage Enemies:

- Dust Bunnies

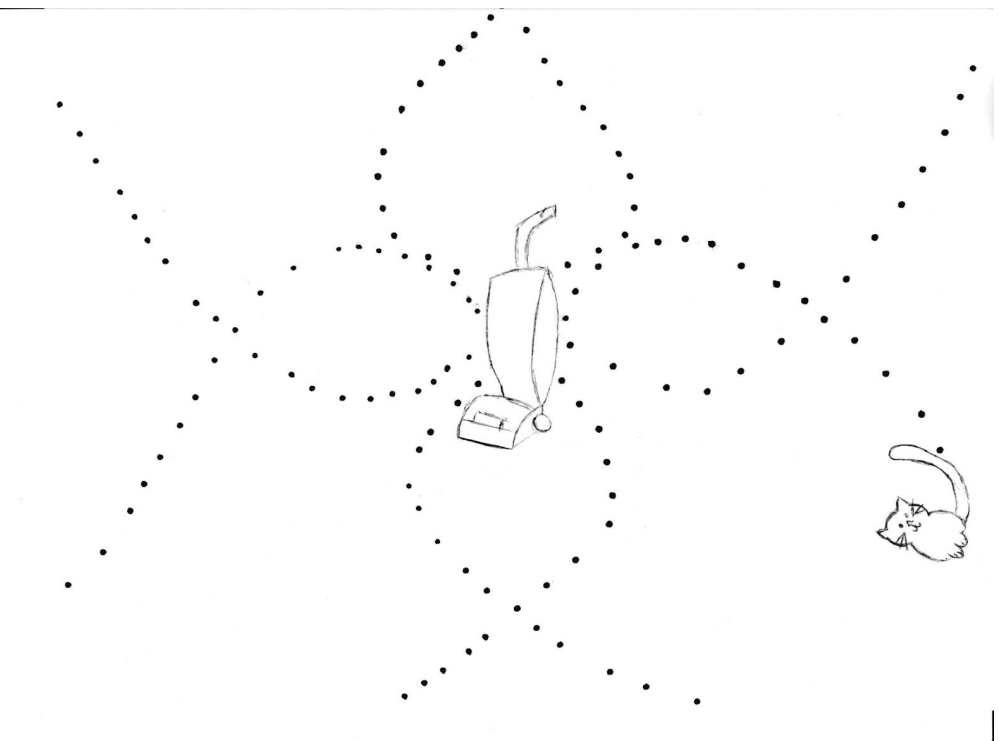


List of Bosses:

- Vacuum Cleaner



Concept Sketch of Vacuum Cleaner Encounter

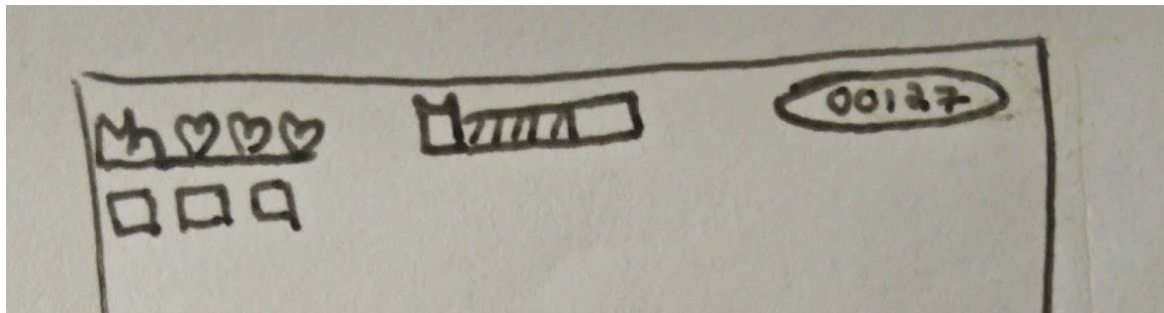
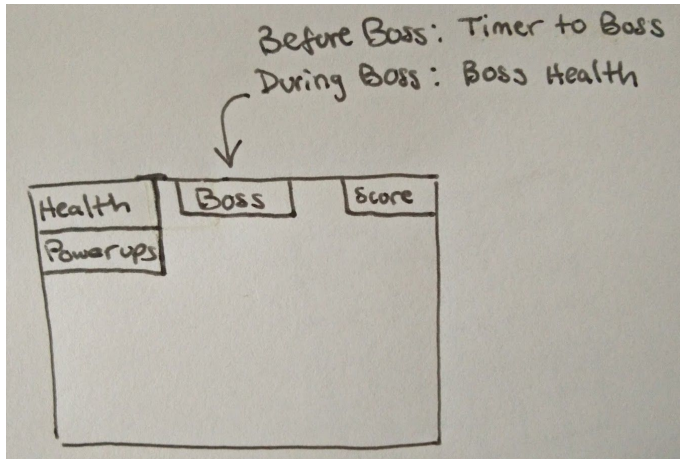


● Fur-Clippers



USER INTERFACE

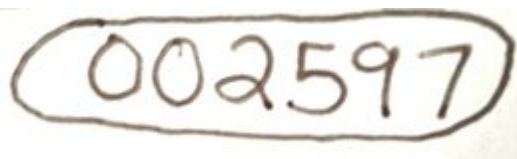
Overview



Details

Needs to display:

- Current Score



- Player health

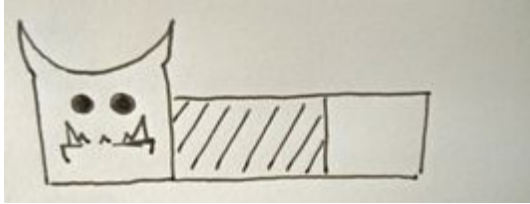




- Timer to Boss Health/Timer



- Boss Health / Timer



- Time elapsed

- Powerups collected

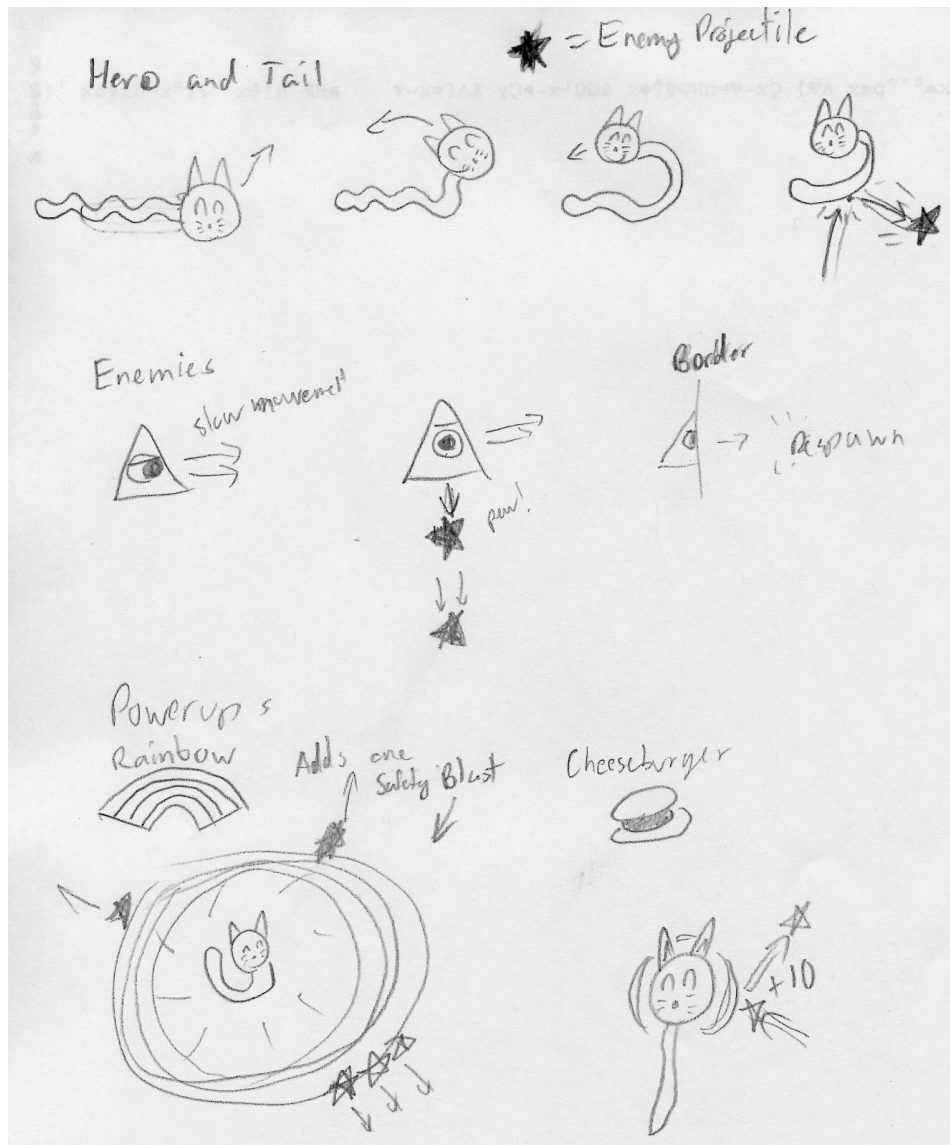




OBJECTS

Overview

- Hero and its Tail
- Enemy Projectiles
- Power ups
- Impossible Objects
- Enemies



Weapons

No weapons

Items

Collectible Powerups:



- ~~Blank-Rainbow~~: Gives one Charge of ~~Rainbow Burst~~ (name pending), which a player can activate with a button press to clear projectiles near them.
- Cheeseburger: Gives the character a temporary invulnerability shield that bounces projectiles off of the normally-vulnerable cat body. Player is awarded extra points for bouncing projectiles in this way until the timer runs out.

Equipment

Other



MUSIC AND SOUNDS EFFECTS

Overview

The general theme of the music will be [chiptune](#) based. This creates the feeling of an arcade style game which the gameplay is based around.

Details

~~Currently, team member Joh Oso will be creating the music as he has experience in creating chiptune music.~~

Music will be from royalty free/labeled for reuse music sites.

Music tracks

There will be a soundtrack for:

- Main Menu
- Level A
- Level B
- Vacuum Cleaner Boss Theme
- ~~[Boss 2]~~ PingPong Boss Theme
- Completion of a Stage
- Game Over Tune

Sound effects

- Each type of enemy shooting
- Hero taking damage
- Boss shooting a projectile

~~3D sound~~

N/A

Other



ART

What kind of style will be used in the game?

Cartoony, surreal, and polished

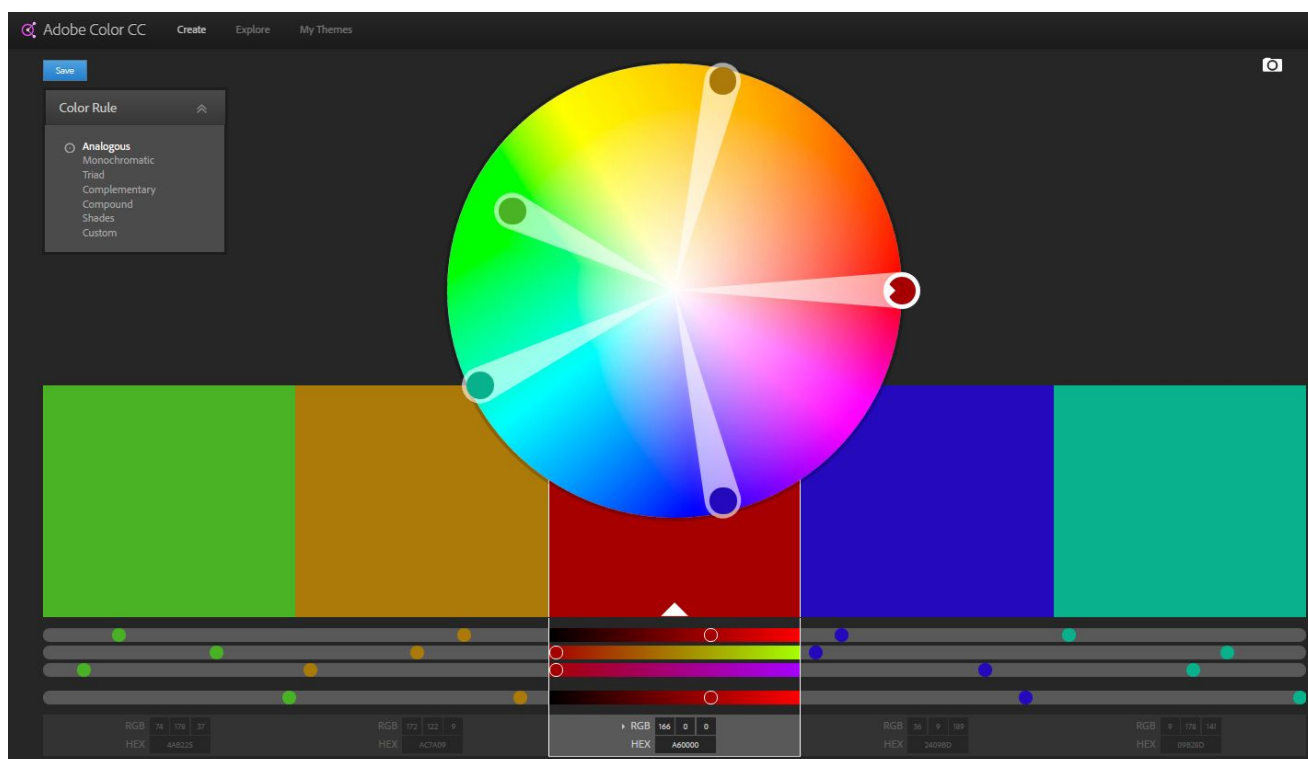
Needed building models

Color Palette

Because the game takes place in the vast, colorful, and endless galaxy, the color palette for the game will likewise be varied to capture the essence of space. The colors will be more on the unsaturated side, with slightly darker hues/undertones.

The background shall be on the darker side, with important objects (such as bullets and bosses) focused more on the lighter/saturated side of the color palette to highlight importance.

Examples of colors we may use:

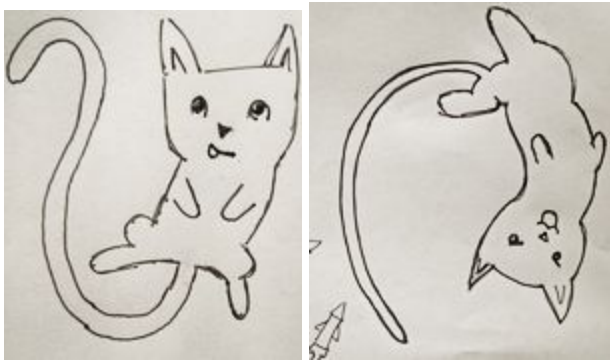




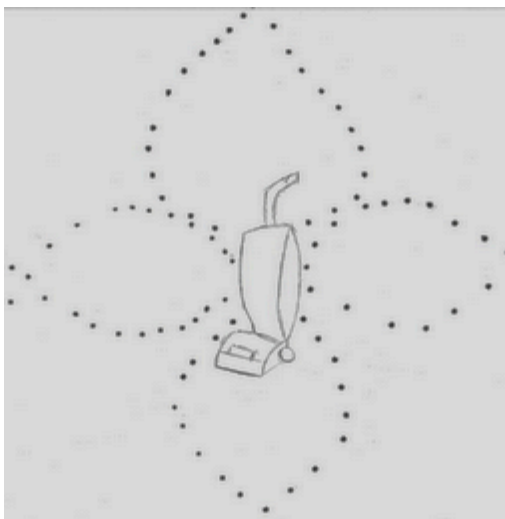
Scenery models

Character models (sprites)

- Cat
- Cat's Tail



- Vacuum Cleaner



- Enemy Type 1 (See Overview for an example)
- Enemy Type 2 (See Overview for an example)

~~Vehicle models~~

Particle effects

Other





SINGLE-PLAYER GAME

Overview

The core concepts of the game are:

- Collect powerups and points
- Dodge or block enemy projectiles
- Survive

Details

Player will control a single entity: Galaticat. This is a cat with a very magical, very long, and very out-of-this-galaxy tail. With this tail, Galaticat will need to dodge or block everything the universe has to throw at him.

Story

Kitty is playing in *weird space*, but the things in *weird space* want him out. Stay as long as you can!

Victory conditions

Stay as long as you can and get stuff to increase your point total. Beat your high score!



RESOURCES & LINKS

Links to related resources

Design document based on this template:

[HTTP://FORUMS.XNA.COM/FORUMS/T/229.ASPX](http://forums.xna.com/forums/t/229.aspx)

[HTTP://INDIEPATH.COM/PUBLIC/DESIGNDOCUMENTTEMPLATE01.DOC](http://indiepath.com/public/designdocumenttemplate01.doc)

A few sections of the document are based on the design template in this book:

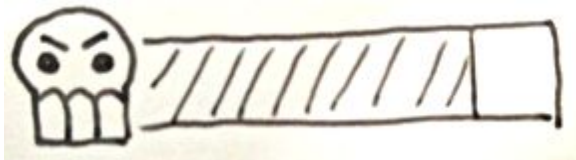
Fullerton, Tracy. Game Design Workshop, 2nd Edition: Elsevier Inc, 2008.

Old Images

Title

G A L A C T I C A T

Boss Health





EXTRA MISCELLANEOUS STUFF

Overview

Crazy ideas

[If you have really crazy ideas - this is the place to put them]

Game Phase: Get the Light! Red light appears and moves around the field: you get points by being close to or touching the red light (since you can never actually "catch" it). Meanwhile, dodge stuff.

Enemy Type: Space Dog Like our hero but a dog. Has a chasing pattern. Faster than hero, but has exploitable wide turning angle.

Bosses (Crazy Ideas)

"The Devourer"- Horrible Screeching Monstrosity

A giant Vacuum cleaner, complete with noises if possible. Slowly pulls the hero towards it, pulls Tail towards it too (hard to use it in this one instance). Dodge other stuff being pulled in. Encounter ends by vacuum getting clogged on something big. Explosions?

"Galaxy Cat"- Radiant Identity Thief

A bad, glowy kitty. Sits in the middle of the stage and orbits stars around themselves. Dodge! Also, if we call our hero *Galacticat!* we can suppose that Galaxy Cat is mad that the hero stole their name or is a rival.

"Kitty's Comet"- Unstable Interstellar Traveller

Asteroids type boss. Travels across the screen until it hits the opposite screen. Then it splits into two smaller pieces. Asteroid pieces leave slow-moving projectiles in their trails, and may produce showers of projectiles when they impact the screen.

"Ping-Paw"- Cat of bouncing

Launches projectiles directly at you. Reflect them back to him with your tail to get points.