

GORO'S --- QUEST



design document

Design History :

Game Design having connection between game play and impact on user's mind. The game which is we are designing here is targeted to the audiences of young aged kids and adults. Hence there are no such graphics of violent content or game play that requires any 18+ licenses to publish this game project.

This game basically offers mind relaxation, and offers though entertaining medium. There is no such methodology that allows us to create games that generate psychological profiles based on a scientifically validated model. But our main focus is to entertain the user while experience the game play.



Design psychology:

Game designer are trained to design a content that treat user's psychological mind by creating variant environment feel with using impression of colors and providing gameplay to let the user control the game world.

This game will follow a method which will help user to identify the in game situation based on story and their own game play performance. User will get an experience of various kinds of events by interacting with in game player to challenge against AI or NPCs.

The overall design is flat 2D game style. Including each every single asset of game and GUI systems.

TO mainly focus on game play experience we have design to provide limited input types to user. So, user can enjoy game story drive through level after level.

Each level will have unlock more skill to learn and develop in game character ability.



Game Loop:

The game loop is what let the user keep engaging in game to keep playing one after another again and again.

Every game has 2 points. A) Start. B) End.

A) Start – where player get spawn in game world.

B) End – where player loses or get win.

The game loop what below in chart mentioned is basically offers a Pay to Win mechanism. Where user pay for real money to win or have progress in game.

By means pay we can also implement In game Adds instead direct purchasing in game tokens.



Game Loop:



Game Play mechanics list:

1. The player controls are Tap and or Hold to jump or swing in the air while in air.
2. Get Points trough jump while in level.
3. Get powers by going through like collecting coins.
4. Difficulty level raised by increasing scrolling level in speed.
5. Difficulty level gets level up in the game backend by successfully attempting jumps or killing enemies.
6. Coins collecting system – collect coins from map or after kill enemies
7. Level complete system – Level gets complete once targeted enemies got killed or reached to the end point on right side.
8. Powers get collected if enemies got killed
9. Weapon change. Different color different strength.



level 1 to 9 Enemy AI:

- They spawn based on the backend level of difficulty.
 - They are mainly with 2 types, with or without throwing weapons towards user's position.
1. Jumps on variant height on its own standing place to get collide with us.
 2. Jumps and come towards user's direction to make collision and lives till get out side of the screen from left
 3. Jumps and follow till user don't kill it or till it kill the user.



level 1 to 9 Powers :

- Any power stands only for 10 seconds.
 - Any power drops from few randomly from enemy kill.
 - Multiple powers are capable to active same time.
1. Speed power – gains every speed of all stats.
 2. Strength power – gains strength to kill in one shot.
 3. Health fill.



User Controls :

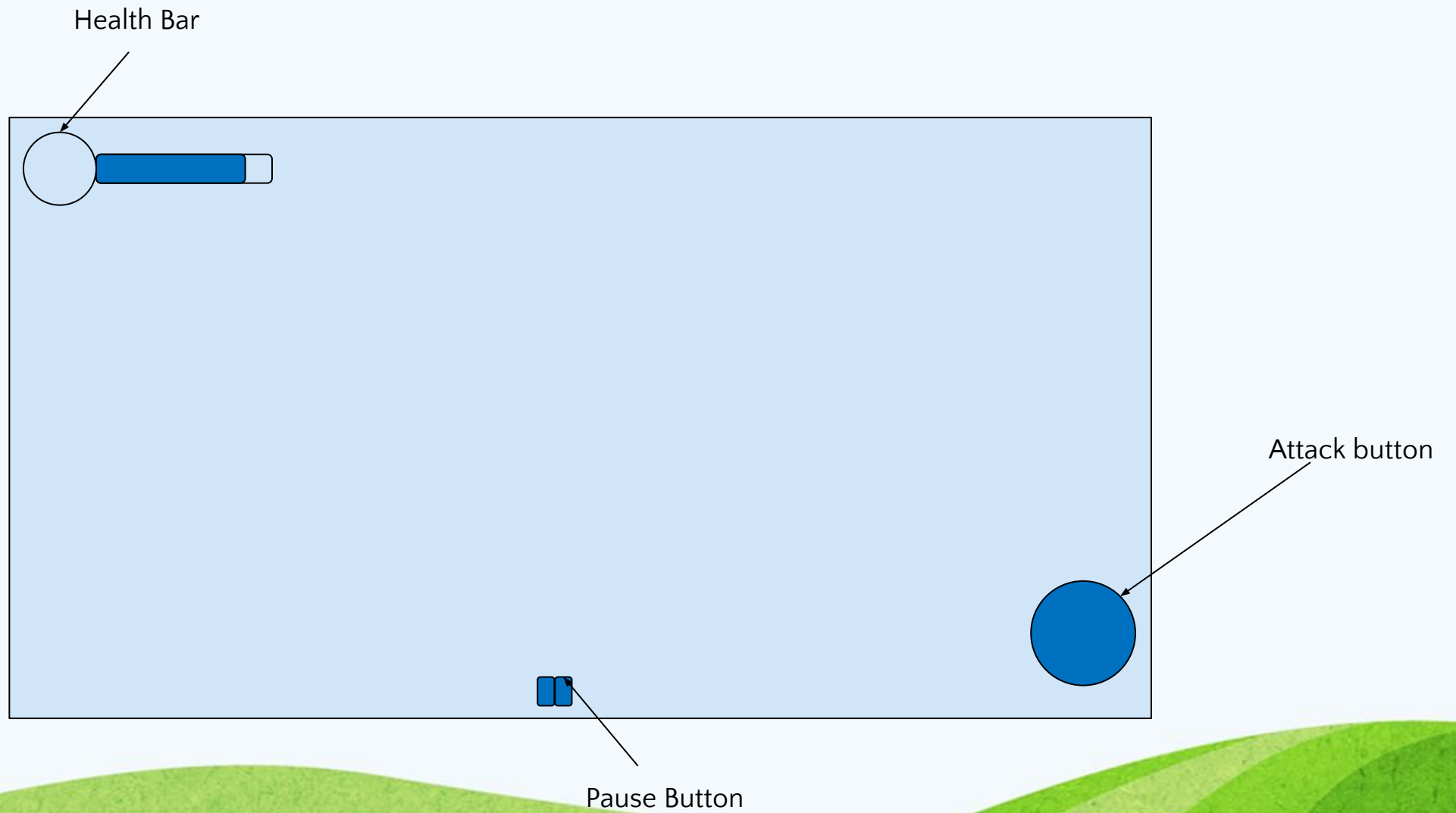
- Button to tap on screen to jump.
- Air flip happen as auto when in very height.
- Attack button to use sword.

Character Animation sequences:

- Run - auto running
- Air flip - Auto when in very height
- Slide - Auto when sliding
- Idle - Auto when required user to just stand.
- Idle Attack - attack button pressed when on Idle pose .
- Air Flip Attack - attack button pressed when air flip .
- Slide Attack - attack button pressed when sliding .
- Run Attack - attack button pressed when running .
- Fall - Auto when falls through gap.
- Dead - when enemy kills user.



Level - 1 to 9 user control :



level - 10 Player power mechanics:

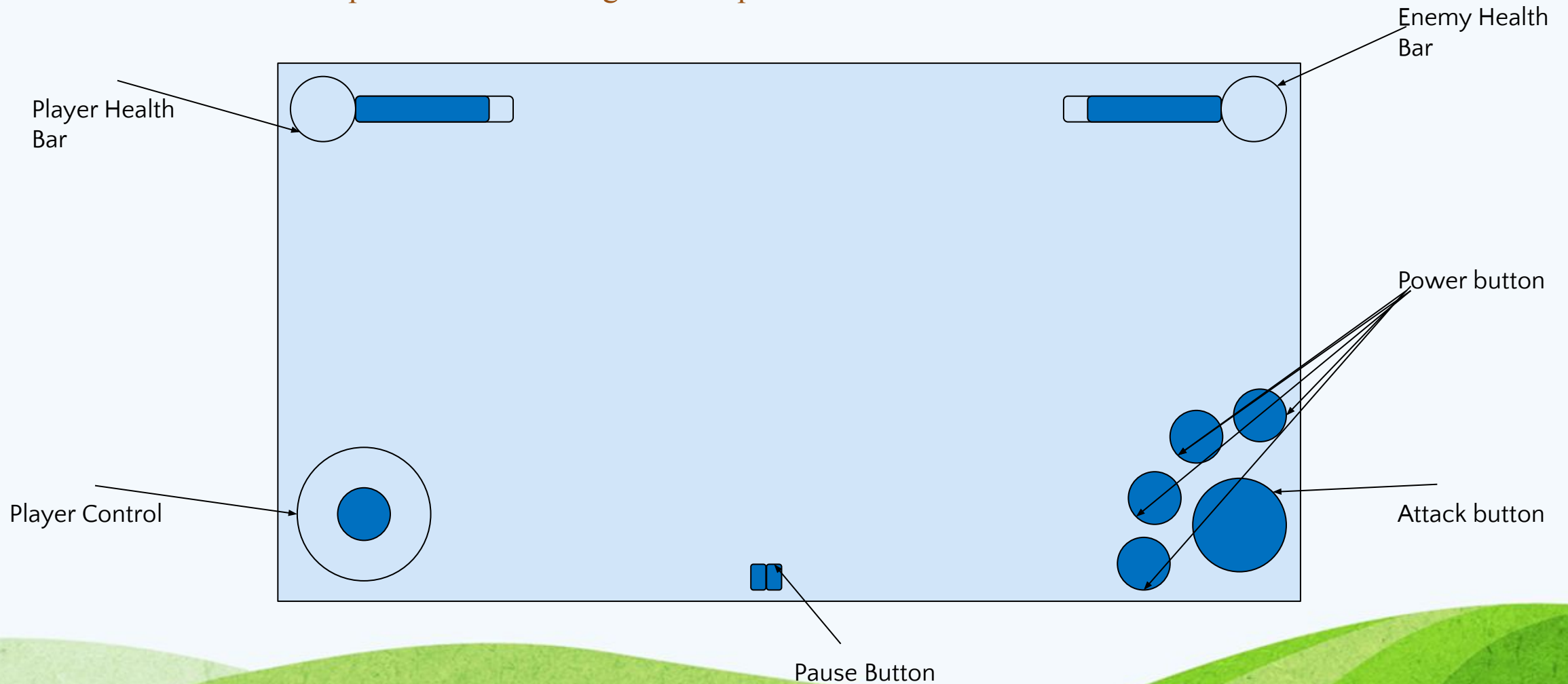
- Stone power - Drop big stone on enemy's location from top to fall bottom on enemy boss. will reduce high enemy life. Power immediate disable for cool down of 30 sec.
- Ice power - Throw on enemy to freeze him. will disable enemy for 10 seconds. Power immediate disable for cool down of 30 sec.
- Air power - Enemy got blow away from his position and make him lay down.will disable enemy for 10 seconds. will reduce enemy small life.Power immediate disable for cool down of 30 sec.
- Golden Sword - Sword changes to golden color. can damage double than regular for 10 seconds.Power become disable after 10 seconds for cool down of 30 sec.

level - 10 Enemy power mechanics:

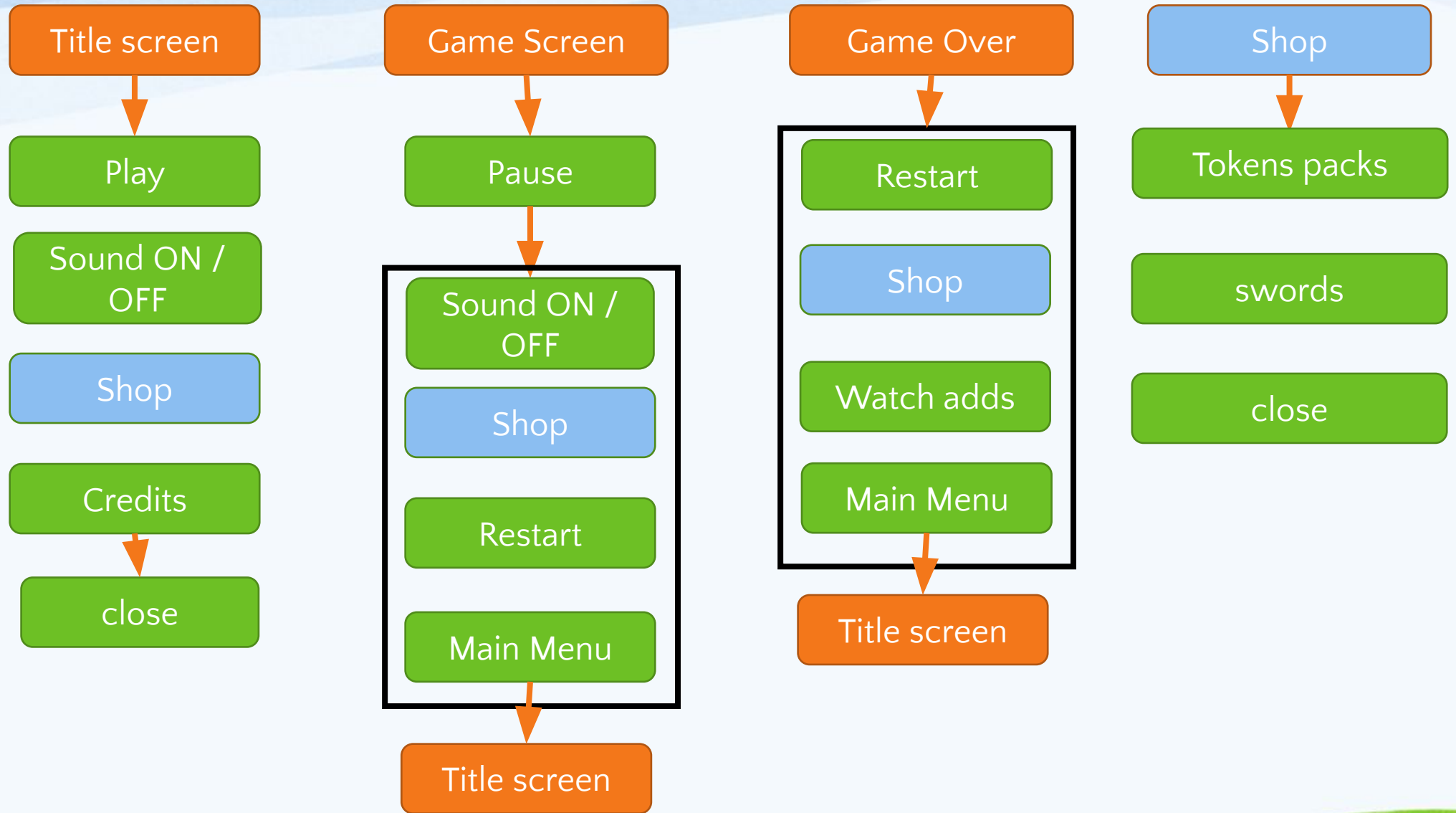
- Fire power - Deals high damage If user gets collision with this fire particles. Power immediate disable for cool down of 30 sec in the backend for enemy.
- Ice power - Throw on user to freeze him. will disable hero for 10 seconds. Power immediate disable for cool down of 30 sec in the backend for enemy.
- Ground power - user got high damage on his position only escape for use is to keep jumping from the waves. Power immediate disable for cool down of 30 sec in the backend for enemy.
- Jump - when require.
- attack hand weapon - when require.

Level - 10 user control :

- Single tap on screen to jump.
- Joystick / button on left side of screen to move left / right / jump / duck down.
- Attack button on right to use sword.
- 4 power buttons on right to use powers.



GUI :



GUI :

