GDD FOR MOBILE DEVELOPMENT (RECLAIMED)

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Contents

Game Overview

Introduction

The overview of this game is you are controlling an AI robot at is being used to take back your planet. Due to resource being limited you need to find upgrades along your journey. Your job is to explore the level and find the enemies which appear in waves and kill them giving you XP and bonus items. Your weapon auto locks on to the enemies and shoot on a timer, the player objective is to dodge incoming attacks from the enemies.

At this current time looking for words that have "AI" in can be used as they fit the theme of the game currently "ReclAImed" because it covers you retaking your planet as well AI part could be used as a logo, if the capitalisation doesn't work it still covers the main story to the game.

Genre

This game mostly falls under action roguelike. This conclusion was drawn together by looking at similar games such as "Binding of Isaac" (McMillen, 2011) which have the combat elements that are somewhat similar as well as the different enemy types that would be part of this title. As well as this in 2008 a list of important factors to make a roguelike was produced by "the International Roguelike Development Conference" (Stegner, 2021). The current game features many factors such as randomised enemy placement, resetting after death, resource management and different ways to use items, focus of killing enemies and an exploration element.

POV

The POV of this game will be a top down 2D game. This is so that the controls are simple only using 2 axes. This will allow for a joystick to control all the movement making it simple for the player to control. The game is also going to be 2D and use sprites to allow for simpler to understand graphics as well as less processing power needed allowing the phone to have long battery life.

USP

As it will be discussed a lot of the gameplay and features in the game will revolve around upgrades to the player and weapon allowing the player to build their own unique way to complete the game. This will use the effect of giving the player choice as well as replay ability if they want to complete the game in a different way.

Target Audience

The target audience of this game is going to be very open due to the game type being quite basic, the game graphics are going to be 2D and basic which leaves it open. The type of person that it may be best inclined to play the game is someone who has between 5 to 10 minutes spare, this could be someone using public transport or someone playing before bed. This age range is under 18s this is because a majority of them don't drive yet therefore will have to take public transport.

Difficulty

The game itself need to challenge the play and make sure they are always on edge and make sure that builds they make suitable the game should punish the players position and strategy to make sure they are trying to make the best decisions. In the first few rounds the game should build up the number of enemies as well as finish with a boss battle similar to "Binding of Isaac" (McMillen, 2011) does. There may also be a system in place to speed up and give the enemies more damage depending on how easily the player is proceeding through the levels and what difficultly level they choose.

Platform and Control scheme

The game is currently being targeted for android due to development restrictions and the time scale of development meaning that one platform will be easier for development purposes at this time.

This will reduce the size of the audience available, therefore future development into different platforms could be an option. Android phones have a large variation of hardware meaning power need to be taken into account therefore making the game run on as many devices as possible will be necessary this means have 2D or lower resolution graphics as well as lots of optimisations will be needed. Because the game also being on a large range phones sizes the application will be needed to taken into account with small assets and reduction of bloat being done.

The control scheme needs to be as basic as it is a mobile device. For this game there is going to be one joystick that the player can place on the lower half of the screen. This joycon will control the X,Y movement. This will be shown by a transparent icon that will fade over time until barely visible. When interacting with objects in the world such as upgrades and levelling up screens it will pause the current level and then allow the player to select what options they would like then carry on the level. When the level is over there will be a level over screen where the play can choose some upgrades as well as see there XP and score they have gained.

Goals / Short Mid and Long Term

The short-term goals of the player is to survive moment to moment and to do as much damage to the enemies. This in turn will give the player XP and bonus items. The short term

goal will mean moving and avoid projectiles made by the enemy. This can get very intense for the play therefore making them interesting.

The mid term goals are to collect XP and upgrades to make your build more complete and balance to be able to take down the enemies in the most efficient way possible or what the player sees as the most fun.

The long-term goal is to complete and upgrade everything and make yourself the most powerful robot possible. This also mean completing all the areas of the story and completing the build to make you the most powerful robot possible.

Planned Upgrades / Mechanics to the Game
Levelling Upgrades – Unlocked when killing enemies throughout the Level (OVERCLOCKS)

Damage to the weapon, Range the Bullets shoot, Radius the Player can see the enemies, Bullet Velocity of the Bullets, Fire rate of the Gun, Bullet Lifetime and if the gun can penetrate enemies.

Major Buff Upgrade – Unlock With Pickups in the world (PICKUPS)

Shotgun – Has a Spread shot that will allow the player to do large damage close ranges. Slow fire rate

Minigun – Fast firing weapon that has a large damage output in a straight line. Overheats

Rocket launcher – Lock on rockets that hit target and does AOE damage – Long loading time

Circular shot – Fires bullets in all directions close range but constant output of DPS

Sniper – High damage instant kill for most enemies – Slow firing speed

Turrets – Over a period of time one drops from a player and shoot bullets at the enemies. Dies after a small amount of time.

Landmines – Places a landmine down and when walked over explodes and does AOE damage to enemies.

Upgrade To Player
This will be unlocked by coins stars at the end of the level (UPGRADES)

Movement Speed Increases, health amount increases, Number of weapons allowed to equip and types of shields.

Game Resources (Economy of the Game)
The games resources will be split to upgrade different parts of the robot's equipment. The first for is XP this is gained from killing the enemies each enemy will drop different amounts depending on the difficulty of the enemy. The XP bar will slowly increase and when the player has reached the top of the bar it will allow them to spend there "Level Up Bonus on one of the levelling upgrades listed above, the game will reset the level of the player once the round is over. Starting the player from the beginning.

The next upgrades will come from collectables within the world. Which will encourage exploration, this will be marked on the HUD with an arrow pointing to them when the player is in distance of them. They will spawn rarely and will have the "Major Buffs" in them. Each time the player interacts with them it will give them an option between 2 of the options allowing the player to make the build they want. These will be reset at the end of each section of the game.

The final economy is stars these will be gifted at the end of the level and will be allowed to be spent in a shop outside the game. This are the "Player Upgrades and will never be reset allowing the player constant progression and buffs to help them progress faster throughout the game.

Game Progression

When looking at the game the player needs to be challenged therefore taking away the overclock upgrades every level means they have started the level weaker therefore will have to play safer to survive. Major buffs will be reset at the end of each world. The worlds are layout out like a Mario game where the visuals and the enemies change depending on the world, you're in. Each level will have multiple waves and will encourage movement from the play using collectables and a high chance of finding more enemies by exploring therefore levelling up quicker. Each end of the world will end with a boss battle and therefore require the play focus as they will have a set of different moves compared with normal enemies.

Plains					Jungle Theme					Beach Theme					Volcano Theme				
Level 1	Level 2	Level 3	Level 4	Level 5	Level 1	Level 2	Level 3	Level 4	Level 5	Level 1	Level 2	Level 3	Level 4	Level 5	Level 1	Level 2	Level 3	Level 4	Level 5
Minor Buffs Reset Every Level					Minor Buffs Reset Every Level					Minor Buffs Reset Every Level					Minor Buffs Reset Every Level				
			Reset Major Buffs					Reset Major Buffs					Reset Major Buffs						

Character Bios

The player is an AI robot that is being sent back to Earth to reclaim the planet after being overtaken by a fungus that made all the humans evacuate from earth, the robot that you play is made of spare parts that have been pulled from spaceships that the humans currently reside on above the planet. Therefore, the robot must scavenge for its own upgrades from around the world to improve itself over time. (NAME NEEDED) PETERS – Protect Eliminate Transform Earth Rescue System

Your main narrator for the game will be a human from space sending you instructions and signals to tell you what parts of the world and putting useful hints into your HUD to help the player know where to go. (NAME NEEDED) Keith the Intern

Different Enemies
Plains Enemies

Name	Health	Speed	Attack Type	Range	Damage	Added Notes
Slime	2/3 Shots	Medium Speed	Close Range Projectile	2 – 5 meters	Low Damage	Common class that comes in

						large waves
Speedy	½ Shots	Fast Speed	Melee Attack	0.5 meters	Medium	Fast comes alone to distract the player
Slug	4 Shots +	Slow Speed	Charge Beam	5 Meters	High Damage	Charges Shot can only fire on one axis
Snails	5 Shots + Shielded	Slow Speed	Slow Projectiles	3 Metres	Medium Damage	Projectiles are very slow
Fungi	Boss Health 20 Shots +	Slow Speed	Creates Mushrooms out the Ground	10 Meters	No Direct Damage	Creates Minions to fight for them. 2 – 5 Every 10 Seconds
Mushrooms	1/2 Shots to kill	High speed	Melee Attack + Throws Roots	2 – 5 Meters	Low Damage	When dies plants itself in the ground and has a chance of respawning

Rough plot

The game starts with you the player been shot down to earth by humans. You wake up and get introduced to your main protocols such as movement and shooting. You learn about your HUD and the upgrade cycle. This is introduced by "Keith the Intern" the main native root to the game. The main story is the Earth got invaded by a parasite that controls a lot of the plants and animals and microorganisms on the plant and you have to now go and fight off these parasites and reclaim Earth for Humanity. You first travel round a plains grass where you come across snails' slugs and infected plants that you have to fight off. Then progress onto a Jungle area where a lot of toads, frogs and vines attack you with the final boss being a mutated sloth. After you pass into a sea area where you fight crabs, jelly fish. Finally, a volcanic area where you must fight lizards and hawks and finally the boss a large parasite. After all this Humanity come down and take earth back.

Gameplay Modes

Main Story
There will be a main story that is currently planned to be around 4 worlds each one consisting of 5 levels, each level will be around 5 minutes. Each world will have a different visual and have enemies that will do different attacks. This will give the play some variation

and progression throughout the game. This will include a introductions and tutorial mode as well as a narrator that will take you through the background of the game and story.

Endless and Lead boarded Mode

There will also be an endless mode where the objective is to stay alive for as long as possible, this will consist of all the different enemies spawning and the player trying to stay alive with all the upgrades available throughout the level and every 3 minutes one of the bosses from each level will spawn. The scoreboard will be displayed for all your friends to see and will be the main retention of the game after you have finished the main story.

Monetisation

The main monetisation strategy will be paying for stars, which could be used for respawns when the player has died to give them a second chance. This will start at 1 star for a carry on and will double every time they die. The other way of a respawn will be to watch an advertisement but this can only be used once. A similar system to Subway Surfer. Another possibility is the customisation of your robot with skins, this will be a store that allows you purchase skins for stars. As discussed, there will be serval options for buying stars. Skins can be split up into head arms and torso to make the play have different customisable options but to also charge them more for less and to mix a match between skins.

When making the game the main story is going to be around 2 hours and hopefully the player will then fill inclined into playing the leader board unlimited mode on the end of this. The leader board mode will keep the players for a long time constantly getting a higher score. New content will come around Special Times of the Year such as Christmas, Chinese New Year and Halloween. This could include a new set of levels and new upgrades along with them. As well as this new cosmetic. In the long run a multiplier version where you can play together could either come as paid DLC or a new version of the game depending on the time scale. This would be a large rework of the core game mechanics and balancing therefore would be a later project.

Table Of Price to Stars

Amount of Stars	Price Of Stars	Reason
25	49p	For set Skin (Arms Head and Torso) / Allows for a handful of respawns
50	79p	2 sets of skins and 10 respawns or 1 skin and a lot of respawns
100	1.29p	1 mixture of skins / sets of skins plus a lot of respawns
1000	4.29p	For people that just want everything and respawns. May include a legendary

		skin or themed for the time of year.

Artistic Style, UI and Game Inspirations and Considerations

Game	Picture	Why / What to take from the game / image
Binding of Isaac		This is the feeling of the game that I'm going for but with a more open world feel. The 2D sprit-based graphics are perfect for the game I am going for a clearly identify different enemies as well as projectiles and incoming attacks. The customisation I'm looking to do is not as in depth as this game but going for something where you can make a lot of different builds. The UI is designed for a PC game, and I do not like the blocked off area that the UI takes therefore in my game will be using transparent UI elements as well as just not have as much information being displayed.
Serious Sam: Tormental		This games range of enemies as well as range of weapon really is what I'm going for as well as the simple UI. This is a PC version and is in landscape so adjustments to the UI for my game is going to be made. The graphics do make it very clear and if I was going to make ports of different version would take 3D view into interest. But for my first build I think 2D is perfect. The UI side of the game looks good, and I think basic and easy to understand so I will be taking inspiration from the timer and the health bars, as well as the damage to the enemies being displayed.

|		
Project Clean Earth		This mobile game is what Id be looking to be a competitor as similar aspects for the game mechanics. The 2D sprite-based models also are exactly what I was think. I think the world in this are very boring and the colours don't pop out to me as an exciting game therefore expanding and adding some bright reactive colours to this could be helpful for my game. The UI could be refined as the pixelated look on smaller devices merge the pixels and doesn't have the desired effect.
Danger Gazer		This game is a sort of PC game that is similar to my concept this has a large range of enemies and exciting different worlds to travel around as well as the fast-paced action and 2D sprite models that I would be looking to do very similarly. The colours in the levels also pop with the projectiles looking interesting and fun. The UI again is basic and currently in landscape which is something to investigate when designing the game. The world design is also the basic cube-based look which would make it easy for the user and I think this would work well in the game that is being planned.

Menu Systems (map out)

General layout of the maps (wireframes and mock-ups will be in horizontal prototype documentation)
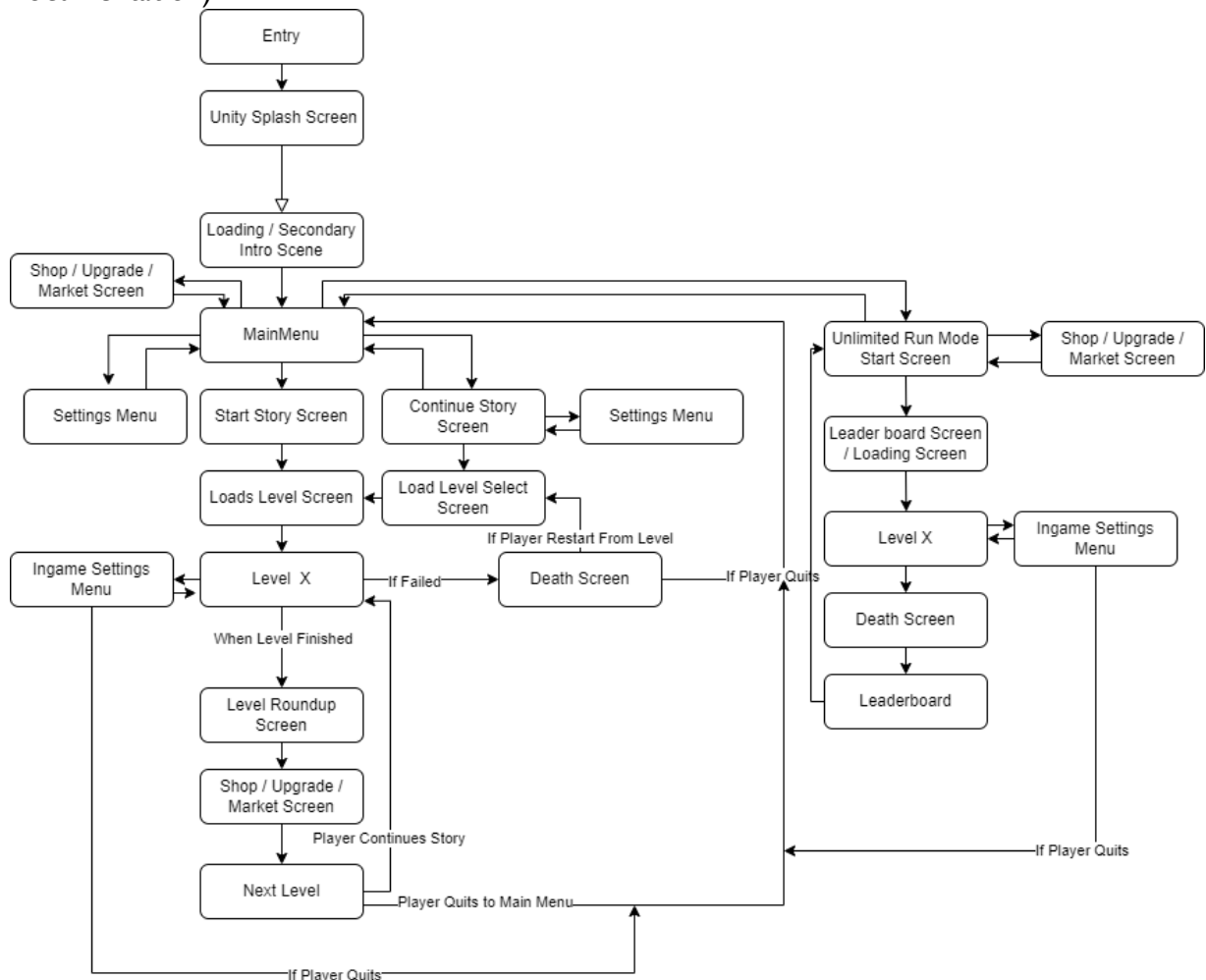

Sound design

When making the game unique sounds will be needed for each area and projectile. Projectiles may use the same sounds at different pitches to tell which enemies they are coming from and therefore giving the game more polish. As well as this enemies will make charging sounds if the attack takes time to alert the player that it is happening and allow them to doge it. The general theme of the sounds will be a retro with high pitch noises being used to alert the player, this will complement the visual and the gameplay as a 2D lower detailed game and hopefully give some users some nostalgic effect. Because of the high amount of enemies at some points there will have to be either a cap on how many sounds can be produced at once or more them short and quieter. This is to not overwhelm and over stimulate the player ears.

The music in each area will change depending on the level the player is on. This will help the player know they are progressing as well as split the areas up and make them more unique and memorable. This will be outlined in the asset section. At the end of the level when the boss spawns there will be a separate track with higher energy to make the player alert as well as notify them the boss is on the map. The sounds will be all able to be controlled in

the sound's menu. Sounds and music will be adjustable separately therefore allow the player control over their game.

Potential logos/app icon

At this current time the main character hasn't been picked or design therefore placeholders have been used. The app logo itself is going to be based around the character so it can become recognisable. As well as this because the brand is currently unknown, I think it is important to keep the name in the logo, so the player links it to them. I want to keep it cartoony to help with the target audience as well as the art style being simple. This was the first mock-ups and I wanted to show that you were saving the planet.
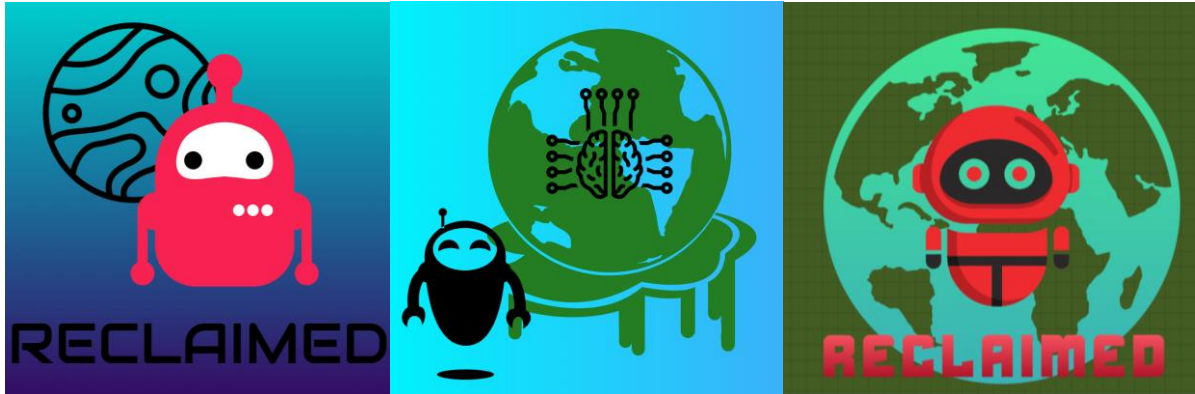
Components need for development

This game first of all will be developed with android in mind and therefore will be made using the Unity Engine. This will allow for rapid development and easy debugging. This will allow more content to be made quicker for a wider scope therefore making a bigger and more complete game and story mode. This will require a mobile device that can be used for testing when in development.

Assets will be either be acquired using online solutions or made using tools such as photoshop or universal sprite generator, to produce spirits. These sprites will be free use, allowing the game to be published. A lot of the sprites found will be edited in editing software to fit the theme or look of the game allowing for more variations to be made.

Music and audio will also be acquired online as free samples or free use audio to allow for quick development. The game will try and make the sounds all feel cohesive and like they are meant to be there.

Components and Mechanics in the Game

Mechanic Needed	Description
Spawning System	System needs to spawn a variety of enemies in wave like system that allows the player to kill them in time. This system can vary depending on the difficultly and if the player is failing the level. This also needs to include bosses at the end of the level.
Movement System	Touch based joystick system where the player presses the lower half of the screen. This then translate the players joystick position to movement of the character.

Shooting System	The shooting and damage system will need to be made. This needs to include lots of different variables for the speed and damage of the projectiles. This system also needs to be adopted by the enemies and balanced, so the player feels challenged.
Narrative / Dialogue System	This system needs to be made for the story mode of the game when first player. This will also need to teach the player the game as well as the upgrade path. This will be an overlay to the UI and tap to continue functionality. The story will be planned later in the documentation
Market System / Purchasing	Market system to spend stars on visual items as well as upgrades and respawns. This will have to be inside the menu system and easily accessible
Upgrade System	In game upgrade system that pauses the game when the player is choosing as well as applying the upgrades to the player correctly. Making a pool of options that are presented to the player.
Weapon Systems / Shooting	The weapon system that shoots in different way and damages when the player has unlocked them. This will need different visual weapons as well as different sounds.
AOE Damage Systems	System that works out the damage from the explosion and how far away the enemy is and applying it to them.
Level Select System	Level saving system that keeps the save point and loads it from there when the player starts again.
AI System	The AI that will attack and move towards the player. This include more complex boss battles and move set.

Asset Breakdown – Detailed list of all assets you would need to build the game.

Art Assets	Description
Player Character Robot	Sprite of the playable character that is a robot. Will need a sprite sheet or animation for the movement, attacks and abilities
Weapon Assets	Visual indication of weapons that will be firing. Sprite based firing animation. Each weapon to be unique and make sense for what it does.
Enemy Asset	Enemy need to be unique and different for each area. Need to visualise the attack sequence using sprites sheets or animation. Refer to enemy types of section for list of enemies in game.
Projectiles	Will need to have a common projectile that can be used by play the player, will also have the same projectile but a different colour for enemies when firing at the player. Will have some sort of animation or movement when moving so the player can understand the speed that it is moving at.
Icons and Logos	Logo and icon used for loading screens as well as the apps logo for the play store and one the phones home screen. Needs to be recognisable and interesting for the user.
World Objects and background	The world needs assets such as wall and objects placed around the world that the player needs to move around. This will be static 2D sprites such as trees rocks and grass.

UI buttons	The button for the UI needs to be stylised to make the player feel like they are playing a polished title. This will include animation when press or dragged.
UI In game	Health bars and XP need to be stylised for the same reason as before. The health bars and Xp need to also be animated to allow the play to know they have gained or lost health or XP this could be by highlighting or shaking the UI.
Particles / Collisions	That game needs a particle for when the projectile collide with the player or the enemy. This will help with user feedback, so they know they are low health. This may also include screen shake and a HUD that flashes red.

Text Assets	Description
Menu Text	Text will be needed for all the buttons and UI in the main menus and submenus to describe what each button does and a small understanding of what will happen.
Dialogue	The story will be displayed through text and images before the level starts and will require Text displayed for speech and context.
UI Text	Text will be need for in game UI such as the damage appearing over the enemies' heads and in the top to distinguish what each bar represents
Tutorial	Hints and tutorial will appear as onscreen text and points and will work similarly to the dialogue system. These will only appear a couple times to teach the player.
Scoreboards	In the endless mode of the game the player will end with a score board this will require a text to be made as well as a table of content at the end of this screen. This may include animations for when the player has got a new high score.
End game / Death	The death and end game screen will have to have text that displays the end of the game. This will be different from the rest of the text to show death. This may look gothic or similar to that.

Sound Assets	Description
Main Menu Music	Music for the menu to let the player know they are playing the game. Make the menu more interesting.
Level Music	In game music to immerse the player. Different sounds for each level so the player knows they are progressing. Will loop while in the round.
UI Selected Sounds	Every time the UI is pressed it creates a sound to let the player know they have pressed a sound.
Settings Sounds	When the user is changing sliding UI it will play higher pitch depending on how far they have pushed it.
Moving Sound	Moving sounds that helps the player understand they are moving as well as the material they are going over. Polish to the game.
Projectile Firing	Feedback that a projectile has been fired. The player will fire, and it will make the sound depending on what weapon and the enemies will have a different set so the player know they are being shot at.

Damage Sounds	Feedback for the player they have been damage. When getting low a high sound level to help the player realise, they are low. Enemies will be quieter as there are more at it doesn't need to be draining on the player.
Death Sound	This needs to end the round as well as tell the player they have died. Import not to put the player off and make sure they want to keep player
Wave completed	Super satisfying and something the player want to get to.
Boss Battle Music	Increase the intensity for the end of the level so the player loses themselves in the struggle.
Spawning Sounds	Tell the enemies that enemies are coming and that they need to prepare
Upgrade Sounds	To help to newer player know they are getting better and therefore positive sounds.
Purchasing Items	Make it clear they have made purchase and in a link between spending money and good sounds to be made to validate the purchase.

Platform choice and why? Singular? Multiplatform

Google is going to be the first platform this game is going to be published on this is due to the large market that the game can be given to as well as the lower development cost and testing that the game must go through to be published. As well as this using Googles platforms to link users together through login systems. This will allow for scoreboards and social aspects to be used.

Which Android Versions

At this current time android 13 adoption rate around 2 percent due to the way Google creates their updates. With android 11 being 28 percent, android 12 being 24 percent and android 10 being around 20 therefore it is to my upmost importance to hit 10,11 and 12. (AppBrain, 2022). This means testing on as many devices as possible before release and making sure the game is optimised for older phones.

Platform Development Costs – What is the process and costs of publishing to a desired app store?

Player Retention
Gratification

Gratification for the player. The way I'm going to allow the player to feel this is by level completion and having unique builds in each level allow them the strategy to build over several levels allowing the player to feel like they are improving and being able to take down bigger waves and levels. This will be displayed though score and how hard the level is.

Story

Mobile games normally do not have large stories but something on the side. I'm going to use a small amount of story telling before each level begins sort of like a cartoon / comic book

style approach to allow the players get some connection with the character. This will also be done through a few voice notes throughout the game to help the player out.

Competitiveness

The game will increasing get harder and at some points the player is meant to fail to try again and get a new strategy. This will make them want to try again and do better bring that nature out of them. The other way is to represent their score on a leader board where their friends can see, bring out the social aspect of the game.

Completionism and Progression

The goal in the game is to want to the player to play again to make a better chance of winning each time. This means setting out clear levels / targets that the player can see. I will be doing this in a Mario like way showing what level and world they are currently on and making them feel like they must get to the end in a session or complete a certain number of levels. This could also be done by giving them tasks to complete for more score or XP. Making them play more and potentially getting hooked in.

Goals

As discussed above I want to make sure the player always knows what they are working for and what they need to finish this will be done through a large amount of prompts in the loading screen and UI in the game. This will include tasks and a pointer system to show where they need to go to get the next upgrades.

First Time Flow

The players first time in the game needs to be quick to get in as well as fun and engaging. The first way to do this is have a really quick navigation into the game. Literally making the start button clear and big so they can head straight in. As well as this I'm going to make sure there isn't a store front in the initial start up so the player does feel like money has to be put into the game and to stop the first impressions of the game is looking cheap. As well as this a short story in a comic book design which will be around 3 to 5 pictures as well as a really small amount of dialogue will player. Once in the game each mechanic such as the movement shotting and upgrades will be taken through the with the player with small pop ups appearing on screen. After they have been through the tutorial steps they will get the first couple waves which will be quiet easy to finish but will show them through the systems.

Types of Players

The "Killer" type of player will easily be stratified with this game due to it being a shooter but to make them feel strong and powerful within the game it needs to have good crispy sound and animations for the explosions and bullet impacts. Obviously because of the age rating this is all going to be very PG but has to interest the player. They will also like the flexibility and choice of weapon and player upgrades and unique ways to fight the AI.

The" Socialiser" is going to one of the harder people to interest with this game but include scoreboards through google play and allowing the player to share on social media what they are doing should help them.

The "Achiever" will be a good target for this game as they will want to collect all the upgrades as well as run the best builds for the guns as well as make sure they complete all the levels and story. I will try to make lots of stats open such as final score, so they feel

achieved and like they are the best and have done a good job in the game to hook them back.

The "Explorer" will be giving extra bonuses for exploring such as finding new weapons or weapon upgrades around the map, as well as this maps will have to have unique feelings as well as a new and interesting lay out to allow the player to explorer.

The Habit

To get the player engaged in the game to begin with we will start by getting the user interested into the upgrade systems as well as giving them goals to do. This will get try and get them through the first few levels during this time the game will show them interesting new weapons and the mechanics of them to try and make them interested in the game. Each level will be scored but be repayable in the level selector screen. This will allow the player to go back and get a better score with their new upgrades. To get them to play more there will also be a reward scheme for playing several levels in a row. Such as a whole world in one sitting, they will get coins to spend in the store as. This could also be done with something like a daily login system.

The hobby

This will be one of the harder things to get the player to do, the best way to do this is making a separate game mode where it is an unlimited wave game where the player competes to get a high score. This will be posted on a page along with the players avatar and username. This will get the player login into the game to beat their friends as well as people on the internet, this will also encourage buying skins to show prowess. This will also be compensated with new levels and sessional events and skins to allow the player to spend more time coming back to the game.

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