

Proj

Game Design created by Nghia Tran

Technical / System Requirements

System Requirements

This game is made in Unity, so it could be built for other systems. System requirements, however, is very simple: have a computer or mac. The game is not very taxing on the system.

Technical / User Interface (controls)

User Interface (controls)

This game lacks UI. You have one of the corners be the timer that counts down and the other corner counting the number of coins you have collected. I am only planning to build this game for macs and pc, allowing for a semi-similar experience.

Artwork (design) / Heads Up Display (HUD)

Heads Up Display (HUD)

The HUD is very simple, you are only tracking one thing and only one thing tracks you. The top right corner is reserved for the counting of coins as the player collects them. The other corner at the top left is a timer counting

down from a specified time. There is no goal for health and items as part of the game. Level progression is going to be part of the level change; a black screen with the level number will appear before each level.



Artwork (design) / Characters

Characters

The Pirate: It's top down so the features of the pirate are dependent on the hair and hats that you can buy with coins. The hairs are different colors that the player can choose. There are a variety of hats such as the traditional pirate hat or quirky hats like wizard hats.

The pirate is muscular, which allows him to run fast. Greed is also another because he's a pirate, which could lead to his imminent end if he stays too long to collect coins.

The pirate had a hard life. He was poor and brought up by a foster dad, who soon would pass away. By the time he was 16, he worked as a shipmate, sweeping the deck. He has climbed up the rankings by impressing the captain in an avaricious raid. He would soon become the captain when he steps down in power.

Artwork (design) / Characters / Character 1

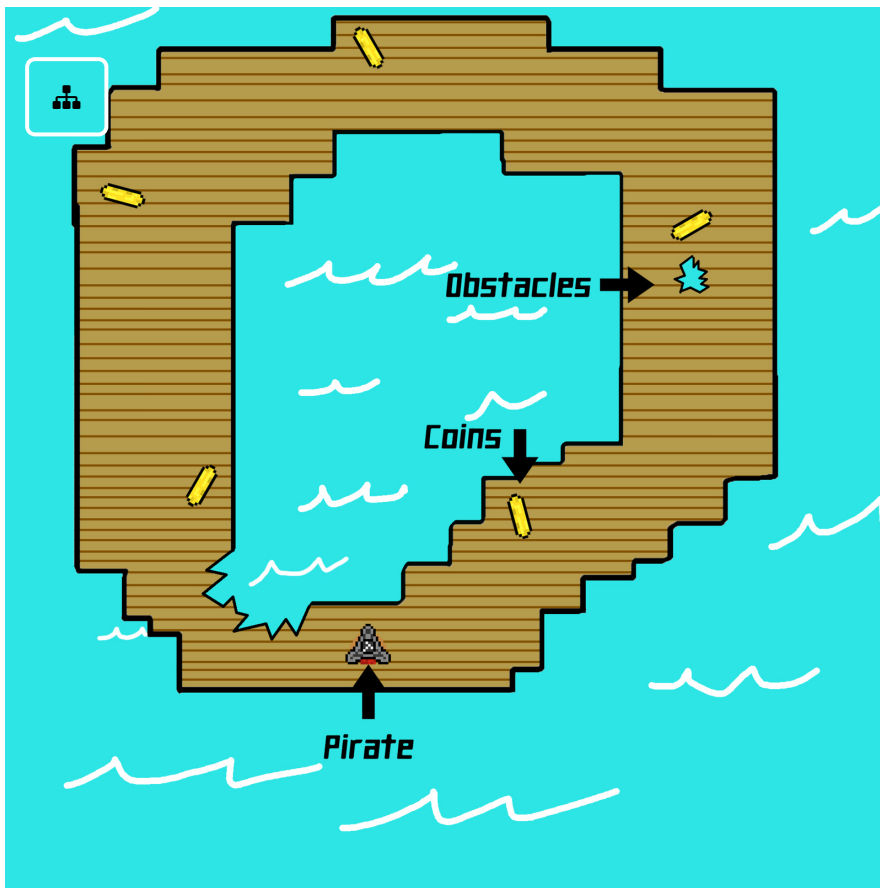
Character 1



This is the protagonist: Pirate the Pirate. This is 16-bit art(actually two pixels bigger).

Artwork (design) / Level Design

Level Design



The image above is a sketch of a level I plan on making in Unity. The pirate is seen at the bottom. I started making the art using a 16 x 16 square, however, the art spreads 1 pixel further out on either side. The hitbox, though, will be 16 x 16 according to the original art.

The coins are also 16 bit. The coins spin as they are randomly spread across the level.

The obstacles are the way slow down the player. Sometimes, the player can move so fast, they have to slow down in order to get the coins. The hold in the level can act in two ways: I can make it have a hitbox, leaving the player unable to directly go for the coin, but have to go around. Or two, I can make it a level ender. If the player steps onto it, they fall and the level restarts.

Artwork (design) / Global Elements

Global Elements

A global element that is a central part of the game is the timer. It will be one of the driving factors of the game. Obstacles (refer to the level design) are one of the objects that block the player's movement. Invisible walls or textured walls will prevent the player from escaping from the level.

Artwork (design) / Player View

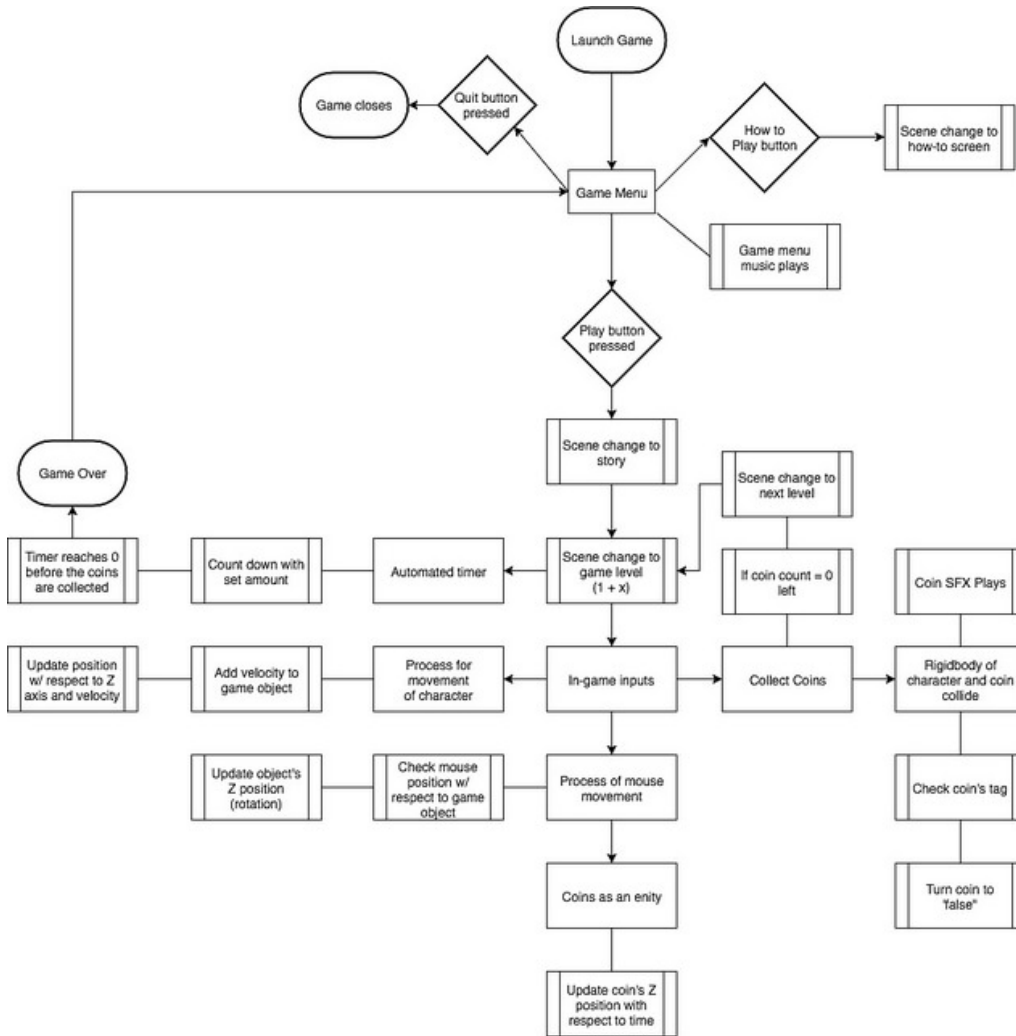
Player View

The camera does not move with the player because the level will fit into a fixed camera size (the screen will probably be 16:9).



Artwork (design) / Game Flow Chart

Game Flow Chart



Audio & Sound F/x / Technical Requirements

Technical Requirements

Unity has a lot of ways that can play a sound source. That way that I have done it is just import the music file into the game engine and create an audio source on an empty game object. This will automatically play the sound source. I could also add a delay to the music in a script.

Audio & Sound F/x / Player Elements

Player Elements

The sound of the player moving is provided through an activatable source. So, once the W key is pressed, the moving SFX will play. It should sound like mini footsteps because I plan on using two fingers tapping as the movement sound. Another player element is how the character will interact with the coins; if the box collider of the player and coin collides, an SFX will play indicating that it has been collected. this sound will be similar to Mario or Flappy bird, that "TING" sound that's so iconic.

Audio & Sound F/x / Menu Fx

Menu Fx

I plan on having the menu sounds sound old school like those of GTA: SA. That iconic beep when you hover over a button. I have planned an animation for an opening screen where the main character, the title, and credits fall down into the scene. The menu music is going to be upbeat like Hotline Miami like the background music in-game.

Game Introduction

Game Introduction

Genre

GamePlay

Target audience & platforms

Look and Feel



Game Introduction / Story

Story

You are pirate, free as America. You travel the world in search of coins. There is a multitude of different levels for you to travel to. You are a fast pirate because of your muscles. There are no limits on how much you can get, but you're a pirate, so you have a time limit you can spend. Good luck!

Multiplayer Game - There is always danger though. There are other pirates in this world, and you have to "get them out of the way." Pirates carry a water gun. You shoot water balls that "eliminate" the other pirate.

When I thought of the game, I wanted it to have aspects of Hotline Miami. There's a fast moving character with explosive attacks. There isn't any violence in the collection of coins, however, the top-down look and feel of the game are based on Hotline Miami.

Game Introduction / How to Play

How to Play

I have two ways that I would like to have the player move. One: WASD keys as the main movement. This is more genuine to the style of Hotline Miami, the game I want to base it off of. This would allow for the option of a keyboard and a mouse. Two: I can have one key that moves the player and the mouse to rotate the player for them to move in a certain direction. This has to have the mouse as a major component in the game. I already have a code somewhat ready for this style of play.

Game Introduction / Tension and Release

Tension and Release

Protagonist - Pirate

Conflict - Time, trying to get all the coins. Or "eliminate" other pirates.

Victory - MONEY, MONEY, MONEY!!!! For Hats.

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