



Game Design Document

Little Black Dress Productions

GAM350
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>> Concept

> High Concept


Explosive Dawn is a calligraphy-inspired 2D, top-down shooter wherein players fight waves of enemies with an array of weapon combinations.

> Low Concept

- *Explosive Dawn* is single player and has one mode of play where players fight waves of enemies.
- The gameplay takes place on a static map; there is no scrolling.
- The player collects pick-ups dropped by the enemies he/she kills, which give the player new weapon abilities.
- Two different weapons' behaviors mix together, and two of the same increase power.

>> Player

Basic:

Art	Health
	100

Controls:







- W, A, S, D moves the ship.
- Mouse is used for aiming.
- Clicking shoots ship's gun.
- Holding down the mouse button auto-fires.
- ESC brings up the pause menu.

Functions:

- The ship can move and shoot.
- Moving over a pick-up item automatically picks it up and automatically equips.
- Picking up an item while already having two overrides one.
- Player health regenerates automatically.

>> Enemies

> Types

Type	Art	Behavior
Small		Follow
Medium		Spiral
Medium		Square
Medium		Bounce
Large		Charge
Large		Spawning




- Medium and Large enemies drops items.

> Waves

Alacrity	Judicious	Sonorous
Blazon	Kalon	Tenacious
Coercion	Leonine	Undulation
Deliquesce	Mellifluous	Vivify
Effervescence	Nonpareil	Wieldless
Flection	Obviate	Xeransis
Gumption	Palatial	Yare
Halcyon	Quiescence	Zenith
Imminence	Raptorial	

















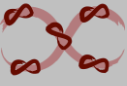



>> Add-Ons

> Pick-Ups

Type	Art	Behavior
Red		Bomb
Green		Spread
Blue		Helix

- There are 3 add-ons: red (Bomb), green (Spread), and blue (Helix).
- A player can have up to 2 add-ons equipped.
- Items automatically equip.

> Mixing

Weapon 1	Weapon 2	Icon	Ship Art	Behavior
Default	Default			One bullet at a time
Red	Default			Bomb
Green	Default			Spread Shot
Blue	Default			Helix
Red	Red			Bomb with x2 Damage
Green	Green			Spread Shot with x2 Damage
Blue	Blue			Helix with x2 Damage
Red	Green			Spread Bomb
Red	Blue			Helix Bomb
Green	Blue			Spread Helix

>> UI

> Main Menu

Art/Layout:



Functions:

- Play: Start a new game
- How to Play: View the How to Play Pages
- Options: Set/view game Options
- Credits: View Credits
- Exit: Exit the game

> Game Interface

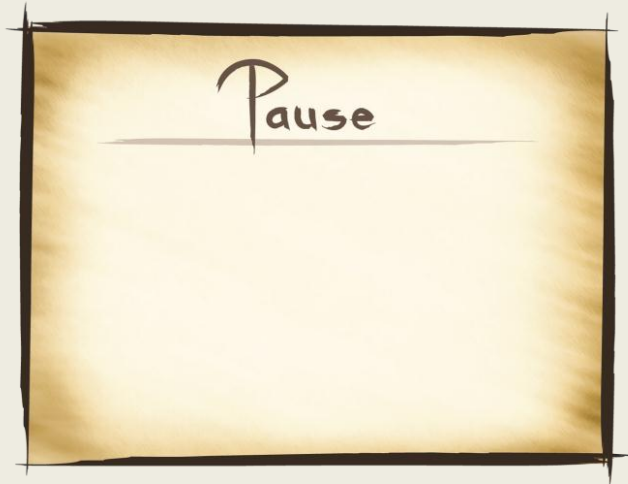
Art:

**Functions:**

- Display wave name
- Display health bar, floral piece on the side
- Display currently equipped weapon

> Pause Menu

Art:



Functions:

- Resume: Resume game
- Options: Set/view Options
- Tutorial: View Tutorial screen
- Exit: Exit game
- Pressing ESC in-game brings up the pause menu; both the gameplay and game audio stop

