

Project Undertow

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Title Page

Core Gameplay Mechanics

- Move Up and Down
- Shield power up
- Hazards
- Infinite runner
- Underwater Themed

Targeted Platforms

- Mobile
- iOS
- Android
- PC/Steam
- Nintendo Switch

Targeted Demographics

early childhood to mid-30's urban dwellers with an appreciation for quirky art and holiday fun in a simple game.

Targeted ESRB

Rated E for Everyone



Prototype / Release

Prototype will take 3 months to build.

Vertical Slice will take 3 months to build.

Release will be March 18, 2021

Game Outline

Game story summary

The story is simple underwater sea creatures running from poachers on a infinite run.

Game Flow

The Game will start off slow and get faster as the game goes on. Dodge incoming sea mines and harpoons and nets

Game Challenges

- The sea mines will start spawning faster.
- The harpoons will have a faster launch rate so be faster player.

Progression / Reward system

- For every 1000 coins collected gain a life
- If I can have different underwater creatures to unlock after a certain point reached in game. Or like certain hi score.
- Secret map unlocks if reach certain point and high score of 50000.

Ultimate Win Condition

The Game goes on till you run out of time or take enough damage and get captured just survive and get the highest score possible.

Hero

Player Mechanics

Level

- Player will have access to the first map and then get a different map once they reach a condition in the game

Movements

- Player moves up and down its very simple.

Character Controller

Power-Ups

Time Clock

- Race: Power Up
- Effect: Add more time to your run
- Image: Time Clock think of a stopwatch
- Location: Randomly Spawned it's a common spawn.

Coins

- Race: Power Up
- Effect: Gives 1 Point
- Image: Cartoon Coin
- Location: they will be spawned down each lane every 1.5 seconds -> this number will be changed after play tests.

Pearl

- Race: Power Up
- Effect: Give you 500 Points
- Image: Pearl
- Location: Randomly will be spawned it's a rare spawn.

Sea Glass Gems

- Race: Power Up
- Effect: Give you 1000 Points
- Image: They look like glass rocks all different colors.
- Location: Randomly will be spawned it's a rare spawn.

Glass Hearts

- Race: Power Up
- Effect: Give you 500 Points
- Image: Look it up
- Location: Randomly will be spawned it's an uncommon spawn.

Glass Magnet

- Race: Power Up
- Effect: Will bring in all coins around you
- Image: I have the Asset and ill swap in the images with the proper images when I have time
- Location: Randomly will be spawned it's an uncommon spawn.

Glass Crown

- Race: Power Up
- Effect: Gives you major score 10000.
- Image: I have it
- Location: Randomly will be spawned it's an uncommon spawn.

Enemies & Hazards

Sea Mines

- Race: Hazard.
- Attack: If it hits you it will explode dealing 1 damage.
- Image: I have perfect picture for this.
- Location: They will be always spawning in coming towards the player in random spots and formations.

Poachers

- Race: Enemies.
- Attack: Harpoons deals 1 damage if it hits the player, Fisher Net that if the player gets hit with it it takes times from the time clock.
- Image: I'm going to try and make this ship silhouette for the enemy and for the harpoon ill make a cartoon looking one.
- Location: it will always be above the players location.

Unnamed DLC Hazard

- Race: Hazard.
- Attack: deals fatal damage.
- Image: Plastic rings you would find on a cold pack.
- Location Randomly Spawned

Unnamed DLC Enemy

- Race: Enemy
- Attack: Attacks with its triple harpoon gun deal 1 damage for each harpoon hits you.
- Image: it's the Poacher enemy but supped up.
- Location: Comes in at random times for about 1 min then goes back to fuel up.

Tiger SharkDLC

- Race: Enemy
- Attack: Deals Fatal Damage
- Image: Tiger Shark cartoonish
- Location: Have you ever played feeding frenzy and remember that barracuda that would come out from a random location its going be like that

Game World

World 1

Location	Map 1 Coral Reef	Map 2DLC Lost Ships	Map 3 (Secret Map)DLC Underwater Tombs
Gameplay	Infinite Runner	Infinite Runner	Infinite Runner but the initial speed is double.
Objective	Keep going till time runs out or you die, Get the highest score that you can	Keep going till time runs out or you die, Get the highest score that you can	Keep going till time runs out or you die, Get the highest score that you can
Enemies	Sea mines, Poachers.	Sea mines, Poachers.	Sea mines, Poachers.
Mechanics	Up & Down	Up & Down	Up & Down
Level Mapping	The moving infinite background will have coral reefs and sea horses in it	Trees, Rocks, Bushes, Beehives Look at forests on google for More Reference	Sand, Red Wood, Water, look at Miami Beach retro I want neon lights in this level
Music/ Art	I'm going keep to a classic 8-bit music track and for this level I'm going to look for a music set that sounds like a daring escape going on.	I'm going keep to a classic 8-bit music track. And for this level I'm going make is sound like a dreamy forest	I'm going keep to a classic 8-bit music track. And for this level I'm going make it sound like a retro 80's Miami