

# GAME DESIGN DOCUMENT

**TEAM NAME: TWOFPS**

**TEAM CODE: BD7C5E8A**

WELCOME



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# GAME OVERVIEW

## TITLE

The title of our game is Arachnophobia. This gives the audience a vague idea about the theme of the game. Obviously, the game is going to include spiders or just mention a fear of spiders. Also, 'arachnophobia' could be relatable to some of the people who pass by the game online, which could persuade them to play the game.

## GAME-DESCRIPTION

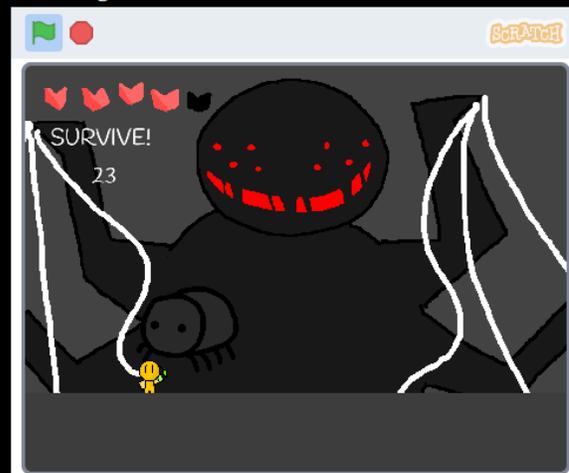
The game is intended to be a text adventure style game (similar to choose your own adventure) with occasional "mini games" that the player will have to beat to progress. In the game's story line, the player will be presented with decisions to be made, plot twists and the occasional easter egg. Arachnophobia is targeted toward teenagers 10+ in age to better understand the story line, as well as the various references and jokes that will appear quite frequently.

## AUDIENCE

The game, Arachnophobia, is targeted toward teenagers of ages 10+ although it should be suitable for all ages. This is because at around this age, they will better understand the various jokes/references that appear not so rarely in the game. Also, adults probably would not enjoy this game as much as children do because of its childish themes and graphics.

*What?! A-Are you sure you can pull this off, anon?*

*Avoid spikes from the ceiling and small spider.  
Well....good luck..?*



*(Game may not load straight away, please wait a few s*

*continue (put in code 5)*



# GAME OVERVIEW

## CHARACTERS/ROLES

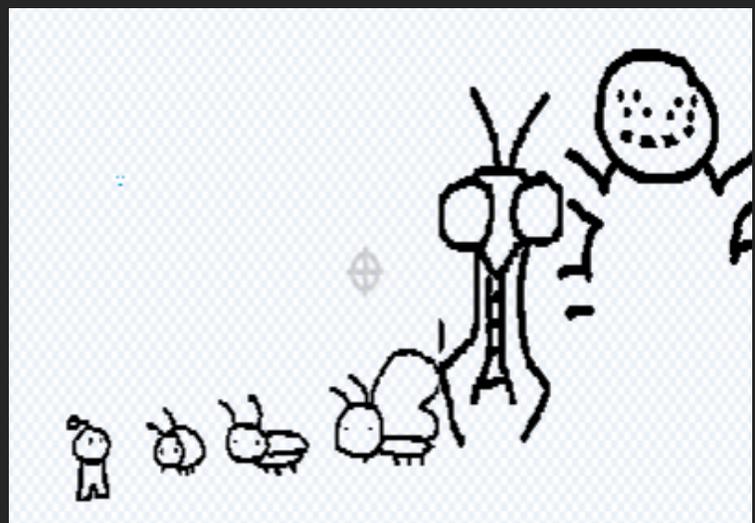
The game is centered on the main protagonist and player character, Lemon Boy. The player's role is to complete the game by beating all the levels, and by choosing the correct options in the text part. The other main characters are a spider, nicknamed Ant (this stands for ANTagonist) with the actual name of Lord Araach. They play the role of the main antagonist, however they firstly appear as a helpful, friendly character. The other character that you meet is Eva, who gives you a couple of useful items then never appears in the game. Lemon Boy's character motivation is that he wants to return to normal size and find his way home, Araach/Ant wants to.. get rid of Lemon Boy, while Eva presents Lemon Boy with helpful items because she wants to see him succeed.

## ENVIRONMENT

The game takes place in a secret cave system underneath Lemon Boy's backyard. The cave is composed into 5 parts, an ant nest (first level), a dirty cavern (second level), a flowering cave (third level), a mossy, lush area (fourth level) and a spider den (fifth level). The player will progressively enter each level and beat the boss, which is themed toward the levels themselves, e.g. two ants, a stinkbug, a butterfly, a praying mantis and a spider.

## THEME

The theme of this game is cynical yet cutesy and bright. Inspired by games like Undertale and Omori, Arachnophobia follows a cute and colourful line but then takes quite a sad, dark turn at the end where Lemon Boy gets defeated and can't do anything about it. This is so somewhat shock the audience by changing up the story so drastically,



# GAMEPLAY / MECHANICS

## OBJECTIVES/GOALS

The game we are making will be a text adventure (similar to a choose your own adventure style game) with occasional "minigames" that you will have to beat to progress. The player's goal is to reach the end of the game, however Lemon Boy's canonical goal is to become regular size again, but this is never achieved. The player will reach the end of the game by selecting the right options in the text part, while beating all of the minigames to obtain a code that lets them progress.

## PERSPECTIVE

The player will experience Arachnophobia from a sideways perspective, like a platformer style game. It will be rendered in 2D

## CONTROLS

The controls will be a mouse/touchscreen, a keyboard with an up arrow, down arrow, left arrow and right arrow. It will also need WASD and a space bar. The mouse/touchscreen will be used to select different options in the main text part of the game, WASD and arrow keys will be used to move Lemon Boy around in the bossfights and space will be used to use various special abilities/items.



# TECHNICAL REQUIREMENTS

## PLATFORM

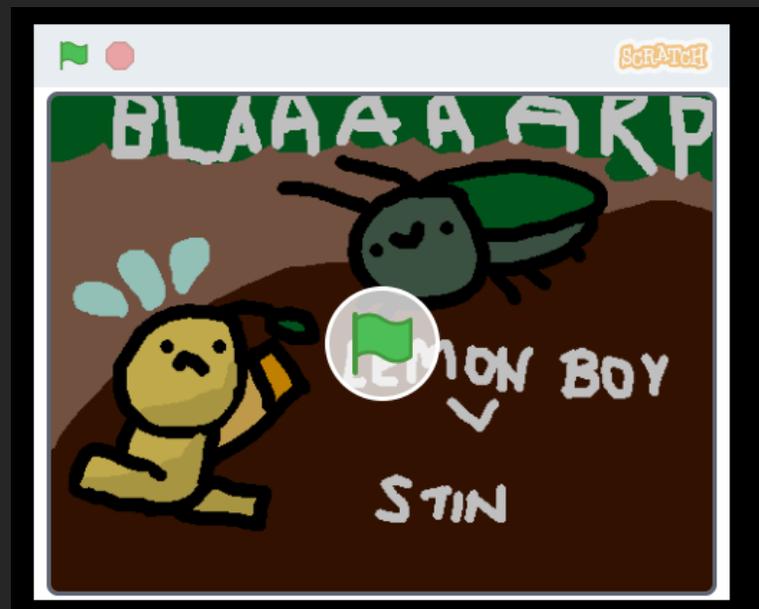
Arachnophobia is a multi-platform game. It is run mainly on Twine which is an app that let's you make text adventures. The other platform is Scratch which is what the boss battles are made on.

## SYSTEM-REQUIREMENTS

The end user will need a computer, phone, ipad or tablet to play the game, and they will need to be connected to the internet as the game will be played online. It is recommended to play the game on the hoch.io website, however it is possible to play with just the html file.

## RESOURCING/CAPABILITIES

The tools/resources we used were computers, a drawing tablet and the Scratch and Twine platforms. The skills and abilities we needed were the ability to code, make music and do art well in the style we were using.



# VISUALS/ARTWORK/GRAPHICS

## STYLE

The game will be presented in a semi pixel art style, with cartoon-y characters, however most of the game will be presented in white text on a black background, with blue highlights for where you can click to link to another slide. Another aspect of the game's art style is that it looks (and is) mainly hand drawn, including characters, cut scenes, settings and bosses.



## PROCESS

We make the outline of the character, then add colours, shadows and then backgrounds/details.



# TIMELINE

## DEADLINE/TIMELINE

The timeline has affected our game, as we have not been able to put as much effort into it as we would have liked. The components that we started to work on immediately was the basic storyline, as it was very important for the game, however adding details was done later. Our game will need to be ready by 3pm 5/8/21  
The game turned out great either way. :)

