ISABELLA'S MELODY

GAME DESIGN DOCUMENT

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INTRODUCTION

Our favorite Museos are in danger and it is up to you to save it! Embark on an epic musical adventure in this all-new action-packed platformer game to save Mexico from losing its history!

Use the power of music to your advantage and defeat all the evil monsters threatening the history of Mexico, play as Isabella the musical prodigy and wield the power of rhythm using her guitar! Use the controller to strum away against the enemies and traverse your way through the underground paths to find the protectors of the Museos and learn their spirit songs to save the history of Mexico!

VERSION HISTORY

VERSION	DATE	DETAILS
V1.0	Feb 21 2021	First Version
V1.1	Feb 26 2021	Added Camera, Contents table and some polishing
V1.2	Feb 27 2021	Polish, added art style ref
V1.3	Mar 19 2021	Spell check, new story info
V1.4	May 19 2021	Final update

GAME INFO

OVERVIEW

Title: Isabella's Melody

Platform : PC

Genre : (2D) Action-Platformer

Rating : (6+) ESRB

Target : young adults

DESCRIPTION BOX

Rescue your favorite museum in this new action-packed platformer! Use the power of music to your advantage and defeat the evil monsters threatening the history of Mexico. Embark on an epic adventure to save the 3 protectors of the museum before it is too late!

FEATURES:

- ✓ 2 levels (one representing each mascot of the museum).
- ✓ An inside museum area
- ✓ A tutorial level
- ✓ Story cutscenes
- ✓ A plethora of collectables to satisfy your completionist needs.
- ✓ A collection of original created music inspired by Mexican music.
- ✓ Engaging gameplay!
- ✓ Playable on controller and keyboard

PLATFORM AND MINIMAL REQUIREMENTS:

The game will be playable on Windows computers or laptops.
64-bit processor and OS

OS: Windows 10 64 bit
Processor: Intel I5 - 2500 / AMD FX-6300
Memory: 4GB ram
Graphics: NVIDIA GeForce GTX 760 2gb / AMD Radeon R9 380
Storage: 0,5 GB

SUMMARY

Isabella's Memory is an Action-Platformer game where you must traverse through ancient Mexico to save the three mascots from being turned into stone by evil Quetzalcoatl.

In the journey the player can choose which level they start in, but they will have to go through all 2 to free the mascots. On this journey the player will find coins and artifacts that they can pick up, and they will encounter enemies.

At the end of both levels there will be one of the mascots of the Museos that can be saved by performing a specific song. When the player has all 3 songs the mascots become alive again and the main museum door will open.

During the game there will be collectibles that can be found by the player, these are artifacts that are also in the museums to see. If the player goes the extra mile and unlocks all artifact coins there will be a little secret waiting for them in the museum!

TYPICAL GAME SESSION

- The user comes across some gameplay of footage of the game and decided they would like to play it. They follow the link and download it onto their device.
- They are recommended to use a controller and plug one in for a better experience.
- They are greeted with the main menu and decide to jump right into the game.
- After completing the tutorial, and looking at the cutscene, the player goes into the museum.
- Once they continue and explore further, they see that that there are 2 ways to go, they will most likely go into the first one they find.
- They go down the path and encounter some enemies, which they manage to kill after they had played around before, perhaps losing a small bit of health
- They continue and find one of the early artifacts and realize they can pick them up.
- They continue down the level, fighting more enemies and platforming areas, eventually they find a stone statue with a combo above it, they play it and see the statue beginning to crack, so they proceed to play it again, eventually freeing the statue
- Once freed they're teleported back to the museum, seeing that the mascot now is unlocked and that there's one more to go.
- After unlocking the last mascot they can open the main door in the museum and the game ends.

CAMERA

The camera looks orthographically to the world, depending on the state of the game the camera performs differently.
When the player takes damage or gets knocked back the camera shakes slightly in that direction.
The camera zooms in or out in certain areas if more information about the surroundings need to be conveyed.

WALKING OR IDLE

When the player runs around or just sits idle the camera follows him around. Trying to get the player centered horizontally and 1/3rd above the bottom of the screen.

MECHANICS OVERVIEW

MOVEMENT

The player has standard 2D side scrolling movement that is controlled with the left joystick, they have a single jump, but can dash right or left depending on their current facing position.

HEALTH

Player has 4 hearts
Heals 1 heart when collecting 20 coins
Player takes 0.5 hearts damage when hit by a skeleton

PLAYER ABILITIES

STRUMMING GUITAR, AREA DAMAGE
Your main weapon of choice is a guitar that you can play that has a blast style damage radius around the character, the player can use the west button strum back and forth. This should allow for satisfying hack 'n' slash style controls.

STRUMMING COMBO'S
Throughout the game the player can learn 3 combos that they can play by strumming in a certain order with the triggers on the controller (or keyboard).

DASH FORWARD
The player can dash forward a bit; this will be useful for the more parkour-based elements in the game.

ARTIFACTS

While playing the game, around the world the player can find certain art pieces, whether it would be a sculpture, painting, or vase. These art pieces belong to the museum and the player can collect them along the way to eventually return them to their rightful place, and perhaps learn some insightful history of the piece. There are also artifacts coins and if the player collects all of them, they unlock a special artifact that can only be unlocked this way.

BUTTONS:

Around the map the player will have to press some buttons to open areas and continue. These buttons can be found on the floor and walls.

TRAPS:

There are arrows which deal damage upon contact with the player, tripwires also trigger arrows. They fly in the same direction during their lifetime and despawn when after some time. There are also spikes which upon contact instantly kill the player.

CHECKPOINTS:

The player can pass a checkpoint which lights up when activated and upon dying, the player respawns to the last checkpoint they picked up.

PLATFORMS:

The player can jump from under platforms and upon pressing down they will fall through it.

DOORS AND ELEVATORS:

The doors go up/turn or turn when a button is pressed next to them, the elevators bring the player up on down when he stands on the platform and pressed the button to activate it.

ENEMIES

STANDARD ENEMIES (SKELETONS)

These will be the most common enemy and will be encountered in every section of the map, they would be rather weak and would die from 1 or 2 guitar strums. To mix up the enemies we made some stronger and other ones weaker, some deal more damage, some less etc.

SCREENS

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│   Credits    │         │    Main Menu     │         │   Settings   │
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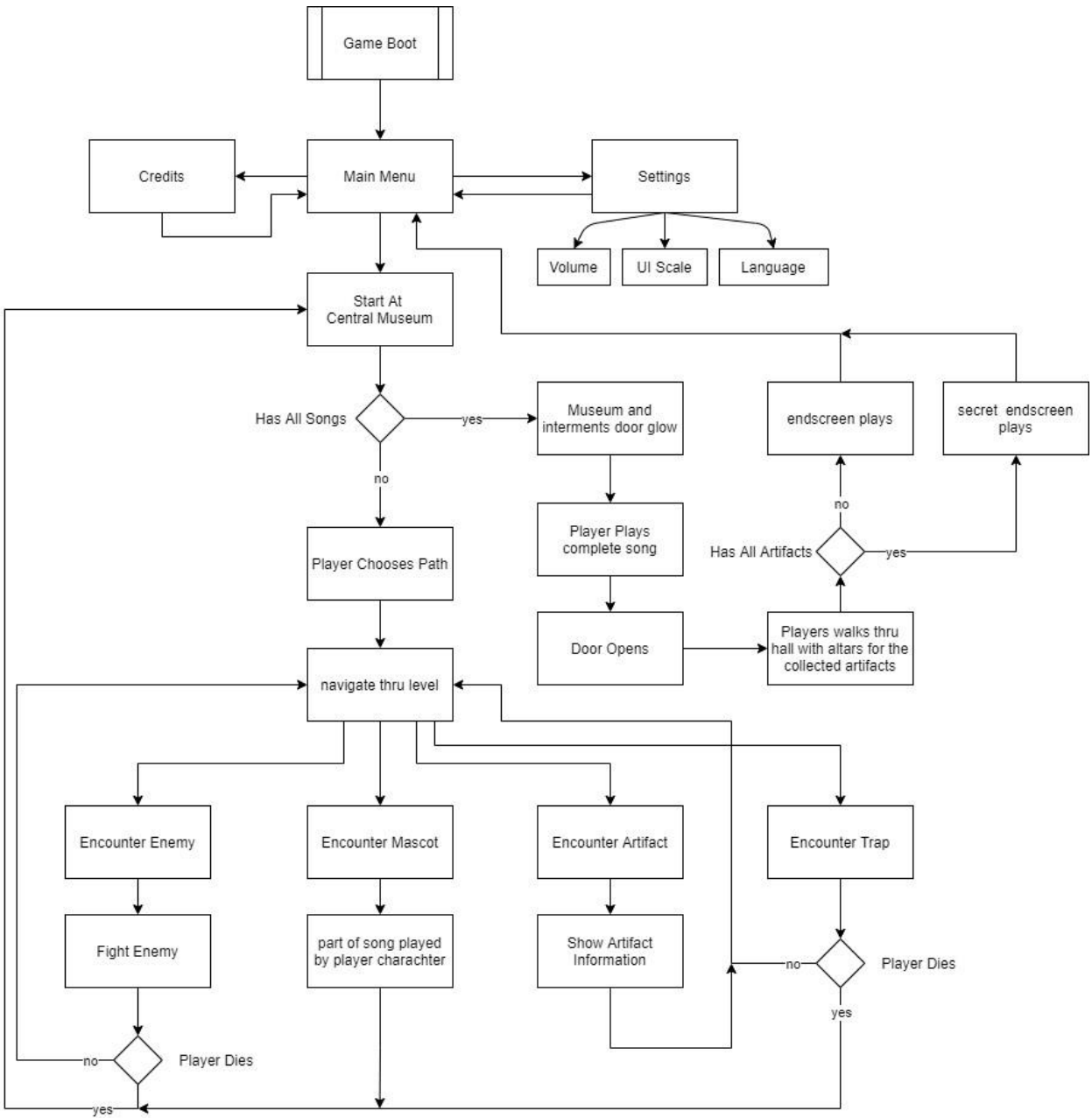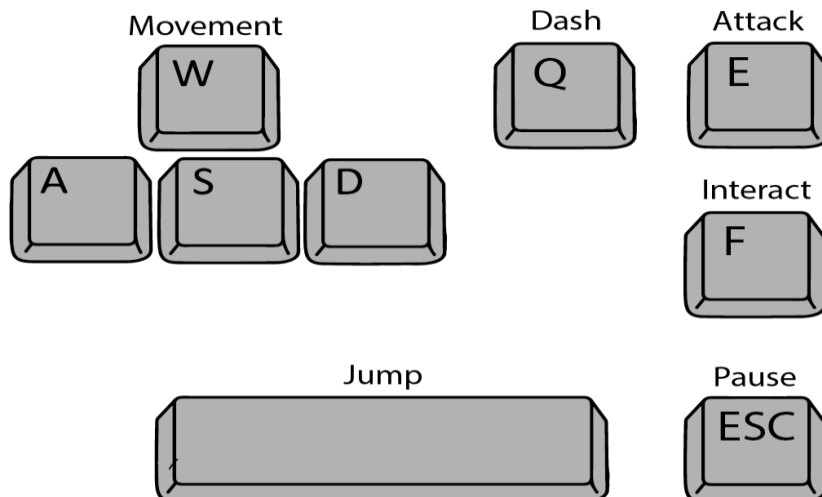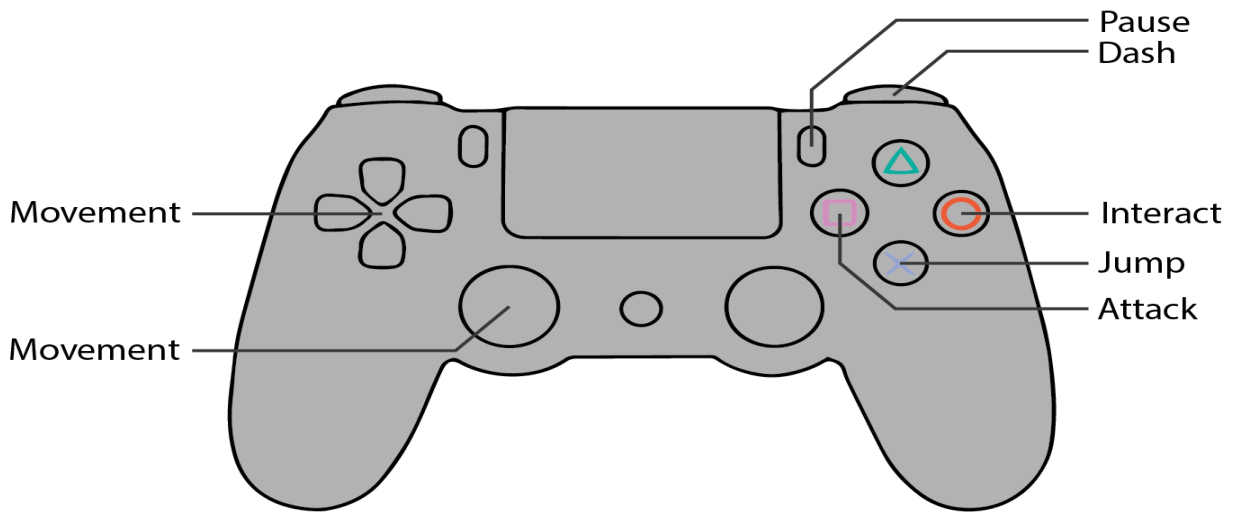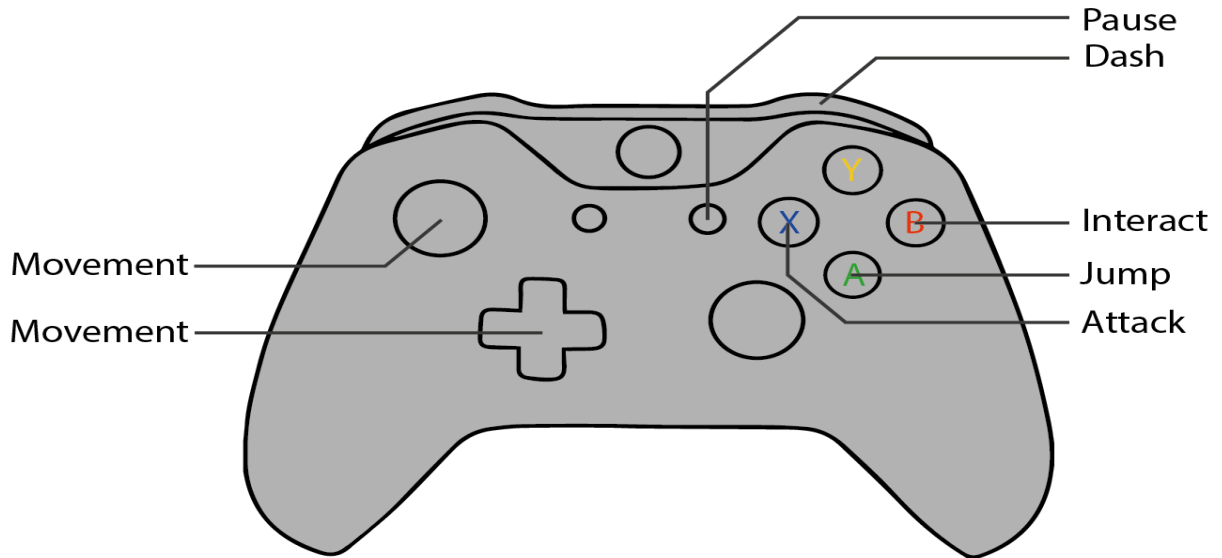
GAME FLOW

Controls

Pause
Dash

Y

X   B — Interact
A — Jump

Movement

Movement — Attack

Pause
Dash

△

Movement — □   ○ — Interact

Movement — ✕ — Jump
— Attack

Movement

W

A   **S**   **D**

Dash   Attack

Q   **E**

Interact

F

Jump   Pause

ESC
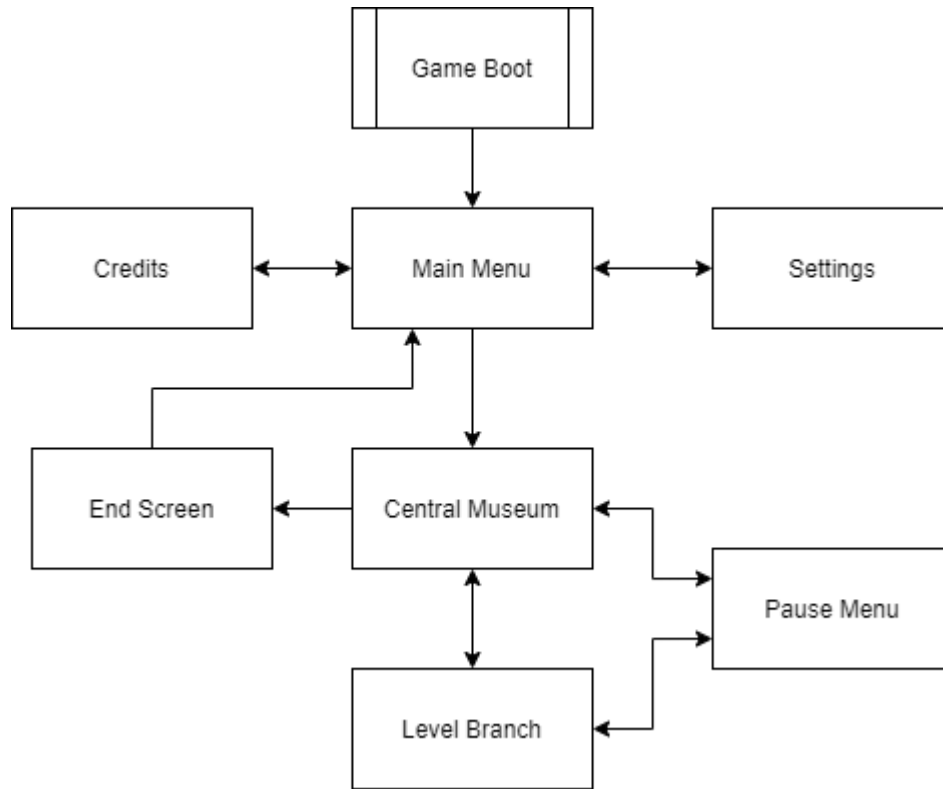
SFX

SOFTWARE

The software (DAW) we will be using is Cakewalk
because it is free and easy to learn/use.

MUSIC

INSPIRATION
The music will be inspired by Huesteca - and Aztec music. Huesteca:
https://www.youtube.com/watch?v=wnibj-XsGyI Aztec/Mayan:
https://www.youtube.com/watch?v=mHHXPDSF2DA

1 song per area will be played throughout the game.

INSTRUMENTS USED
Guitar: This will be the focal point of the music. For that reason, it will not be done by VST's
because we feel like it would lose a bit of its character.

Violin: Huestecan music has violins in it. We will do this with a Violin VST unless we can
reach a person that plays violin.

Percussion: Different percussion instruments will be used, most of them being VST's

Pan flute: Will be a VST to give the right feeling in more Mesoamerican themed areas.

SOUND EFFECTS

THE ESSENCE
We will use realistic/recorded sound for sound effects. So, no generated sounds.

Some reference we use to keep things consistent:
https://www.youtube.com/watch?v=KcorIwJscFA
https://www.youtube.com/watch?v=Kux_LvRl57U

REPETITIVENESS
To make sure sounds don't get annoying the sounds will always play at a somewhat random
pitch.
This randomization is easy to implement and goes a very long way.

VFX

INTRODUCTION

Since there is a language barrier in this project, we want to provide the future players of our game the best gameplay experience without the use of text. To convey our message properly we can utilize particles and effects. These will make certain things more obvious and we hope the players will have a better and more streamlined experience with our game! Outside of particles we also wanted a screen shake that occurs during moments like attacking, taking dmg, …
We will be using the Unity particles system to make these particles in combination with Adobe Photoshop to make the visuals.

CHARACTER PARTICLES

Strumming the guitar:
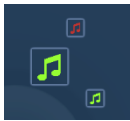
Jumping/dashing:

Damage:

Healing:

SCOPE

CHARACTERS

Isabella: a little girl themed in Mexican hats with different instruments. The players clothing changed depending on which area she's in.

Isabella has a guitar with which she can attack.

The enemies have different skins and different properties to make them more interesting.

MUSIC

Original created music inspired by Mexican cultured music. And split into pieces for the to unlock the protectors. The whole song will unlock the final door of the museum. Music is all handmade.

PROGRAMMING

Various systems like volume option, level menus. Character controller, code for game objects.

LEVELS

Our game will consist of 2 thematical different levels. Each with a unique feeling and look. Each level has a colorful background.

A museum area with all artifacts and info. The first level is ancient Mexico with a slight Aztec theme, the second level is more heavily Aztec themed situated in Nuevo Leon, with a huge underground cave section. There is also a tutorial level available.

ARTIFACTS

Multiple objects that have a historic value to Mexican history that can be collected over multiple levels. The artifacts when displayed in the museum will show you the information of its origin.

PLATFORMS

The various platforms that make up the level. This is where the players stand on to move around the level. In the level there are various obstacles for example pits, boxes, stone.

ART STYLE

The art will be made in illustrator and is based on Vector art.