

Swap defect Game Design Document

Name

Swap defect

Summary

2D local multiplayer platformer where both players have different colors which make them interact with certain colored environment. They can swap position at any time and need to cooperate to win. Goal of the game is to save each other and stop the splitting of their existence caused by unknown power.

Selling points

- Local co-op multiplayer game.
- Interesting gameplay and unusual tactics. Futuristic problems require futuristic solutions.
- Full sci-fi story and unusual environment.

Story

After the engine crash in the mysterious space outpost, main characters find out that their existence is splitting, they can no longer touch one another. The whole space seems to be ripped into two pieces, separating both players in the different level of existence. Can they stop the untouched horrible force?

Story is linear.

Gameplay

Base mechanics

- Player can move, pick-up gadgets and jump.
- Players share the screen. There is no split screen.
- Player can interact with only certain type of environment determined by their color. This includes walls, grounds, traps, and even enemies.
- Players can swap with other player at any time. Both players have key to do so. One player is enough to trigger swap. (Should be changeable in settings: add ability to swap only for one player, if for instance, one plays with a younger sibling. We need to ensure that player will know this is not intended way to play tho.)
- Players can get stuck in a wall. There can even be moving walls that will transport players to desired locations.
- Players will maintain their own physics even after the swap!
- Multiple levels with different obstacles.
- Players are not forced to replay huge parts of the game when they die.

Level design

- Action platformer passages alongside puzzle like elements, where are players forced to use swap ability to progress.
- Some passages are accessible to only one player.
- The puzzles will be designed to use the swap to get through maze-like locations. For instance: Orange player must jump, to get from blue wall, when swapped, blue player is on top of blue wall, then he can go further.
- Levels will be mainly wrecks of destroyed spaceships and planets.

Obstacles design

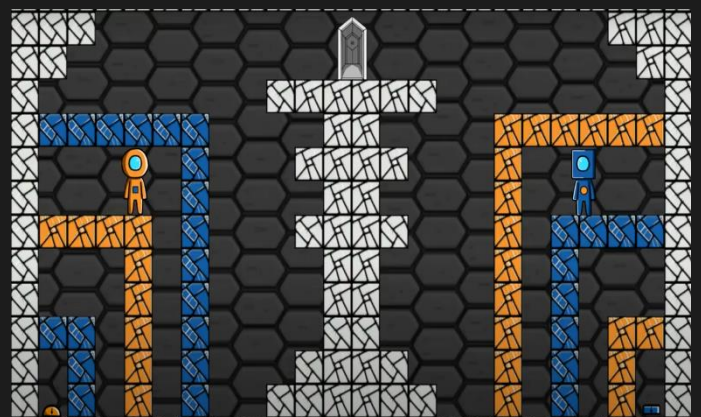
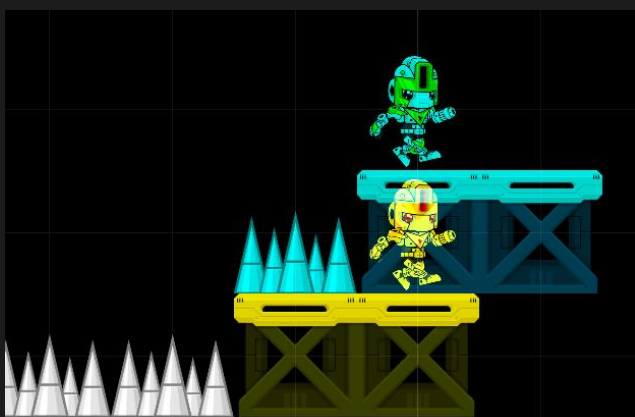
Traps, liquids, spikes, lasers, artificial creatures and mainly your coordination with your partner.

Magic moments

- Killing you or your partner by bad timed swap.

Mood

Action, Sci-fi, and a bit abstract. The design include colorfull outlines and semi colored environment. Main point of the game is to have fun, so the overall theme will be more lightfull and arcade-like.



week 8

Music

Sound equalization

week 9

Improved player movement

Collectable design

week 10

Implementation of collectables

Speedrun timer design

leaderboards design

week 11-12

Design of levels

week 13

Speedrun timer implementation

Leaderboard implementation

week 14-15

Story

Polishing

Authors

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Link for Gantt: <https://share.clickup.com/g/h/4euk7-15/b05a9d2eb570b17>