

SUPER BHEEM FANTASY FIGHT

Game Design Document

by



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Story

“What a sunny and beautiful day it is”- saying Raju. The little sweet kid friend of Super Bheem. He is very excited to see the weather and environment nearby. The birds are chattering, blowing mild breeze, flowers are shining like smile when they are hit by the sunlight.

Chutki replied, “Yes Raju and we should do something for fun.”

They started thinking what should they actual do in this wonderful day. After a while Kalia with Dholu-Bholu comes and say hello to them. Chutki tells Kalia, “Hey, Kalia isn’t this day beautiful?”

Kalia also very excited seeing this day. “Yes, Chuki, the day is really very nice and wonderful. I wish I could fly with this breeze.”

Then the naughty Dholu-Bholu runs away from there and comes back with Super Bheem’s magical hover boards. “Hey, guys, we have something to show you. Kalia we can fly with winds by using Bheem’s hover boards.”

They started flying with those hover boards. The world became haven to them. Lots of joy, fun just freshen up their mind in a tick.

But the wonderful day transmutes with a mourn of misfortune. A red, big bod Hokum appears there and captured all friends with a magical cage. After appearing Hokum, the world became full of sadness like the world never saw happiness before and won’t see the happiness ever.

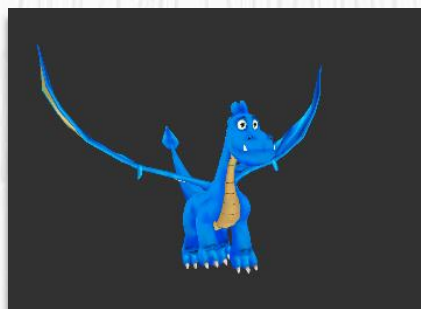
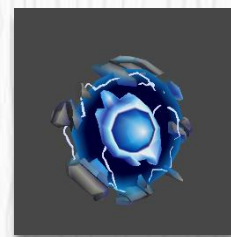
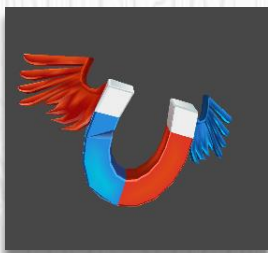
The dragon friend saw every event that Hokum did. He notifies Bheem about the sad events. Bheem gets angry and he starts his journey to the expedition that will get the friends back from all the predestined misfortune. The game begins.

Game Play

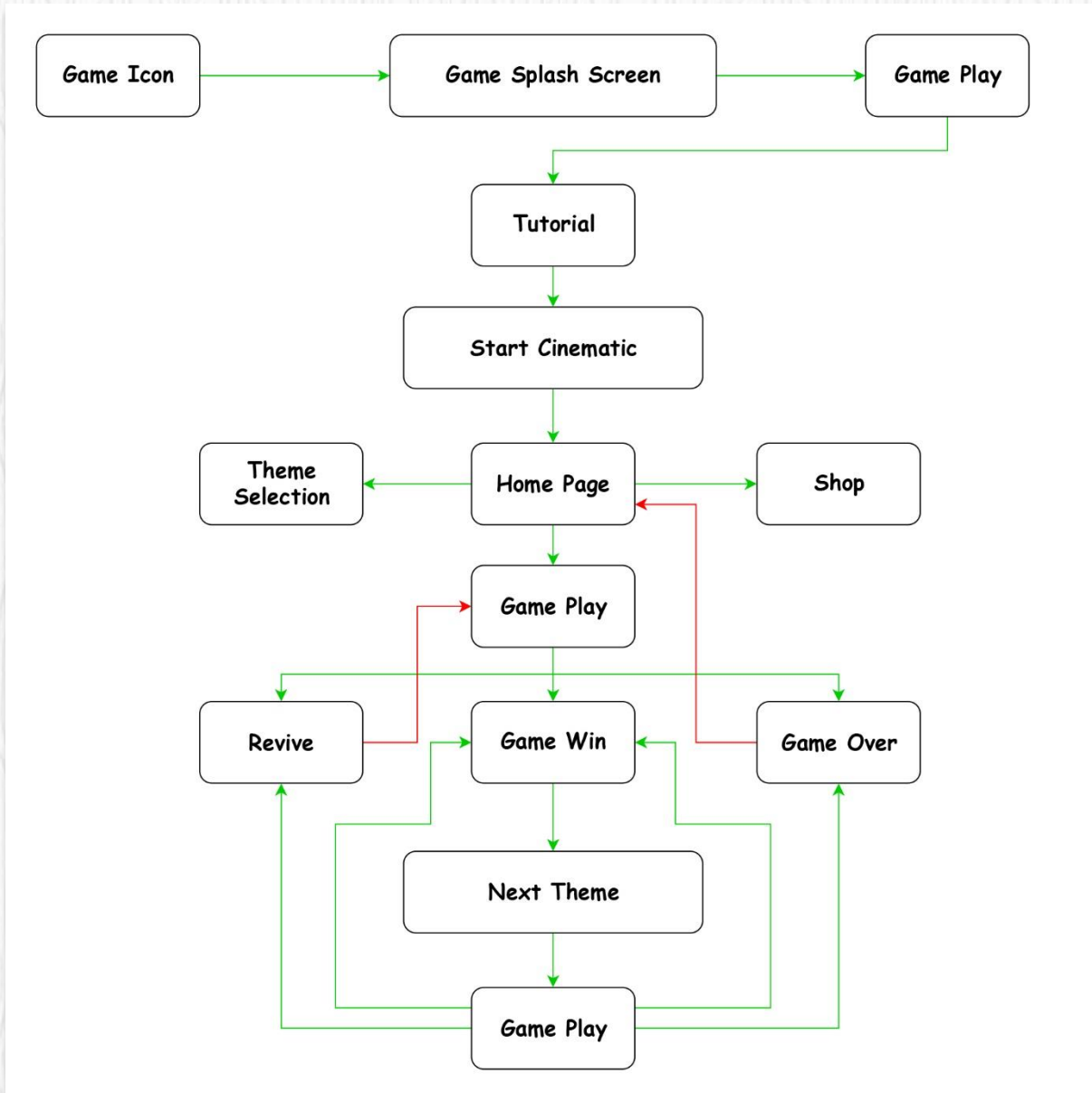
- Player have to dodge the obstacles towards the enemy.
 - Rescue the caged friends.
 - Consume the attractive powerups to gain power for a while.
 - Pass the in-game missions.
 - Play daily, weekly, monthly missions to get more laddos.
- (OPTIONAL)**

- Defeat the small enemies.
- Defeat the bosses.
- Customize himself with hoverboards.
- Collect the glory badges.
- Upgrade himself with levels.
- Share the score with friends. (Facebook, Twitter)

Powerups



Game Flow



Starting Cinematic

- A small start cinematic will be shown after completing tutorial. This is mandatory for first time.
- Player can view the cinematic by pressing cinematic button which is located in home page.
- After first time view a skip button will be visible.
- Cinematic will be developed into unity by using CINEMACHINE.

UI design

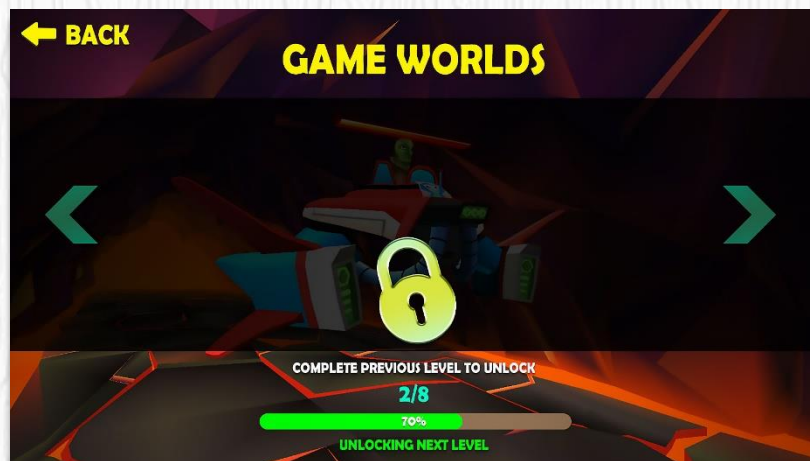
HOME PAGE



PLAYER STATS WINDOW



LEVEL SELECTION



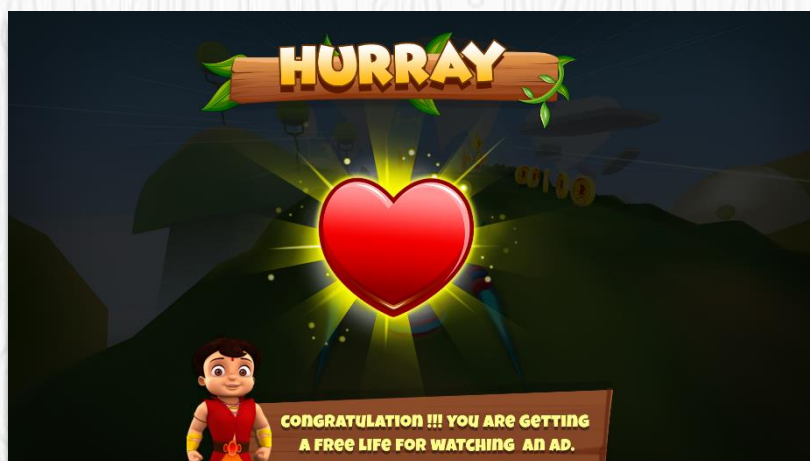
GAME PLAY



PAUSE MENU



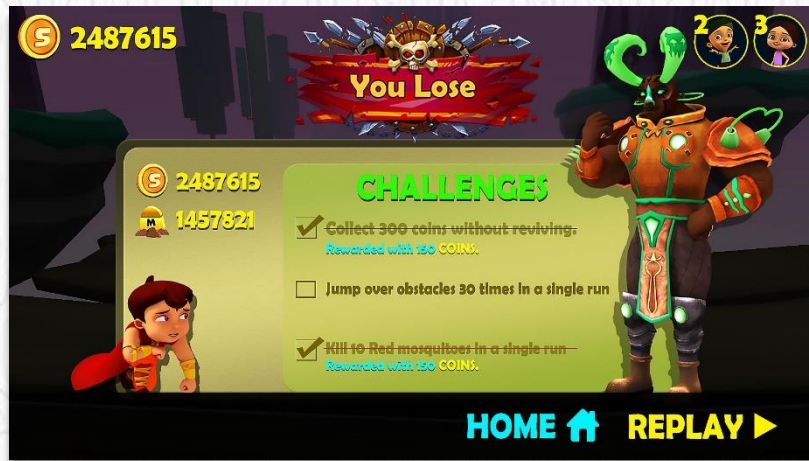
REVIVE WINDOW ONLINE



REVIVE WINDOW OFFLINE



GAME OVER



SHOP



After watching ad or purchase PLAY button will be visible

CHARACTER UPGRADATION WINDOW



SKATE UPGRADATION WINDOW



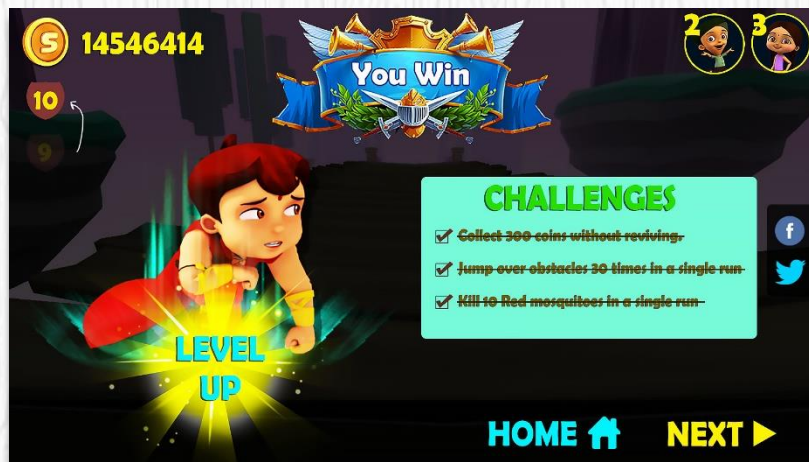
WEAPON UPGRADATION WINDOW

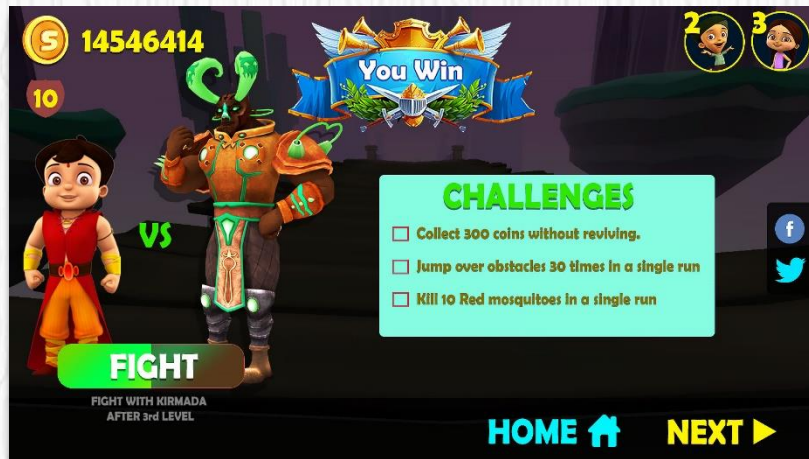


BANK WINDOW



WIN WINDOW





MISSIONS WINDOW



LOADING SCREEN



SMALL MUGSHOTS & TIPS

Game Mechanics

- Main Player control is going left, going right and jump.
- Intro cinematic.
- Complete in-game missions.
- Bheem Upgradation.
- Bheem weapon upgradation.
- Bheem skate selection.
- Bheem can equip weapons and use those for braking obstacles or boss fight.
- Share in social media.
- Leader board.
- Player health.
- Player health increase automatically.
- Player health bar not visible when full.
- Revive by watch video or use coin.
- After successful mission complete player gets a bonus area for collecting coin.
- After successful mission complete a reward will get the player.
- After every level completion the game difficulty will increase.
- In pause menu game tips will show.
- Daily, weekly and monthly mission. (OPTIONAL)
- Player badges.

MONETIZATION

- Revive by watching AD.
- Revive by watching coins.
- Coin cost will increase more than one use of revive in a game session.
- Upgrade Bheem by using coin.
- Upgrade weapon by using coin.
- Upgrade skate by using coin.
- Equip weapons by using coin.
- Rent a skate by using watch video option, for three times.
- Player can purchase coins using IAP.

IAP Table

5000 COINS	10/-
11000 COINS	15/-
20000 COINS	21/-
35000 COINS	30/-
50000 COINS	42/-
100000 COINS	55/-

Skates 2 Purchase



MISSIONS

IN-GAME MISSIONS

Civil Disobedience

1. Complete 500 miles. (reward?)
2. Collect 1000 coins. (reward?)
3. Buy 1st Hover **UDANKHATOLA**. (reward?)

Manic Men

1. Complete 800 miles.
2. Collect 1500 coins.
3. Buy 2nd Hover **GATIMAAN**.

The Brocode

1. Collect one Friends.
2. Collect 2000 coins.
3. Equip HAMER Weapons.

Manhandlers

1. Kill 2 big enemy.
2. Upgrade 1 HAMER Weapons.
3. Buy 3rd Hover **LAAL VIMAAN**.

Taskforce

1. Complete 2500 miles.
2. Collect Dragon Powerup.
3. ***Add Facebook.

The Wolf Pack

1. Jump over 30 Obstacles.
2. Collect 2500 coins.
3. Equip WX Weapons.

Disciples of Funk

1. Complete 3000 miles.
2. Collect 3000 coins.

3. See 3 Ads.

Vendetta

1. Complete 3500 miles.
2. Update 5 Hamer weapons.
3. Buy 4th Hover **PUSHPAK**.

Broneliness

1. Share with Facebook.
2. Collect 3500 coins.
3. Update 2 times WX Weapons.

The Mongols

1. Complete 5000 miles.
2. Collect 3700 coins.
3. Collect 10th day bonus.

Boom Skalaka

1. Equip Bomb Weapons.
2. kill 5 Big Enemy.
3. Upgrade 2 HAMER Weapons.

Four Kings

1. Cross over 40 obstacles.
2. Complete 5500 miles
3. Upgrade 3 HAMER Weapons.

Country's Future Weapons

1. Complete 6500 miles.
2. Collect 4000 coins.
3. Buy 5th Hover **UDANTASHTARI**.

Bounty Hunters

1. Jump over 20 Car Obstacles.
2. Collect 4200 coins.
3. Upgrade 2 WX Weapons.

The Brocomotive

1. Jump Over 50 Obstacles.
2. Complete 7000 miles.
3. Upgrade 4 HAMER Weapons.

The Folks

1. Complete 6500 miles.
2. Collect 4000 coins.
3. Upgrade 3 Boom Weapons

Yard Boys

1. Jump Over 70 Obstacles.
2. Complete 7500 miles.
3. Upgrade 5 HAMER Weapons.

Alpha Bravo

1. Complete 7200 miles.
2. Update 5 Hamer weapons.
3. Buy 6th Hover **NEELYAAN**.

Prank Master

1. Complete 500 miles. (reward?)
2. Collect 1000 coins. (reward?)
3. Watch 5 ads.

Gunslingers

1. Jump over 30 Car Obstacles.
2. Collect 4500 coins.
3. Upgrade 4 WX Weapons.

Bromo sapiens

1. Save Kaliya.
2. Update 5 Hamer weapons.
3. Buy 7th Hover **DRUTYAAN**.

Squad Up

1. Collect Bee Powerups.
2. Complete 8000 miles
3. Upgrade 4 boom weapons.

Bad Company

1. Complete 3500 miles.
2. Update 5 Hamer weapons.
3. Buy 8th Hover **BAGHYAAN**.

Stacks

1. Kill 10 Big enemy.
2. Collect 5000 coins.
3. Upgrade 3 WX Weapons.

Best Mates for Life

1. Save Raju.
2. Collect 3 Powerups
3. Update WX 4.

Wild Stallions

1. Complete 4000 miles.
2. Update 7 Hamer weapons.
3. Buy 9th Hover **TIRYAK YAAN**.

Fly Fellas

1. Complete 6500 miles.
2. Collect 4000 coins.
3. Upgrade 5 Boom Weapons

Beer Pressure

1. Complete 9000 miles.
2. Collect 5000 coins.
3. Upgrade WX 7 Weapons

Close Shave

1. Complete 3500 miles.
2. Update 10 Hamer weapons.
3. Buy 10th Hover **CHATUSHKON**.

Knockout Kings

1. Update 10 Booms weapons.
2. Update 10 WX weapons.
3. Kill Kirmada.

BADGES

























- After completing mission, player will get 1 badge.
- This badge player has to collect.
- Total 30 badges are present in the game.
- Player can share his/ her badge in social media.

BADGES LIST





Game Economy

No. of Themes	Distance Have to Cover	Coins To collect
1	 500	 1000
2	 850	 1500
3	 1550	 2350
4	 2050	 3400
5	 2800	 4200
6	 3200	 4900
7	 3650	 5350
8	 4400	 5550
9	 4900	 6500
10	 5500	 7250
11	 6150	 7650
12	 6800	 7950

- Game Session 20 mins.

THANK YOU