

Chop Socky Chooks
in
Bantam Menace
Game Design Document
Version 1.1



Game Design Document

Table of Contents

TABLE OF CONTENTS	2
I. GAME OVERVIEW.....	3
A. EXECUTIVE SUMMARY	3
B. STORYLINE (N/A)	3
C. NAMES (N/A)	3
II. CORE GAMEPLAY	3
A. MAIN GAME VIEW	3
B. CORE PLAYER ACTIVITY	4
C. GAME CONTROLS.....	5
D. IN-GAME GUI.....	6
III. CONTEXTUAL GAMEPLAY.....	6
A. GAME SHELL FUNCTIONS.....	6
B. GAME FLOW DIAGRAM.....	6
C. GAME MECHANICS	7
D. MULTIPLAYER MECHANICS (N/A)	8
E. SPECIAL FEATURES (N/A).....	8
IV. GAME ELEMENTS	9
A. CHARACTERS.....	9
B. LEVEL / MISSION / AREA DESIGNS	11
C. OBJECTS (N/A).....	13
D. INTRO SCENE.....	13
E. MENU	14
F. HOW TO PLAY	14
G. END SCREEN.....	14
V. SOUND.....	14
A. MUSIC	14
B. SOUND EFFECTS.....	14
VI. CHEATS.....	14
VII. APPENDIX A: GAMEFLOW DIAGRAM	15

Game Design Document

I. Game Overview

A. Executive Summary

You play as Chuckie Chan. Wasabi has kidnapped 4 of your pupils, and is attempting to use their skills to power a new video game that will destroy the Chooks in the real world. You must rescue your pupils before this can happen by fighting your way through 4 levels and boss encounters. Your martial arts skills and combo attacks are at your disposal.

B. Storyline (N/A)

C. Names (N/A)

II. Core Gameplay

A. Main Game View

The game is a 2D side-scrolling fighting game, conceptually based on the classic video game Kung Fu Master and its variants.



Your task is to make it to the end of each level, where you will take part in a boss encounter. Defeating the boss will free one of your pupils. There is one pupil per level.

To achieve this you move Chuckie Chan horizontally through the levels. As you progress you are attacked by a variety of enemies and objects, whose sole aim is to hamper your progress.

Game Design Document

B. Core Player Activity

As you walk the game level scrolls with you. You can turn back and walk in the opposite direction, but the level never scrolls back on itself (you simply get to the edge of the screen and stop).

Enemies attack based on two criteria:

- 1) Set markers within each level. These are trigger points that release one (or more) enemies at you when you reach that part of the level.
- 2) "Linger" enemies (see below)

Enemies attack at set points in each level. They attack from both sides (in front and behind you). If you linger for too long without scrolling the level forwards then new enemies will be spawned, rushing at you from both sides. The spawn rate gets faster the longer you linger, eventually over-powering you.










You have 3 lives and a power bar. Certain enemy attacks result in the instant loss of a life, others result in your power bar being drained. Once your power bar is empty, you lose a life. Once all lives are gone, the game ends.

Game Design Document









C. Game Controls

The controls are slightly more complicated than a typical game, due to the nature of combining the keys to perform different attack moves.

Movement / Action

	Walk Left
	Walk Right
	Jump Up
	Crouch
 	Jump Forward
	Punch
	Kick
	Launch PowerBall

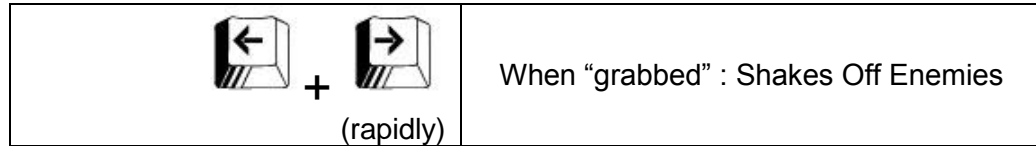
Combined Fight Moves

 KICK + 	Jumping Attack
 KICK +  +   KICK +  + 	Flying Kick

Game Design Document



Context Based Fight Moves

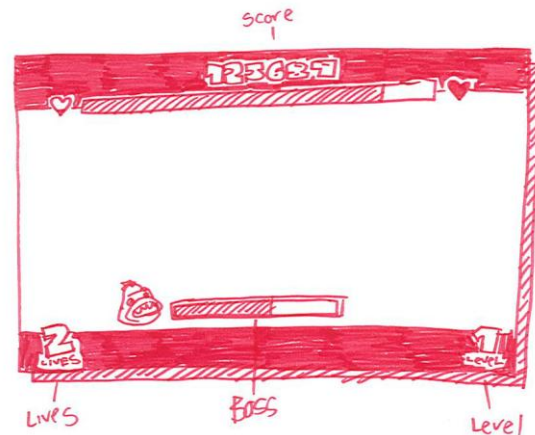


D. In-game GUI

The GUI will feature the following information:

- 1) Number of remaining lives
- 2) Power remaining
- 3) Score
- 4) Current Level
- 5) Boss Power Bar

The Boss Power Bar only appears during boss encounters, and visually allows you to see how "defeated" the boss currently is.



The GUI elements will appear at the top of the game in separate panel / window.

III. Contextual Gameplay

A. Game Shell Functions

B. Game Flow Diagram

See Appendix I.

Game Design Document

C. Game Mechanics

Enemy Types

Grippers

The ninja chimps act as “grippers” (standard henchmen) who rush on from each side of the screen and attack the player. If the player becomes overwhelmed they will need to shake them off (by rapidly moving from left / right, akin to “wagging” a joystick). Grippers only require one punch or kick to dispatch. A PowerBall will knock down all grippers in a row (if more than one). Grippers do not have any weapons or attempt to hit you. The very act of them “clinging” onto you drains your power.

Lobbers

These enemies throw mall objects at you (plants, cans, burger boxes, etc). Lobbers are stationary and do not advance towards you. They appear at set points in the level, based on level markers. They stand on the spot repeatedly throwing items at you. The items are either thrown “high” or “low”. High items can be avoided by crouching, so the item flies over your head. Low items can be avoided by jumping, so the item travels under your legs. If a Lobbers item hits a *Gripper*, it will knock them down. You do not score any points if this happens. Lobbers’ items cannot hurt other Lobbers. Lobbers will often appear in pairs, one in front of you and one behind, both throwing at the same time.

Scenery

Scenery items are non-character based events that can hurt or damage you. For example a pit of spikes would need to be jumped over. Walking into it would cause you damage for as long as you remain over the pit.

Other scenery items can include falling debris from the Mall.

Enemy “Death”

No-one ever visually “dies” in this game. Enemies when hit will be “stunned” off the screen, falling away with a dazed expression on their face. Items thrown at you will not be “dangerous” (i.e. knives). They will still cause damage, but they won’t visually look as if they would inflict serious harm.

Game Design Document

Power-Ups

Power-ups can drop down onto the level, or be dropped by certain enemies.

Power-ups include:

1) Replenish Health

Bowls of noodles will replenish your Power. As soon as you walk over them they are picked-up and used. This will replenish 50% of your health.



Scoring

Scoring will be based on two criteria:

- 1) The type of attack / combo you used
- 2) The type of enemy that was hit

The more “powerful” the attack, the more points you will get. For example using a Powerball to destroy a whole wave of enemies would net a much higher score, due to the time and skill required to unleash the Powerball move.

Similarly a jumping kick would score higher than a straight standing kick.

Each action listed in II. C – Game Controls, will have an XML defined score associated with it.

Level Progression

The Levels will scroll in alternating directions. Level 1 will scroll from right to left. Level 2 will scroll from left to right. This will enhance the player’s experience and help reduce repetitiveness.


D. Multiplayer Mechanics (N/A)

E. Special Features (N/A)




Game Design Document

IV. Game Elements

A. Characters

	<p><i>"Chuckie our faithful hero, a learned master who follows the true path of Kung Fu in pursuit of enlightenment"</i></p> <p>Chuckie will be the user-controlled character.</p> <p>The animation between fight moves will mimic scenes within the actual cartoon, with a blur of movement when transforming from one move to another.</p>
--	--

Game Design Document

	<p><i>"The Ninja Monkey's work for Dr. Wasabi under the control of Bubba"</i></p> <p>The monkeys are the main enemies of the game, rushing in from the sides trying to overwhelm you.</p>
	<p><i>"Dr. Wasabi - an evil villain and leader of the chimp army"</i></p> <p>Dr. Wasabi will only appear during boss battles, appearing to help Bubba attack you.</p>
	<p><i>"Bubba, Dr. Wasabi's fat, huge, and idiotic orangutan servant."</i></p> <p>Bubba is the end of level boss character.</p>

Game Design Document

B. Level / Mission / Area Designs

Level One – Day at the Mall

A journey through the heart of the mall.

Colourful shop fronts, glowing neon signs, holograms and display screens, with the occasional escalator or lift.

The level finishes in an open area of the mall, where Bubba slams his giant fists in an attempt to crush Chuckie. (See below for more on the boss fights).

Once Bubba has been defeated Chuckie walks to free one of his pupils, only find himself walking into a trapdoor, and falling down into the basement...



Level Two – Wander through the Warehouse

Dark basement areas, low lit, with blinking lights, conveyor belts, claw arms and compactors and the occasional sections of complete darkness.

Once Bubba is again beaten Chuckie gains access to one of the Mall's lifts.



Level Three – Return to the Mall

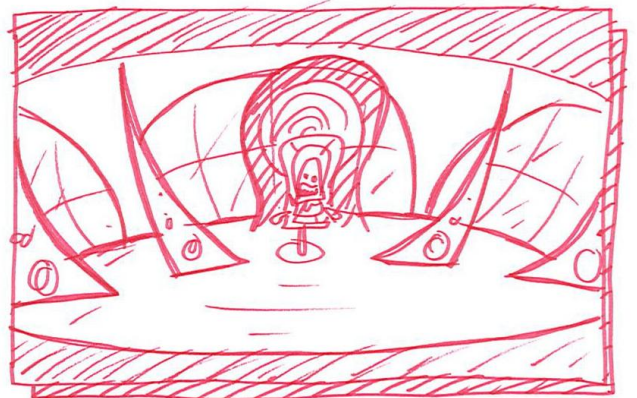
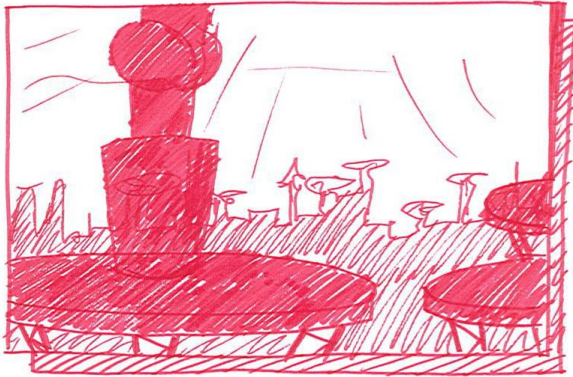
Similar to the first level, but coloured in a dramatically different way, Chuckie once again has to fight his way through the Mall. Although this time many more enemies are ready for him.

Game Design Document

Level Four – Fighting on the Roof Top

As the sun sets the silhouette of Chuckie can be seen wandering across roof tops battling his foes. The route is dotted with perilous drops and occasionally mines fall from above. In the distance can be seen the structures of other sections of the mall.

Chuckie eventually reaches his final destination, Wasabi's HQ, high above the clouds, where the final battle takes place.



Boss Stages

Each Boss stage involves beating Bubba, and his slamming fists, although each round introducing more challenging situations and challenges.

The first level will involve simply avoiding his fists, and attacking them when vulnerable.

The second will allow Bubba the extra ability to slam his fists into the ground, stunning you for a few seconds.

The third round involves avoiding Bubba alongside waves of Ninja Chimps, attacking from both sides.

By the final round the player will have to contend with all of Bubba's skills, Ninja Chimps and projectiles flying in from all angles.

Game Design Document

C. Objects (N/A)

D. Intro Scene

The intro scene will start identical to the US Chop Socky Game “Big Trouble in Wasabi Warehouse”. A rendered gong with ‘Chop Socky Chooks’ written across it leading to a shot of all three chooks.



Game Design Document

E. Menu

The Menu will appear after the Intro scene and will feature the Chuckie mid attack on one or more Ninja Chimps. There will be one button, Play

F. How to Play

This is the instruction screen. It will contain:
Game controls (see Section IIC: Game Controls)

G. End Screen

V. Sound

A. Music

The music will be simple loops taken from the cartoon series. They should include:

- Opening section
- Menu Loop
- Standard Game Loop
- Boss Level Game Loop

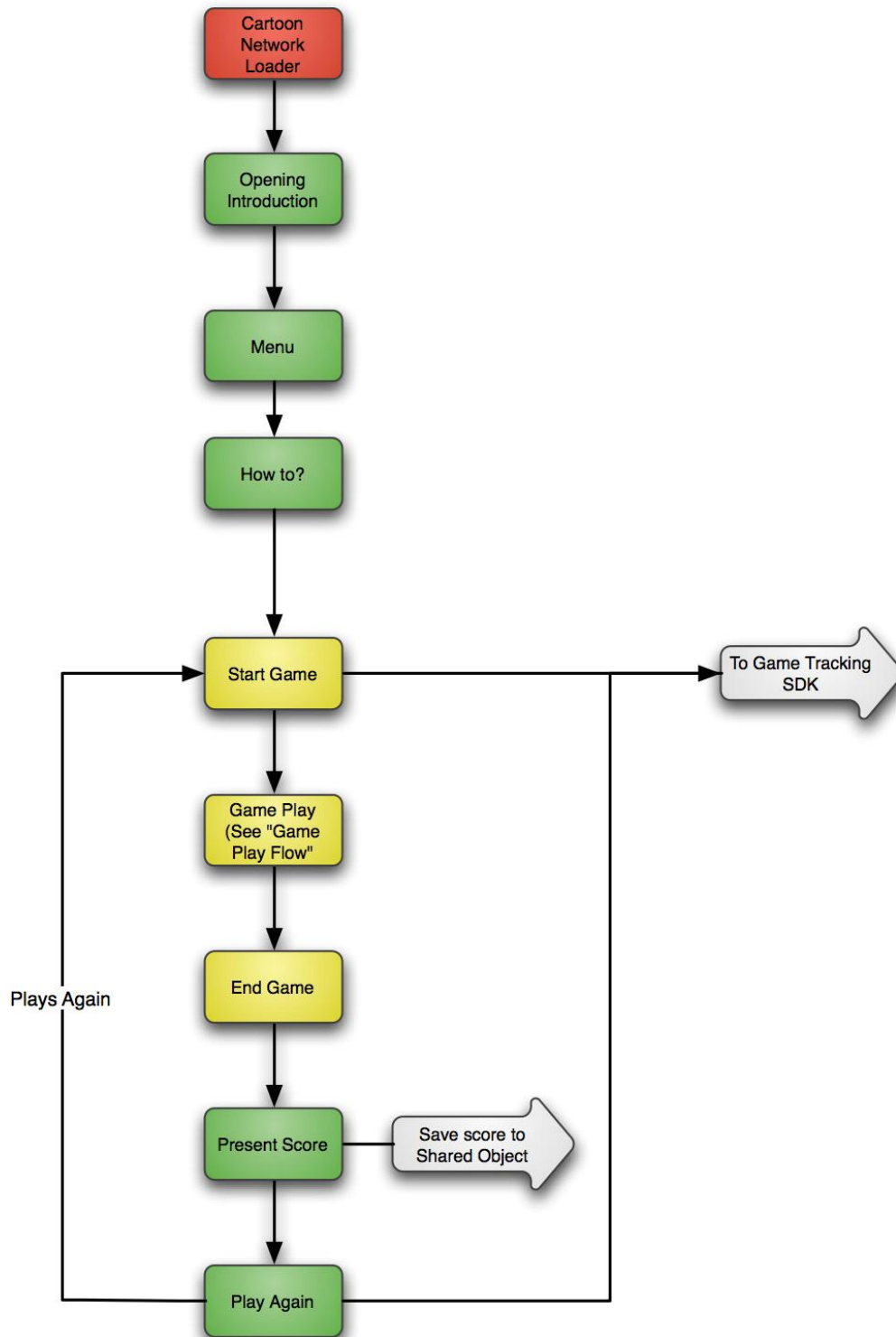
B. Sound Effects

Sound effects will be included throughout the game. Meaty punch and kicks on contact, Kung Fu style swooshes, explosions, war-cries etc.

VI. Cheats

We will provide any testing cheats available throughout the earlier testing periods, and will include three public cheats for later release.

VII. APPENDIX A: Gameflow Diagram



Game Design Document

