Game Design Document

Overview

Kaïcute
Arcade game 2D
3+ years / Mobile
Unity - C#

Wanna destroy stuff? Play a cute Kaïju and save the Earth by smashing buildings at the right time. Don't feel dizzy or the planet will explode!

Gameplay

Core mechanics and goals

Goal: get the highest score by destroying buildings and enemies while sparing trees

Mechanic:
The player taps the screen to make Kaïcute jump at the right time to destroy elements on the Earth above him.
The player needs to adapt to the type of elements above him, the rotation speed of the Earth, the enemies and the spawn of bonuses.

Rules:
The player must destroy buildings to collect points.
The player can't destroy trees = -1 life.
The player gets attacked by tanks and can destroy them.
The player can destroy volcanoes, but the consequences depend on the situation as volcanoes destroy 2 items on both sides when destroyed (building or tree!).
The player can collect bonuses (or unfortunately maluses) on both sides of the screen.

Winning condition	Get the highest score
Losing condition	No life left = Game over

Features/Economy

Customization of Kaïcute:
- Bought with coins
- Color or objects
- 1 point in-game = 0.1 coin

Purple Kaïcute	Yellow Kaïcute	Blue Kaïcute
Basic	100 coins	250 coins
Magical hat	Red glasses	Batman mask
250 coins	150 coins	550 coins

Playable character

Name	Health Points
Kaïcute	- Start: 3 points - Damage: -1 HP - Destroy tree: -1 HP - Bonus life: +1 HP (if players life <3)
	Move
	Jump to the Earth to destroy buildings and enemies

Game elements

Name	Earth	Buildings	Trees
Visual			
HP	-	1	1
Behavior	- Turn on itself - Grow continuously - Has a max size	- Follow the rotation of the Earth - After destroyed, spawn again	- Follow the rotation of the Earth - After destroyed, spawn again
Impact	-	+5 points	-1 HP
Frequency	-	80 %	10 %
Spawn condition	-	-	<2 in a row

Enemies

Name	Tank	Volcano
Visual		
HP	1	1
Behavior	- Follow the rotation of the Earth - After destroyed, spawn again randomly	- Follow the rotation of the Earth - After destroyed, spawn again randomly
Attack	- Shoot before the attack range of Kaïcute (warning) - Shoot after the attack range if not destroyed	If destroyed, destroy the 2 items on both side
Impact	+1 point	+2 points
Frequency	5 %	5 %
Spawn condition	<2 in a row	<2 in a row

Level design

Start	The player sees the entire Earth above Kaïcute: size 1
Step #1	The Earth grows continuously until it has its max size (player sees only a part of the Earth): size 5
Step #2	When the Earth reaches its max size, the rotation speed increases
Elements	Spawn again on the top of the Earth where destroyed elements were

Kaïcute actions

Type	How	Speed	Height / width	Controller
Attack	Jump	Continuous speed (despite malus)	Until touching the elements on Earth	Tap screen
Collect bonus / malus	Collision	-	To the screen side (left or right)	Swipe left or right

Rewards/Penalties

- Appear on the bottom left and right
- Appear randomly
- Stay displayed 1.5"
- Swipe to get them
- Art: food

Type	Name	Visual	Impact	Frequency
Malus	SpeedUp	TBD	Increase speed rotation of the Earth (x2)	20 %
Malus	SizeDown	TBD	Decrease size of Kaïcute (x0.5)	20 %
Bonus	SpeedDown		Decrease speed rotation of the Earth (x0.5)	50 %
Bonus	Life		Player win +1 life (if player life <3)	5 %

Controllers

| Tap	Jump to destroy
Swipe left	Collect an item on the left
Swipe right	Collect an item on the right

Story

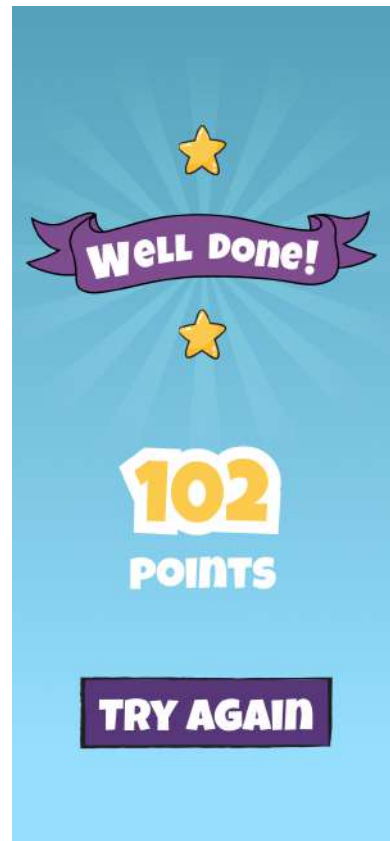| Character	Cute Kaïju named Kaïcute
Desire	Want to destroy everything on Earth, trees excepted, to save the Earth from Human kind and pollution
World	The Earth is populated by Humans. But Humans built too many buildings leaving no place for trees and nature.

Art

Direction
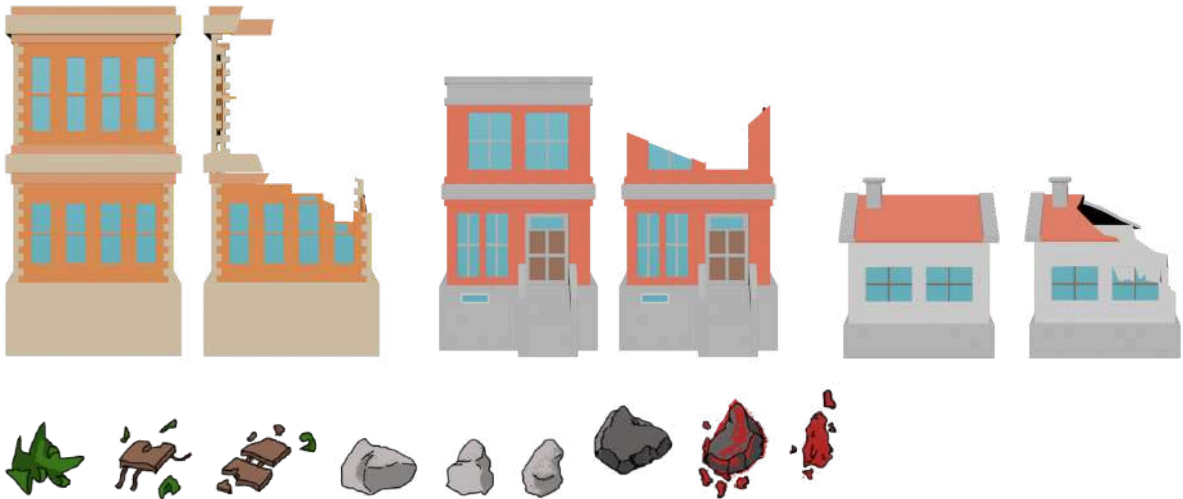
HUD

Team

	Function	Responsibilities
Christophe	Game designer	- Mechanics - Level design - Sound design - FX
Alice	Game designer	- Mechanics - Project management - Marketing - UI design - Logo design
Irina	Artist	- Artistic direction - 2D assets - Animation
Sylvain	Artist	- 2D assets - Motion design
Pauline	Developer	- Development - Debugging