

Project Brush

Game Design Document

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Mechanics:

Grand Vision:

Movement should feel like the player is ice skating, they have to push themselves to go forward and make tricky jumps and landings while leaving behind them a trail of the path they took.

Keeping your momentum lets your score increase, finishing the level quickly gives you extra points at the end, and performing fancy tricks in a combo like order grants you even more points. Work to complete the levels quickly and stylishly to get a good grade at the end of the level. Swiping up on both sides of the screen to move forward. Some kind of back-and-forth rhythm input to keep moving. This is a 3D platformer game in the same style as the old Tony Hawk Pro Scatter Games. Run into paint explosions to fill out the rest of the level. Connecting all these points together fills in the rest of the level. Allowing you to move on.

Speed:

Building your speed and preserving it is the focus of the game. If you stop or mess up, you must build your speed back up. Faster speed means a wider brush stroke meaning you fill in more of the level the faster you go. While in the air players can perform aerial stunts or tricks to fill up a meter which allows them to have a slightly higher multiplier that affects their base speed.

Movement:

You move forward by pushing off of your right and left feet. This is done by swiping up on the left and right parts of the screen or by pushing the left and right triggers respectively. Swiping up and holding a side continues your turn in that direction (pressing and holding a trigger down on a controller).

Touch Screen Controls: (tapping A or shake controller) lets you jump, then entering a step input as you hit the ground lets you keep your momentum and grants you a slight boost of speed (like the tricks in Mario Kart).

Horizontal swipes (left or right) and hold, let you drift to make tight turns (hold left B button while pressing a direction to drift).

Scoring:

The faster you move, the faster your score increases. Making perfect landings gives you a score boost, doing tricks also gives you smaller score boosts. Finally, when finishing a level, the extra time you have contributes to your overall score. Beating levels faster, doing lots of tricks, and keeping consistent speed gives you the best score. Another way to score higher points is to fill up the speed meter fully to perform a super trick that allows for the player to send out a large burst of paint (once done the meter resets back to zero and it is one of the players goals to refill it to do another super move).

Dynamics:

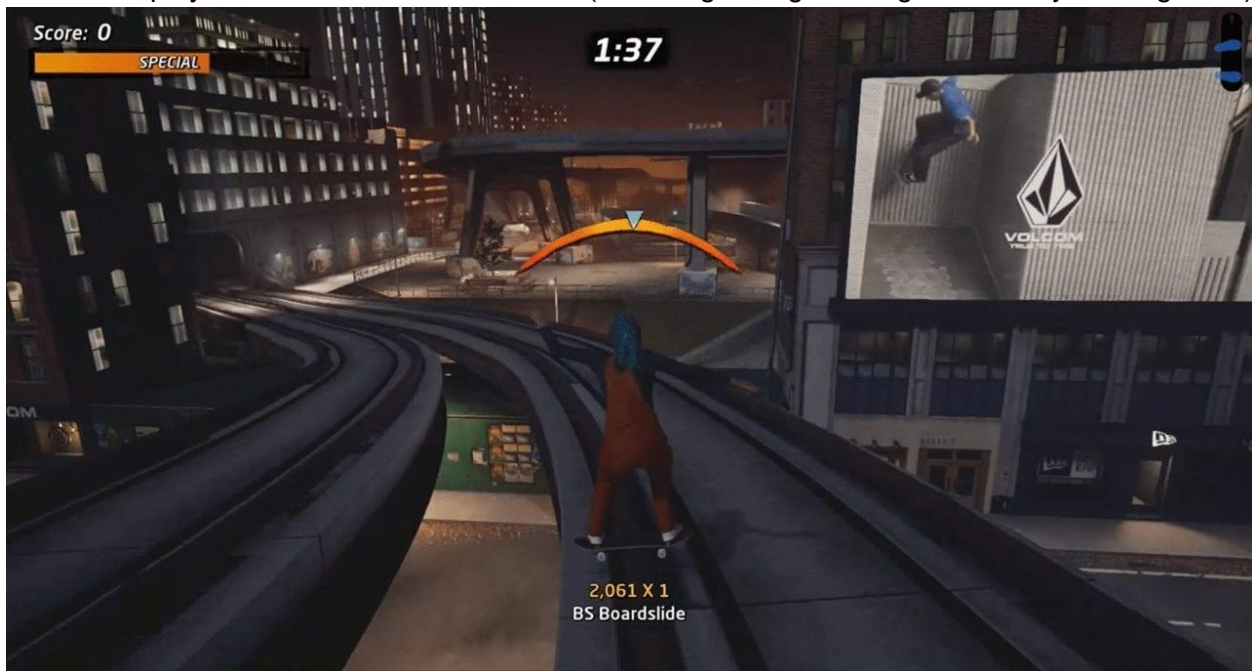
Doing Tricks:

Doing tricks while air-borne lets the player be stylish and graceful as they move through each level. Tricks can be mapped to different inputs on the control stick and some buttons to perform different types of maneuvers. Some tricks are also context sensitive depending on if the player is airborne or not.

- **Spin trick.** Perform a spin trick on the ground to spread paint out around you to cover a wider radius. (See the spin spray from Super Mario Sunshine for reference)



- The faster the princess moves the wider the trail she leaves behind. This is to encourage players to not break their top speed as more of the level gets filled, and levels are cleared faster, adding a speed running element to the game.
- **Rail Grinding:** Grind on rails to move around corners or cross large gaps. Maintain your balance by tilting the control stick left or right depending on which way the player's balance has been offset. (think of grinding working in the Tony Hawk games)



Filling in the entirety of the level: Filling in the entirety of the level is not a requirement to beat each one. But if the player just wants to gun it to the end of the level, that's fine, but they won't get a good score.

Aesthetics:

The game's goal is to make you feel graceful and stylish. However, the fantasy is not given to the player right away. They need to harness their skills over time to get good grades at the end of the level and earn the graceful fantasy we are promising them.

Ideally, we want to try and strike a balance between white-knuckle gameplay and calm zen-like tranquility. This can be achieved by using the scoring system to encourage different types of gameplays and replay ability to give levels a multifaceted perspective.

Controls:

Brush Princess is designed to be played with a controller. We have an unconventional control scheme where you use the left and right triggers to push forward left and right. The movement is designed to emulate the gliding gratefulness of ice skating. Jumping up in the air will give you the opportunity to do tricks to help increase your score. Landing needs to be executed properly with a button press as you hit the ground to keep your momentum going. Using the face buttons lets you do different actions on the ground or air. \

