Frog Rampage (working title)

Trello:

Game Overview

One-Liner

Genre

2d top-down tasty planet-style game.

Target Audience

"My First Game Jam" 2023

Concept Paragraph

Unique selling points

Loosely teaches about the kinds of creatures a frog might encounter in its lifespan. The twist is that the frog eventually gets bigger than it ever could in real life, and starts devouring creatures much bigger than the average frog. Eventually the frog even challenges the heavens.

Narrative Design

One-Liner

You play as a mutant frog, growing as you eat larger and larger prey.

Game Setting

1. Pond
   - Radioactive water near a broken down nuclear reactor
2. Swamp
   - Wetlands
3. Clouds
   -

Game Mechanics

Overview

1.

Growth Phases

The player character has 3 phases of growth:
1. Phase 1: Tadpole - starting phase
2. Phase 2: Froglet
   a. **Dash**: dash in a straight line in the direction you are facing.
3. Phase 3: Frog - Mature phase
   a. **Hop** (upgrade to dash): "hop" in a straight line over everything in your path in the direction you are facing.
   b. **Tongue Shot**: Shoot your tongue out in a straight line in the direction you are facing. If the tongue collides with anything edible, it is grabbed and eaten by the frog; if not edible nothing happens and the tongue goes back. You are unable to move while using a tongue shot.
4. Phase 4: Flying Frog
   a. **Air Dash**: Gain a short burst of movement speed. Can move normally while using this.
   b. **Tongue Shot**: (same as phase 2)
   c. **Croak**: croak loudly, sending out a strong shockwave vibration. Nearby predators and prey are pushed back slightly. Missiles are destroyed.

Growth

- The player character has a number associated with its size that increases as it eats more food.

- Creatures have a number associated with their size as well
- When the player character comes in contact with a creature, their sizes are compared. The object with the smaller size is consumed. If the player character wins, they grow in size otherwise it is game over.

Creatures

- Algae: float around randomly
- Insects: Fly around randomly
- Fish: Swim around randomly (if possible the fish prioritize swimming near food). Fish have a detection radius.
  - As prey: Swim away from the player when they are in range.
  - As predator: Swim towards the player when they are in range.
- Bird: Fly from one edge of the screen to the other, in a straight line.
  - As prey: fly slower than when they are predator.
  - As predator: fly quickly. The frog needs to move side to side to avoid the bird, they cannot simply outrun the bird.
- Missile: Spawn outside the screen. They detect the frog, wherever they are, and home-in on them. The only way missiles can be defeated is by croaking.

Environment Assets

- Tadpole Stage: ripple animations
- Froglet Stage: lily pads larger than froglet, smaller than fish
- Frog Stage: lily pads of different sizes, rocks smaller than frog
- Flying Frog Stage: clouds of different sizes

User Interface & Controls

Menus

- Start Menu
  - Start Game Button
  - Exit Game Button
  - Inspect Creatures Button
- Pause Menu
  - Controls button/screen

Controls

Menu Navigation
- Mouse + keyboard

Player movement
- Movement: WASD
- Dash/Air dash: spacebar
- Tongue Shot: LMB
- Croak: RMB

In-Game UI

-

Player Experience

Level structure

Level 1: Pond
- Start Tadpole
- Froglet stage (Once you reach 10 size)
- Hunting algae (eating algae grants +1 size)
- Hunted by fish

Level 2: Swamp
- Continue in Froglet stage
- Frog stage (Once you reach 20 size)
- Hunting fish (eating fish grants +5 size)
- Hunted by birds

Level 3: Clouds
- Continue in Frog stage
- Froglord stage (Once you reach 100 size)
- Hunting birds (eating birds grants +25 size)
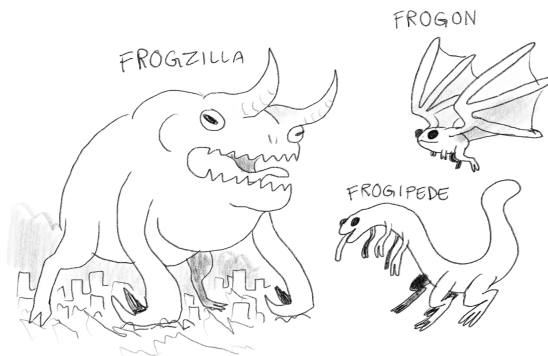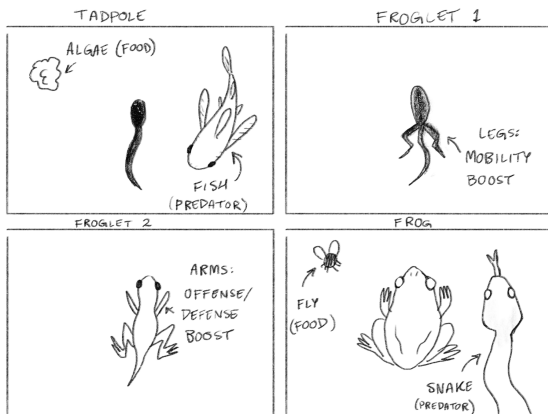- Hunted by missiles

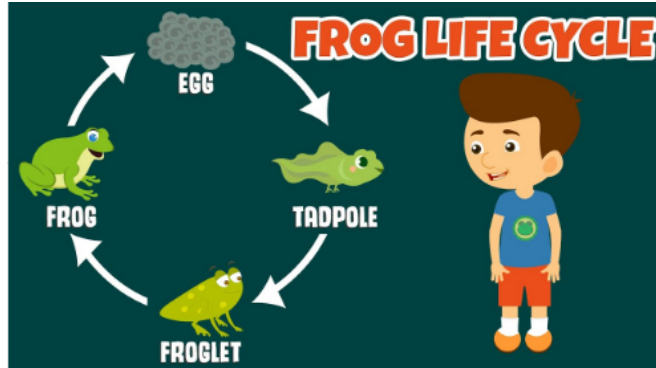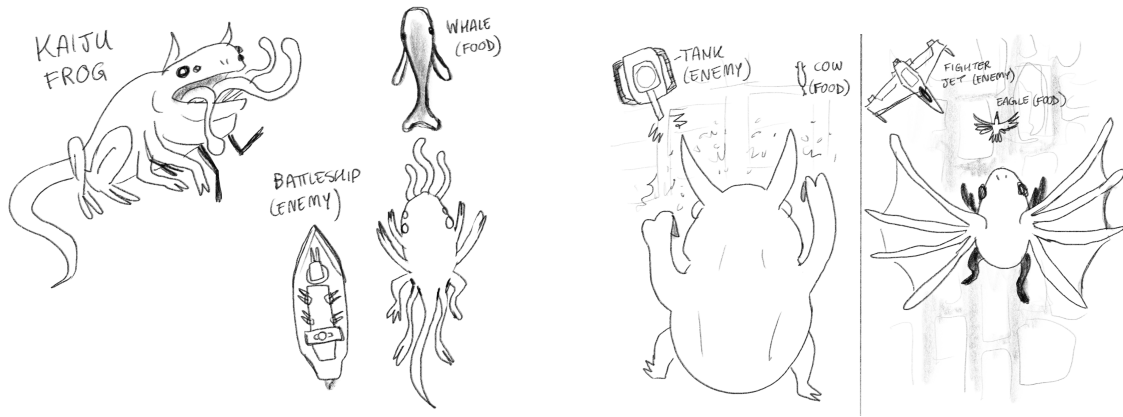Win Screen: Heaven
- Frog God (Once you reach 300 size)

Gameplay Progression

1. Players start on the home screen, and press play to play the game
2. Players are introduced to the story via cutscene or text dialogue
3.

Visual Design

Mood board

Color palette

#B8ECD7
RGB 184, 236, 215

#083643
RGB 8, 54, 67

#B1E001
RGB 177, 224, 1

#6E8C03
RGB 110, 140, 3

#4F5902
RGB 79, 89, 2

#394002
RGB 57, 64, 2

#F2A7E6
RGB 242, 167, 230

#05F29B
RGB 5, 242, 155

#04D98B
RGB 4, 217, 139

#CEF09D
RGB 206, 240, 157

#476C5E
RGB 71, 108, 94

#734002
RGB 115, 64, 2

#D9B391
RGB 217, 179, 145

#A0F2B4
RGB 160, 242, 180

#E5F2C9
RGB 229, 242, 201

Sound Design

Music

- Stage 1: water level
- Stage 2: swamp/wetlands
- Stage 3 Sky level/rampage mode (similar to pokemon boss battle)
- Start screen (rain ambience)
- Beat the game (melodic choir)

Sound effects (see trello for more details)

- Player Character
    - Tadpole
        - Dash through water
        - Sound of eating
        - Sound of getting hit
        - Tadpole swimming
    - Froglet
        - Shuffle
        - Hop
        - Tongue shot
        - Froglet hit
    - Frog sounds
        - Shuffle
        - Tongue sounds
        - Frog hit
        - Frog shuffle
    - Winged Frog
        - Frog flying
        - Tongue shot
        - Air dash
        - Croak
    -
    - Squishy Sounds
    - Frog sounds
        - Yoshi tongue (mario kart character select screen)
        - Ambient frog noises (ribbit, croak, tongue shot)
    - Water sounds
    - Swamp sounds

- Enemy sounds
    - Snake hiss
    - Bird chirp/screech
    - Fish splash

General Sounds

- Game over sound
- Button Sounds (Squish/splat noises)
- Wind Sounds
- Grass rustling
- Ambient Rain
- Bubbles

Mood samples

Unity

Scene 1: Start Menu
- Menu
    - Start button
    - Quit Button

Scene 2: Pond (Arena 1)
- Player character
- Creature Spawner

Scene 3: Wetlands (Arena 2)
- Player character

Scene 4: Fields (Arena 3)
- Player character

Scene 5: City (Arena 4)
- Player character

Scene 6: Clouds (Arena 5)
- Player character

Brainstorm

Arena 1: The Pond (tadpole)
- Starting food:
    - Algae
    - Duckweed
- Predators:
    - fish
    - Lizards
    - snakes

Arena 2: Wetlands (Froglet)
- Prey:
    - Insects
    - Algae
    - duckweed
- Predators:
    - Fish
    - Lizards
    - Snakes
    - Mice/rats

Arena 3: The Fields (Frog)
- Prey:
    - Lizards
    - Small fish
    - Mice/rats
- Predators:
    - Snakes
    - Foxes
    - Large fish
    - Squirrels

Arena 4: The City (Massive Frog)
- Prey:
    - Snakes
    - Foxes
    - Squirrels
- Predators
    - Humans
    - Cars
    - Tanks

Arena 5: The Clouds (Winged Frog)

- Prey:
  - Small Birds
  - Eagles
- Predators
  - Jets
  - Helicopters
  - Angels

Dialogue:
- The frog only ever says 'ribbit', but in brackets there will be some fancy dialogue (His thoughts)
- E.g. *ribbit* (I will bathe in the blood of my enemies)