



KAIJU GAMES

GAME DESIGN DOCUMENT

Game Name:



Genre: 3rd Person Collect & Fight

Game Elements:

Game elements are the basic activities the player will be doing for fun

- Searching, Catching & Collecting
- Racing Against the Clock
- Fighting Enemies
- Earning Rewards
- Unlocking the Next Levels

Game Identity:

A take on the classical playground game of Tag, inspired by the Japanese version, Onigokko (in this version the person who is “it” is called an Oni or Demon) with a touch of Hide & Seek. Like in the traditional game, *Kyatchi* players will become “it” and seek to catch all the others to win; however they will do so while in the form of a Demon catching Yūrei. Working for the Reaper, these demons have been charged with catching escaped souls. Catch Yūrei to earn points and unlock new levels while in a race against time.

Design Pillars:

- Fast-Paced Gameplay
- Simple and Fluid Movement
- High Rewards

Player:

Single Player

TECHNICAL SPECS

Technical Form:

There are 2D graphics (flat) and 3D graphics (form). 2D Graphics are used for the HUD while 3D Graphics are used for the player, enemies, and environment.

View:

Third Person Camera View, Camera follows player at a fixed position.

Platform:

PC

System:

Unity

Language:

C#

Device:

PC

GAME PLAY

Players begin on the Main Menu where they can review the controls, credits, level selection and the about sections for the game. Once they press play they will load into the first level of *Kyatchi*. *Kyatchi* (a Japanese word for “catch”) is a simulated game of tag, therefore players act as “It” and run around trying to catch/tag the Yūrei. During the game players will jump over obstacles, navigate mazes, and solve puzzles all while trying to catch their prey before the timer runs out. Each level features unique mazes and obstacles that the player must overcome in order to catch each escaped soul. Once completing a level the next level will unlock. Players embody the form of a Demon as homage to the Japanese version of tag where the person who is “It” is called Oni or Demon and they chase around Yūrei (essentially ghosts or souls) with various abilities and behaviors.

Game Play Outline

- Opening the game application
- Game Options (Play, Controls, About, Credits, Level Select)
- Story synopsis
- (Play) Game levels
- Winning
- Losing/Quitting
- End

Key Features

- Solve interesting puzzles and overcome difficult obstacles
- Race against time while trying to catch all the Yūrei
- Unlock new and unique levels as you play.

Design Guidelines

Kyatchi is a Tag based game set in an underworld setting with a Japanese-inspired twist. Designs should be playful but stick to the underworld theme. The Main Character is a Demon and the “enemies” (who the player must tag) are Yūrei. Yūrei are a type of a ghost or wandering soul and thus all the “enemies” in the game are ghost-like. While there are a few different types of enemies they are all themed as souls escaping their afterlives. Some are good and some are evil, the characters and environments should reflect the nature of the souls being collected. Each soul is unique in appearance and even have different names that signify what kind of Spirit they are. This is also a puzzle game, so the level design for each new area should feature mazes, puzzles, and obstacles that could fit into that level of the underworld.

Game Definitions

Winning: To win a level of *Kyatchi* the player must collect enough points within the given time frame. Each level has a specific goal displayed at the top of the screen, once the player collects enough Yūrei to earn that goal the win screen will appear and players can choose to replay the level or move on to the next one. Players must do this within the given time shown in the bottom left corner.

Losing: The player will lose the level if they run out of time before collecting all the points needed. Once the level begins, a timer will begin a pre-set countdown (the timer is shown in the bottom left corner of screen). The amount of time shown differs between levels. Once it reaches zero the player will lose the level and a losing screen will appear that will allow the player to replay the level or quit to the main menu.

Transferring Between Levels: To move between levels the player has a few options.

Firstly they can play the game as intended in a linear fashion, playing through the first level and so on. In this method players begin by pressing the play button in the main menu, play through the first level successfully, and then arrive at the winning screen.

The winning screen is a separate scene that shows the player 2 portals. One portal leads back to the first level and if players walk their character through it they will restart the level they just completed. The second portal leads the player to the next level and if they walk through it they will begin the new level.

As they progress players will see each of the previous levels and can go back and complete them again at their leisure.

The second option is for players to use the level select menu located in the main menu. From the main menu players can click the level select button which will take them to a scene with a row of portals. Each portal will take the player to a different level. Players can access all the playable levels from here and they do not need to have played through them before to unlock them.

Level Objectives: The Objective in each level is to catch enough Yūrei (ghosts) to move on to the next level before the timer runs out. Each level has a goal for the player to reach and each level has a different length of time. Within the level there are mazes and small puzzles to inhibit the player from collecting the points, they will need to overcome these obstacles to succeed.

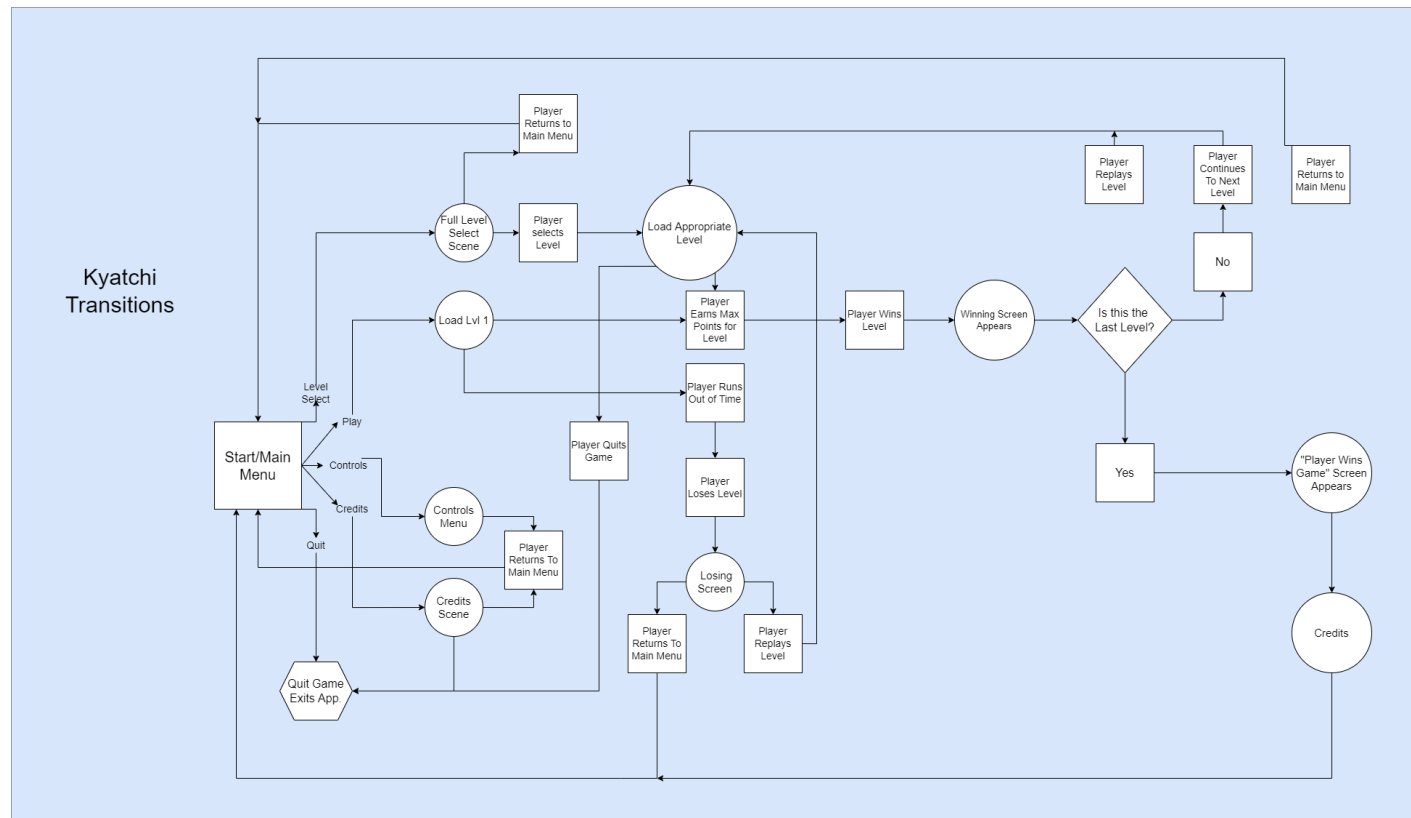
The Player: The player is the one who is "it". They are the Oni (demon). There is only one playable character and they are controlled only by the person playing the game.

The "Enemies": The game doesn't necessarily have enemies, they are more like a collectible that moves. However since there is a lack of opposing force in the game one could say that they **are** the "enemies". Since this game is a game of tag, the enemies are simply the ones that are not "it". These take the shape of different sized ghosts, also called Yūrei (pronounced: Your-ree), that will behave in different ways. They will roam around at different speeds and jump or float across the map and between objects.

Controls: The controls are simple, the player must use their arrow keys to rotate and move themselves around and the spacebar to jump. Using the left and right arrow keys rotate the player so they are facing a different direction. Using the forward arrow key moves the player forward in whichever direction they are facing. The backward or down arrow key **DOES NOT** move the player backwards it also moves them forward and it's recommended to not use it at all.

Game Flowchart

Basic Game Loop:



Player Definitions

- **Oni:** A kind of demon or ogre in Japanese mythology, in the Japanese version of tag the person who is "it" is called Oni.
- **Player:** The character that represents the real person playing the game. In *Kyatchi* this would be the Oni/Demon character.
- **Yūrei:** A type of ghost in Japanese mythology.
- **Yokai:** Different types of monsters, ghosts, or god-like beings in Japanese mythology.
- The player is the only character that can move independently, their movements are decided strictly by the person playing the game. They can go forward and rotate the character by using the arrow keys of the keyboard.
- The Player has three states; Idle, Running, and Jumping.
- Player gets points by collecting Yūrei. Collect them by simply colliding with them.
- *Kyatchi* is a 1-Player game.

Player Actions

- Player starts game > Splash Screen, Title Screen, then Main Menu Appear
- Player clicks the Start Button > Level 1 Loads In
- Player collects a Yūrei > Player gains points to their score
- Player collects the total points needed for a level > Player wins the level
- Player runs out of time while playing a level > Player loses level
- Player clicks the Controls Button (from main menu) > Main Menu screen disabled, controls screen enabled.

Instructions on how to play the game/what buttons to use are displayed on screen

- Player (from Controls Menu) clicks the return button > Controls Screen is disabled and Main Menu screen is re-enabled
- Player clicks the Credits Button (from main menu) > Credits scene loads in. Information about the game is displayed, credits scroll
- Player (from Credits Scene) clicks the return button > Scenes switch from the Credits scene to the Main Menu scene
- Player clicks the Level Select Button (from main menu) > Level Select Scene loads in. The Level Select Scene is a room with various portals that the player can walk into. Once the player walks into one it will load them into the level they selected. All the levels in the game are shown here
- Player walks into a portal > Appropriate level loads in and player can play through that level
- Player clicks Return button (from Level Select Scene) > Scenes switch from the Level Select scene to the Main Menu scene
- Player clicks the Quit button (from main menu) > Application closes and ends the game



Player Rewards (power-ups and pick-ups)

- Score Points (Gained from collecting Yūrei)
- Speed Booster (Increases Player movement speed)
- More Time (Adds more time to the timer)

User Interface (UI)

While playing the game users will see a few UI elements displayed on the screen. The most important button on the UI is the Menu button which sits in the top left hand corner. With this button players can pause and unpause their game, look up the controls, or return to the main menu. Also included on the UI is the Level Objective. This is displayed in the top center position of the screen and details what the player needs to do to win the level (how many points they are aiming to collect).

Additionally the score counter and timer are displayed on screen to show the player how much time they have left to complete the level and how many points they've earned so far. The timer can be seen in the bottom left corner and the score counter can be seen in the bottom right.



Levels & Scenes

Level Select:

Difficulty: None

Duration: Unlimited

Number of Enemies: None

Theme: Gates of the Underworld

Puzzles: None

Enters & Exits: Enter from Main Menu, Exit through one of the level portals. Can take player to three different levels.

Level 1:

Difficulty: Easy

Duration: 2 Minutes

Level Goals: 500 points

Number of Enemies: 19 (4 Large, 5 Medium, & 10 Small) (equalling a total of 775 possible points)

Theme: River of the Dead

Puzzles: 2

Enters & Exits: Enters from Main Menu & Level Select, Exits to Level 2

Level 2:

Difficulty: Medium

Duration: 4 minutes

Level Goals: 1200 points

Number of Enemies: 32 (8 Large, 12 Medium, & 12 Small) (equalling a total of 1,520 possible points)

Theme: Polluted Fields

Puzzles: 4

Enters & Exits: Enters from Level1 & Level Select, Exits to Level 3

Level 3:

Difficulty: Hard

Duration: 6 minutes

Level Goals: 2000 points

Number of Enemies: 47 (12 Large, 15 Medium, & 20 Small) (equalling a total of 1,520 possible points)

Theme: The Demon Road

Puzzles: 6

Enters & Exits: Enters from Level 2 & Level Select, Exits to Game Over/Main Menu