

Level Design Document for

Gremlin Bros

Developed by: Gabe Holmes and Sean Forrester



Game Overview

Game Concept:

Gremlin Bros is an 2d movement puzzle game with a heavy steampunk atmosphere. The root of the loop is 2 players work together to throw each other and move platforms to progress through the different levels catching Gang Members as the Steam Brothers.

Genre:

2 player, movement focused, puzzle platformer game

Target Audience:

Our game has fast paced movement and the puzzles aren't too difficult, but the way our mechanics work might be a little difficult for younger audiences to master. Knowing this, we have decided that our target audience is Teens. We feel as if teens would better understand movement

Game Flow Summary

Players spawn in at the start of the map and progress through each one by solving the puzzles layed out in front of them. They do this by utilizing their mechanics as well as your teammate. Once the end of the level is reached, the next level will load in.



Gameplay and Mechanics

Gameplay:

Game Progression:

The game will start with a tutorial to teach players the basics of their abilities and controls. From there, Players will be challenged to use the mechanics they have learned in the following level.

Mission/Challenge Structure:

Each level will begin, players then must move through different parts of the level using their kit of movement based abilities to platform, open doors, shut off steam valves, and catch criminals.

Objectives:

The main objective being to beat all levels including the tutorial, with side objectives being a fast time and collecting the plush on each level.

Play Flow:

Each level should flow into the next one. Our goal is for the movement to feel as smooth as possible but be fast as well. This will bring a fun experience to our players and will motivate fast completion of levels. Puzzles will not be too difficult as to not hinder our ideal flow for the game.

Mechanics:



The game will be 2 player so with this in mind we made mechanics to match. For the basics the players will be able to: Run, Jump, and Roll. We also added a throw mechanic, so teammates can be picked up and thrown to reach spots that may be hard to get to with a jump. This however does not work on enemies, only other players. The players can Bash off objects and enemies for an extra jump and direction change. Certain platforms can be moved to help players platform and reach the end of levels. Buttons and Steam Valves can be interacted with in order for players to progress. Both of which can be affected by movable platforms. At the end of each level there will be a gang member that is caught when the end level button is pressed. Enemies will be stationary and not be there for combat, but more like obstacles. There will also be a timer in play for levels(If possible a leaderboard/tracking system will be implemented).

Physics:

Most of the world won't be able to be manipulated by the players. The only exceptions to this being the moveable platforms. The player will be reflected off walls and that will trigger the stagger animation for a moment to signal to the player where the walls of the level are.

Movement In Game:

For the movement kit we have decided on including a: Run, Roll, and Jump. We have also added a Bash Mechanic: allowing players to jump off enemies or bashable objects to change jump direction and gain a jump.

Objects:

Since our goal is cooperation, your teammate will be a throwable object adding another level on how to solve puzzles(Or using it as movement is an option as well).

Actions:

Some missions will have buttons that can be stood on to open doors, or shut off steam blocking the player's way.

Combat:

There won't really be any combat in our game since we want to focus more on the movement and puzzle aspects.



Economy:

There won't be any sort of point system since there isn't any way in our mechanics to gain points.

Screen Flow:

We plan to have a Splash Screen with the game logo that will lead to our level selector. From there the isometric levels will have the camera view of a top down game but move and look 3D. Then there will be the pause screen and end game credits.

Game Options:

There won't be many options in the game, but we will have a controls section for those who need a reminder. It will also have a restart, and quit.

Replaying and saving:

There will be a Main and level menu, allowing players to unlock levels as they play their first time through. Then once the game has been beaten, they are able to go back and pick from any of the levels to replay.

Cheats and Easter Eggs:

The original vision for the animation style was going to be similar to Dead Cells. We were going to use a 3D pipeline for our animation but still have the game be 2.5D. So to remember that we have decided to hide a collectible of the beheaded in each level.



Story, Setting and Character

Story and Narrative:

Your characters are Investigators Match and Flint who run their investigation business in the bustling City of New Valve. People have been hoarding the Brothers office because the Zeppeli Gang is causing trouble with the steam that powers the city.

Game World:

The world takes place during a time when steam technology brought new heights to the world of science. So the art style will have lots of orange and brown to match the steampunk aesthetic. Bronze and copper are very important to the workings of the steam world so we are hoping to replicate the feeling with our art and color palette.



General look and feel of world:

The world will be covered in zeppelins and victorian style buildings with lots of pipes and valves. We added steam valves as a mechanic to block the players path and it fits the mood because nobody wants to get hit with hot steam.

Areas:

The game mainly takes place in the city so to fit all levels will have areas such as streets, zeppelin dockyards, alleyways, factories, etc.

Characters:

The 2 main characters are the Steam Brothers Match and Flint. Our vision is for Match to have a bright orange, red, and yellow color palette while Flint consists more of black, gray, and silver. Enemies will be themed after Italian mobsters and well dressed englishman.

Tutorial

Tutorial:

This level will start in the Steam Brothers office. This level will have text in the background showing the players where to go and the basic controls. This level will cover every movement option as well enemies, moving platforms, throwing teammates, and how levels end. Once ended it will lead the player to the level select scene. It will be skippable for those who want to replay the game.



Interface

Visual System:

So for isometric games the camera is more similar to a top down camera angle and that's what we went for. Our main HUD for the game will consist of a timer and player health. We have markers that follow player 1 and 2, lastly a crosshair for aiming where you throw your teammate.

Control System:

Left Thumbstick to run, A to jump, B to Bash, X to grab teammate, Y to roll, Right trigger to grab moveable platform.

Audio, Music, Sound, and Effects:

There will be background music for all levels and screens. If time there will be sound effects for throw bash and roll.

Help System:

There will be an options screen that allows you to see controls. During the tutorial the controls will be displayed in the background of the level.



Technical

Target Hardware:

Any PC/Laptop

Development hardware and software, including Game Engine:

Art and Animation: Aesprite

Game Engine: Unity

Network requirements:

None, can be played completely offline.