

## Section 1: Game Overview

### 1.1 - Concept

Color Master is a two dimensional action platformer where the player controls the world and player simultaneously trying to restore color to the bleak world. Set in a fantasy world nearly void of color, the player is given the power to bring back color. Through the use of this power the player traverses through each level. The background of each level is comprised of a brick wall made up of highly saturated colors. When the player activates a color it becomes desaturated and emerges into the level, making the player able to traverse across it or use it for its intended function.

### 1.2 - Feature Set

- World /Color changing mechanic
- Standard platforming mechanic
- Enemies effect world but not the player.

### 1.3 - Genre

Two Dimensional Action Platformer

### 1.4 - Target Audience

Mid-Core Gamers, Ages 8+

### 1.5 - Game Flow Summary

Game Opening:

A scene of the world in its original vibrancy, then Farin the wizard comes along and drains the color from the world including the people, except for the color master protected by the combination of his powers and the magical color orb. (Press space at any time to skip)

There should not be any text in the game other than the title on the main screen. Information should be communicated through the use of icons. Any dialogue will not be voiced, but instead will be more musical, voices will be just cute sounds (much like the characters in any of the Lego games e.g. Lego Harry Potter).

The player will have control of the character on the title screen which will serve as an intro level, which when completed will send the player to the first level. The intro level will only include one color and will open the player to the idea of bringing color back into the world.

Game Start:

Each level will add one new thing the player can use to traverse through the level. The first three levels are just the main colors that can be used (red, yellow, blue, and white). After that colors begin to be mixed and the player has many more colors to control simultaneously which will increase the difficulty of the game as it progresses. After each level ends the camera will jump back to the beginning and color will be returned to the entire level, the camera will pan quickly with the return of color. When it reaches the character, the character will walk off screen and into the next level.

#### Game Middle:

Enemies will be added one by one into the levels. The player will see the enemy affect a platform that the player cannot reach by the time it is affected, which will allow the player to see how the enemy interacts and affects the world. The enemies will be shown in grayscale so that the player can immediately make the assumption that gray means bad. When all the levels are completed the end cinematic will happen.

#### Game End:

The end cinematic will be a wide shot of the whole land and color will return to the land closing in on one last spot, where the face off with the Evil Wizard will happen.

The boss battle will go and then a cinematic will show a flashback of the wizard and why he tried to drain all the color from the world. Will show the wizard as a kid with his brother and sisters, yet he is the only one void of color. He gets laughed at and feels that everyone should have to understand what he is going through.

Since the wizard has been given color he has been restored and no longer hates society, having color also takes away his power over shade. The game then fades to a color, and cycles through all the colors used in the game, then fades to black.

#### 1.6 - Look and Feel

The characters will have a cartoon style, similar to the art style of my little pony. This means that hard lines will be in place and the characters will have shading to a certain degree. Enemies will only use tones of gray to black. While the world will be created in its original color, and also have saturated versions of all the world assets.

#### 1.7 - Project Scope

- 8 month development cycle

- 10 levels (including tutorial). Each level should have a similar length to Super Mario bros

- 4 NPC's

-2 cinematics

## 1.8 - Justification

The game gives all control to the player over the world and the character letting players get through the levels in different ways. Enemies do not affect the player directly which will lead to interesting ways to avoid the enemies and get through their traps.

## Section II: Gameplay and Mechanics

### 2.1 - Gameplay

The levels are structured around what is added to the level, so the player can learn how to interact with that element and must use it to finish the level. Each level will have a left to right progression since it is a standard for platforming games. The objective is to get through each level without dying. Play from level to level will be very similar but will ramp up in difficulty based on number of colors the player has to control and the amount of enemies.

### 2.2 - Mechanics

- Color Master has a very simple physics system, meaning that if an object is in the air the object will fall at a set rate.

- Movement: the player will be able to move left and right, jump and duck.

- Some movement will be impeded by certain items, but can also be helped by other items e.g. a fan can increase jump height if it is activated.

-Color Control: Will be the primary color system (Red, Yellow, and Blue), the colors can be combined to create secondary colors. Each color will control a “range” of color so that the world can be properly shaded and colored, for example if red is activated it will activate all shades of red in a specific range between orange and purple.

- Teaching player: controls will be taught through the use of icons and representations of the buttons when they are needed (will not be hardcoded into background in case player changes controls).

- Combat (for boss battle): directly involves the color control mechanic, the colors must be controlled in a specific way to counter the attacks of Farin (the wizard).

- Combat (general): player must pick up star cubes and throw them at enemies to defeat them.

### 2.3 - Screen Flow

The Title screen is the first part of the tutorial level, so the player is immediately dropped into a system they can control. The game options screen when the game is paused will have text so the player does not get frustrated with the controls that don't affect the actual game. On the options screen the text and whole screen will be bleak and saturated but when an item is selected it will become colorful, which will give the player a sense of what they are supposed to do in game. The item that shows what is selected other than color is the magical orb floating beside the item, which helps enforce the narrative of the game.

#### 2.4 - Game options

The game will have the option to remap controls for everything, and a button on the bottom that will restore defaults. Other options will be adjust sound levels and exit.

#### 2.5 - Replaying and Saving

Only one save is needed in the game, since the game will auto save after the completion of each level the player does not have to worry about saving. The game will have a decent level of replayability in the later levels since the amount of colors and the way they are used can change the way the level is traversed.

### Section III: Story, Setting and Character

#### 3.1 - Story and Narrative

##### Intro Narrative

Long ago in a magical world full of wizards of all kinds, each had their own special ability, and great skills. But there was one that seemed to have the most pointless power and skill of all... He was the Master of Color, or at least that was what he claimed to be but being the world was already full of color and vibrant it seemed to them that his mastery was quite useless. At least that was what they thought till one day the color began to disappear from their world at a rapid rate and before they knew it almost all color had seemed to vanish from their world. Leaving the world devoid of any vibrant color.

Little did they know that another wizard who hated color had developed a way to get rid of it and by doing so increased his power being he was the Master of Shades. Of course he found that he couldn't take away the color from the Master of Color so he casted a spell to send him far away so he could search for a way to defend against his abilities, and now the Master of Color has to find his way back so he can defeat the evil Master of Shade.

##### Characters:

Main Character (Figure 1)- Color Master Iryl(Means Play of Colors), wears a wizard hat with white stars, and the background is rainbow colored with matching cape. His body is white and the orb he carries changes colors depending on what color you select to activate.

Evil Villain (Figure 2) - Shade Master Farin, a hunched over wizard, wearing a cloak, wizard hat, and robe. He is drawn in grayscale. He has an orb but it has the opposite type of power than our hero.



(Figure 1)



(Figure 2)

NOTE: All Monsters cannot hurt or affect the player directly.

Monster 1 - Corand is a creature that can randomly change the color of platforms of objects you use to complete the level. It can crawl up walls, and jump from platform to platform.

Monster 2 - Whitot is a creature that cannot move but its tentacles can affect the colored platforms that are touching it or passing through them. Anything that passes through them loses its color so the player cannot interact with the item during that time.

Monster 3 - Spunch is a creature that hops around and absorbs color from colorful objects after a certain amount of time. Spunch must be eliminated with a star cube in a certain amount of time to recover the color that was absorbed.



Figure 3 - top: Corand

- bottom: Whitot



Figure 4 -Spunch

#### Section IV: Levels

##### Game Start

NOTE for all Levels- At the end of each level once you have finished all color will return.

##### Tutorial - Red

As you start the game you realize quickly that there is no color, everything is grey, black, or white, and you are the only thing colorful around. At least till you spot a few platforms that still have a small bit of color in them but they are very saturated. They are all one color on the first level, so far you only have one color to press, and activate which is the color on the first level. When you activate this color the platforms of this color activate, sliding out of the wall, and turning a more bright or vibrant color than they were originally. This of course shows the players that they are able to jump or interact with this platform to get to the end of the level.

##### Level 1 – Red & Blue

This level starts like the first, a different place, and you will have one more color to work with. This time blue and of course just like before if you press red the red platforms activate, if

you press blue the blue platforms will activate, and you can use these two colors to finish the level.

#### Level 2 – Red & Blue & Yellow

This is just like the previous levels, different setting, and map of course. In this level you add yellow to the list of usable colors to work your way to the next level.

#### Level 3 – Red & Blue & Yellow & White

This is just like the previous levels, different setting, and map of course. In this level you add white to the list of usable colors to work your way to the next level.

#### Level 4 – All colors.... Red +Blue = Purple

This is just like the previous levels, different setting, and map of course. In this level you introduce the mechanic of mixing colors by adding purple to the mix. They will have to push Red and Blue together to create and activate the purple platforms.

#### Level 5 – All colors... Red + Yellow = Orange

This is just like the previous levels, different setting, and map of course. In this level you introduce the mechanic of mixing another color by adding orange to the mix. They will have to push Red and Yellow together to create and activate the orange platforms.

#### Level 6 – All colors... Blue+Yellow = Green

This is just like the previous levels, different setting, and map of course. In this level you introduce the mechanic of mixing another color by adding Green to the mix. They will have to push Blue and Yellow together to create and activate the Green platforms.

#### Level 7 – All colors and mixes .... Add the first monster Corand.

This is just like the previous levels, different setting, and map of course. But this time you will be using all the normal colors plus the mixes to make your way through the map. Corand is added in and it has the ability to change the colors of the platforms randomly. Corand is able to walk around, crawl up walls, and jump to platforms.

#### Level 8 – All colors, Mixes, and Withot

This is just like the previous levels, different setting, and map of course. But this time you will be using all the normal colors plus the mixes to make your way through the map. Withot is introduced and it's long tentacles block out color as they pass through its tentacles.

#### Level 9 – All colors, Mixes, and Spunch. Star cube.

This is just like the previous levels, different setting, and map of course. But this time you will be using all the normal colors plus the mixes to make your way through the map. Spunch is introduced, it absorbs color after a certain amount of time, and it won't allow the platform it absorbed color from to activate till it's eliminated, otherwise it takes it away for a certain amount of time. The only thing that can kill Spunch and the other creatures are star cubes.

### Level 10 – Boss Battle

This level will be changing colors often since the wizard makes the colors unstable, your colors cannot hold for long. The color changing forces the player to move and be active in the level while defeating Farin. A majority of the colors will be used for this level, the player must activate certain patterns to counter balance the wizards attacks. Each time an attack is properly countered the wizard will add some color. When he is fully colored he will be defeated.

## Section V: Interface

### 5.1 – Visual System

The HUD will show lives in the bottom right and have an orb in the bottom left to show the activated color. Menus (the options menu), will have a saturated look while the selection is the only thing that is vibrant. The camera for the game is a standard 2D sidescrolling camera, it will follow the player and keep him in the middle.

### 5.2 – Control System

The default controls for movement will be:

- W for Jump
- A for left movement
- S for ducking
- D for right movement
- Space will pick up and throw items (star cubes)

And the defaults for color control will be (on numpad):

- 4 activates Red
- 5 activates Yellow
- 6 activates Blue
- 4+5 activate Orange
- 4+6 activate Purple
- 5+6 activates Green
- 0 activates White

### 5.3 – Audio

The audio for the game will be triggered when nearly anything happens in game, switching on the menu, killing an enemy, an enemy draining the color from blocks. The characters will make cutesy noises to simulate dialogue during cinematics.

### 5.4 – Music



The music will be multilayered, there will be lightly playing background music that will combine with the music being produced by the activated color, each color will have a different music to play. Red will play a beat and yellow will have a different beat, but orange will combine them and play both simultaneously. The music will be generally soft instrumental, each time a color is activated that music will have start and have a quick fade in so it doesn't surprise the player to much and isn't jarring, and will quickly fade on deactivation. Near the boss battle the music should ramp up and become more intense, telling the player this is what they have been working for.

#### 5.5 – Sound Effects

The sound effects will be quick blips of sound to generate feedback to the player after jumping, killing an enemy, and successfully ducking. The color switching will not be a sound effect because it is handled by the music of the game.

### Section VI: AI

#### 6.1 – Enemy AI

The enemies will be very limited AI wise, the player can actually pass right through them. So there is no need to worry about collision detection. Depending on how the world is handled they will control the color in the world, either by creating new instances and destroying colored ones or by replacing textures.

#### 6.2 – Opponent AI

A certain pattern of movements will be set that will repeat throughout the battle, which will make the final boss easier once the pattern has been recognized.

### Section VII: Technical

#### 7.1 - Target Hardware

Developed for PC

#### 7.2 - Development Hardware and Software

- Version control with an SVN client
- Project Management using Asana
- Developed using PC

#### 7.3 - Development Procedures and standards

Coding standards TBD

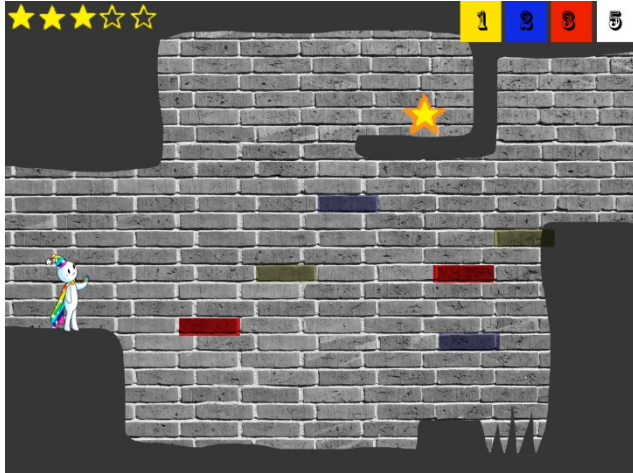
#### 7.4 - Game Engine

Main development using unity and coding done in C#

### Section VIII: Game Art

#### 11.1 - Concept Art

- Character and enemies are located in section 3
- Level example without enemies (pictured on next page)



## 11.2 – Style Guides

All the characters will have a cartoony feel with hard and crisp lines similar to my little pony. When saturated while remaining cartoons there should be an old timey feel like a silent movie.

## 11.3 – Characters

The characters will all be 2D sprites that will need to be created using sprite sheets. The main character will need to have smooth animations. While the enemies and the wizard should have “jumpy” animations to simulate a silent films jumpiness.

## 11.4 – Environments

Each piece of the environment will need to be designed in color, then saturated. Giving effectively 2 different worlds that can be shown.

## 11.5 – Cut scenes

All the cutscenes except the flashback of Farins should have smooth animation. And all should be around 15 seconds, to make sure the player can get to actual gameplay quickly.

## Section IX: Management

### 9.1 – Team

- 3 Programmers
- 3 2D Artists
- 1 Level Designer
- 1 Sound Designer
- 1 Producer
- 1 Creative Director

### 9.2 – Detailed Schedule

#### Month 1:

- Programmers: get movement programmed, and have begun working on the color system.

- Artists: Draw the sprites for the main character and the first 3 Levels, make extremely simple stand in assets.

Month 2:

- Programmers: Finish color system and how player interacts with world. ALPHA
- Artists: 2 Begin cinematics, Draw the 3 enemies and their sprite sheets.

Month 3:

- Programmers: Menu Programming (with stand in assets), Enemy AI.
- Artists: Finish level art, start boss art.

Month 4:

- Programmers: Final battle AI, place cinematics in game
- Artists: Finish cinematic, finish boss art.

Month 5:

- Programmers: Update Everything and begin polishing BETA
- Artists: create menus.

Month 6:

- Programmers: Test and fix Bugs
- Artists: TBD

Month 7:

- Programmers: Test and fix Bugs
- Artists: TBD

Month 8:

- Programmers: Test and fix Bugs
- Artists: TBD

### 9.3 Risk Analysis

A risk that might turn up in the game is problems with the way the color activates music on multiple layers, if that is a problem it can easily be taken out and the color activation will be given sound effects and the background music will be bumped up a little.

### 9.4 Test Plan

During production major bugs should be fixed in the development process, after Alpha there should be a playable game every two weeks. After Beta each week the game should be playable, and the programmers will be testing and polishing bugs.