

Forge Through Time:
An art forgers run through history

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Table of Contents

1. Section I : Game Overview
 - 1.1. Concept
 - 1.2. Feature Set
 - 1.3. Genre
 - 1.4. Target Audience
 - 1.5. Game Flow Summary
 - 1.6. Look and Feel
 - 1.7. Project Scope
2. Section II : Gameplay and Mechanics
 - 2.1. Gameplay
 - 2.2. Mechanics
 - 2.3. Screen Flow
 - 2.4. Game Options
 - 2.5. Replaying and Saving
 - 2.6. Cheats and Easter Eggs
3. Section III : Story, Setting and Character
 - 3.1. Story and Narrative
 - 3.2. Game World
 - 3.3. Characters
4. Section IV : Levels
 - 4.1. Level 1
 - 4.2. Level 2
 - 4.3. Level 3
5. Section V : Interface
 - 5.1. Visual System
 - 5.2. Control System
 - 5.3. Audio
 - 5.4. Music
 - 5.5. Sound Effects
 - 5.6. Help System
6. Section VIII : Game Art
 - 6.1. Concept Art
 - 6.2. Style Guides
 - 6.3. Characters
 - 6.4. Environments
 - 6.5. Equipment
7. Section X: Management
 - 7.1. Detailed Schedule
 - 7.2. Budget
 - 7.3. Risk Analysis
 - 7.4. Test Plan

Design History

V1 – First Version, detailing all parts of game

Section I : Game Overview

1.1 - Concept:

A two dimensional race to the end platformer with collection and evasion elements. Set in a modern world, the player controls an amateur art forger. The forger must immerse him/herself in the art style they are currently working on to generate mastery of the style and produce a nice forgery. To create art the player must run through his workshop, and the painting to collect the materials that will be needed to forge the piece. Each level begins with the workshop in the foreground and a white background (blank slate). As the correct materials are collected, the painting will be filled in behind you in the correct style, however incorrect materials will lead to a more noticeable forgery. Over the course of the game the player will learn new forging skills and be able to take on older works of art.

1.2 - Feature Set:

- 1 area
- 3 levels
- menu screen
- 2D high quality graphics
- side scroller
- collectables
- level objective

1.3 - Genre: two dimensional race to the end platformer

1.4 - Target Audience:

Mild to seasoned gamers interested in a quickly playable game.

1.5 - Game Flow Summary:

The player moves continuously to the right, the level ends at a specific spot, whether or not the player collected all the necessary items for the forgery.

Level Start: player will be given a few seconds to familiarize surroundings then play will begin

Level Play: player will traverse the level, using the skills needed to avoid obstacles and collect materials.

In Background: when player moves to the background, the opacity of the foreground needs to change to where the background can be clearly seen without interference, yet the foreground is still distinguishable (probably around 30-50 percent).

Level End: When the level ends, their recreation of the masterpiece will be displayed, and they will be able to auction it off which is how points are gauged.

1.6 - Look and Feel:

Areas: Each area will be based on a period of art in history, for example impressionism.

Levels: Each level will focus on a specific artists style in the era.

Since many different artistic styles will be in the game the look and feel will vary heavily. For the semester I would hope to get 3 levels polished that are created in the style of post-impressionism.

The sound for the level will be a modernized version of the era's style. The modernized music gives the player a sense of immersion through the familiarity with music from the era, while also allowing more creative freedom to the sound designer.

1.7 - Project Scope: one semester, ending with three polished levels, one character well animated to traverse through the levels, will not include the auction mechanic.

Section II : Gameplay and Mechanics

2.1 - Gameplay:

While the gameplay is simple and will remain the same throughout the game, the verification of the levels and mastery of the design will be what keeps the player engaged. The challenge of each level is to collect the art supplies that are needed to correctly make the artwork for example (brush, paints, etc.) these items will be drawn in the art style of the area(collection of levels) and shown to the player at the area intro screen(to let them know what needs to be collected). Each level should get increasingly harder with more obstacles in the level and with more incorrect items to collect.

2.2 - Mechanics:

-Standard platforming mechanics (running, jumping)

-Paint yourself in: Switching between foreground and background (workshop and painting). The avatar will be painted in the same style as the painting when in the background.

-Erase: destroy certain obstacles directly in front of the avatar

-Missed a spot: fill gaps in the painting floor, so that the player can get over gaps too large to jump.

Movement will be done by the game except for jumping and specific actions. Other movement will be controlled by the space bar and the arrow keys. Layout will be:

-Space: Jump

-Right Arrow: Erase

-Left Arrow: Paint yourself in (will press and character will be in background until pressed again)

-Down Arrow: Missed a spot

-Up Arrow: TBD

2.3 - Screen Flow:

The avatar will always stay on the left side of the screen as the level moves to the left, simulating the idea of running.

2.4 - Game Options:

The game does not need options, for the scope of the project currently. In the final game I would like the ability to remap key controls and screen resolution options.

2.5 - Replaying and Saving:

Game will only have one save, and will save after each level is completed. If the game is left during a level, that level will have to be replayed.

2.6 - Cheats and Easter Eggs:

No cheats and easter eggs are planned at this juncture of the game.

Section III : Story, Setting and Character

3.1 - Story and Narrative:

As an amateur art forger the character must immerse him/herself in the art style they are trying to forge. At the end of each level you will see your work, and try to

auction it off, getting the amount of points you score on that level. Sell it for too high and you may get busted.

3.2 - Game World:

The game is set in the “real” world, or as realistic as the 2D world can seem.

3.3 - Characters:

The art forger is the only character, he/she remains nameless so far.

Section IV : Levels

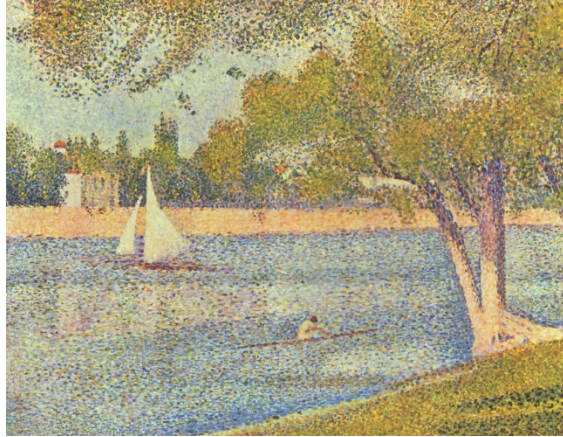
4.1 - Level 1: Henri Rousseau

This piece will use a very colorful palette, to create an almost cartoonish feel without using black outlines for objects.



4.2 - Level 2: Georges Seurat

A very colorful palette will need to be used, and pointillism will be used for the piece. For this level each thing collected could add a new color to the background, an incorrect item collected could add a color that is wrong and not in the color palette.



4.3 - Level 3: Vincent Van Gogh

This level needs to make the strokes and flow of strokes important to the level background painting. The palette should be focused in a few colors with ranging levels of those colors.



Section V : Interface

5.1 - Visual System:

Fonts per area will also be based upon the time period in which the art style derives. For the current scope we will be using a writing style from the 19th century

5.2 - Control System:

The controls will be handled through the keyboard.

-Space: Will control jumping, each time it is actually pressed. Holding down will not make the character jump continuously. Jump is not affected by length of press.

-Left Arrow: Will paint the character in to the background, and fade the foreground to lower opacity. Helps avoid obstacles in foreground. Each press will initiate a change, button does not need to be held.

-Right Arrow: Erase, destroys certain objects from directly in front of the player.

-Down Arrow: Slide, allows character to slide under certain obstacles

-Up Arrow: Missed a spot, fills a gap in the level (only in painting).

Menu's will be handled using the arrows keys, and space to select the choice.

5.3 - Music:

Music will be loosely based on the music of the time period. For the demo the music should be based off Arthur Sullivan and W.S. Gilbert, or similar artists from the time.

5.4 - Sound Effects:

There will be a sound for collecting items, a sound for correctly avoiding obstacles, and a sound for completing the level.

Section VI : Game Art

6.1 - Concept Art:

The art is based on other styles. The artists will have their own input into the level of each game since they will be painting them, but it must be obvious if the inherent style created by the artist.

6.2 - Style Guides:

Style guides will just be image references of each artist specifically. Choosing a work that most emulates their overall style. For example Van Gogh a painting where individual strokes can be seen is great.

6.3 - Characters:

Only one character will need to be drawn, but he will have to be drawn in multiple styles for the blending feature of the game. For example a normal semi-realistic drawing when the character is in the foreground and an artistic rendering done in the style of the painting in the background.

6.4 - Environments:

The foreground environment (the workshop) will include many of the same assets in each level, While changing up the gameplay and level pacing. But the backgrounds will have different assets for each area. Since the scope is for the completion of one area focus will be on one art style.

Section VII : Management

7.1 - Detailed Schedule:

Week 1:

Programming: Level Movement and jumping (using stand in assets as level and obstacles)

Art: Begin Character art, asset art, level art

Week 2:

Programming: Paint Yourself in function

Art: continue character art and animations, continue level art, and continue asset art

Week 3:

Programming: Missed a spot function

Art: continue character art and animations, continue level art, and continue asset art

Week 4:

Programming: Slide function, Erase function

Art: continue character art and animations, continue level art, Finish asset art

Week 5:

Programming: Create Menu screens and interactions (using stand in art, and basic text)

Art: Finished Character Animations. continue level art, character artists moved to menu art

Week 6: ALPHA

Programming: Program game saves, so it will auto save after each level.

Art: continue level art, continue menu art assets

Week 7:

Programming: Menues and Loading update

Art: continue level art, finish menu screens

Week 8:

Programming: Update with new assets, optimize

Art: Finish level art

Week 9-14: polish everything

Schedule is compact to allow slight wiggle room on deadlines

7.2 - Risk Analysis:

Most risky element of the game is fading the foreground to see through whenever player uses the "Paint yourself in" function. So handle that first, then build the rest of the game around it.

7.3 - Test Plan:

Make sure that each week there is a playable system. After all the movement is programmed into the game, make sure a playable game exists each week.