

# Game Design Document

## Story

Pogo Fello' is a mad hatter who needs to deliver hats to customers. A customer can be found at the end of each level.

## Characters

Pogo Fello - Male or Female, chosen by the player, results in long hair or a moustache. The colour of this can be changed by the player after purchasing the corresponding palette from the shop (with in-game points). They can also customise the hat's colour / design and their pogo's.

Customer - "Randomly" generated stick-figure from various body parts / attributes.

## Level & Environment Design

Levels are somewhat linear in that they start with the character on the left, and end on the right. There may be multiple ways of getting there. Perhaps certain routes are easier with certain abilities.

Pogo Fello may start out on a ranch, then go to a hamlet, then a village, then a town, then a city, then a metropolis. Bonus areas could include a cave, a sci-fi setting, a volcano, a jungle, an icy setting, a desert, the sea, and famous landmarks.

## Gameplay

P.F. can only move around via jumping. Any surface can be jumped on as long as it does not represent an acute angle. Different surfaces have different properties - sticky (less slidey, lower jump height), slippery (more slidey), breakable, etc. There are different planes to jump between to avoid obstacles in the current plane.

There are power-ups that the player might have amassed as well as power-ups within the level to help the player along their journey. Every level is possible without any power-ups.

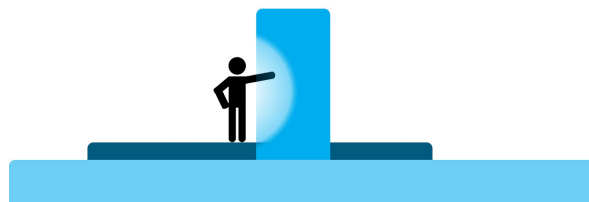
The player can lean to change the angle of their jump and affect their momentum in the air to be more precise with their jumping. When the player is not leaning, they will lerp to an upright position.

There are hazards in the level that kill the player instantly, forcing them back to the start or the previous checkpoint. Perhaps this could be refined so the player has a health-bar.

There are collectable hats that may fall off if the player moves too fast or lands on their side. (There is a hidden hat that can't be lost that allows the player to complete the level even if they lost their starting hat but made it to the end of the level.) Hats can be picked up they are dropped, but not if they are dropped into / onto a hazard.

There is no stamina bar or time limit to the level, but a timer does tick up, ending once the level is completed - this is for the competitive aspect of the game, comparing scores with other players and whatnot. There may be a time immediately after landing that it is difficult to jump again, or even a time during that that gives the player a bigger next jump (like trampolines in Mario).

If the player is occluded by terrain, a mask / vignette will appear around them, revealing the character's position. Here is what it might look like:



The player can also perform tricks as they progress through the level to increase their score.

## Art

Flat colours are currently fashionable. They will be used liberally. The terrain will mostly be geometric but with rounded vertices. The player will cast orthographic / isometric / axonometric shadows on the terrain. Terrain that is further back than other terrain may cast similar shadows on the nearer terrain.

As well as the terrain there will be some slightly blurry background art to each level.

Another type of unlockable (as well as hats, pogos, permanent upgrades) is the colour palette. These are high-tier unlockables that change the colour of the levels. This is so the player gets to experience what the levels look like normally, then gets to change that as a reward. There are 3 colours in a palette, one for each plane. The colours will decrease in brightness as they go from the near plane to the far plane.

# Sound & Music

There will be effects for:

- Jumping
- Landing on each type of terrain
- Leaning on the ground
- Leaning in the air
- Hat falling off
- Hat landing
- Picking up hat
- Switching Planes
- Completing the level
- Starting a level
- U.I. Elements (both hover and click), bringing up the pause menu

There will be music played in the main menu, pause menu and in-game. During the levels it will be relevant to the setting - e.g. banjo for farm.

There will be no speech.

# U.I. & Controls

## U.I

There will be an indicator on screen during the levels that tells the player which plane they are in. It may look like this:



There is a light theme and a dark theme. The top circle represents the far plane, the mid the near, the bottom the close. The circle containing a circle is the plane the player's in.

There will be a timer on-screen counting upwards. A menu option could be added to hide it. There will also be a trickScore counter on-screen. This can also be hidden if the player wishes it. Since score has no bearing on progression, people might not want to feel pressured into getting a higher score.

There will be a pause button if the player doesn't want to pause the game using the keyboard / controller. Various options will be available from the pause menu and main menu. They will be shown in text.

The controls may be shown on screen at all times if the player enables that option. There could also be an option that only shows relevant controls i.e. only shows that you can use the plane changing controls when you are in a position to change planes.

## Controls

Mouse / Keyboard:

- ESC to bring up pause menu while playing (again to remove)
- ESC to bring up "Quit?" prompt in the main menu
- WASD, IJKL, Arrow Keys, mouse to go between menu items
- AD, JL, to lean 60 degrees left and right
- QE, UO, to lean 30 degrees left and right
- WS, IK, to change planes when in the air and unobstructed
- SPACE to charge up pogo, release to jump
- SPACE, ENTER, Left Click, to select menu items

Controller:

- Left Stick to lean left and right (analogue, max value of 60 degrees)
- Left Stick, Directional Pad to select menu items
- A to select menu item
- Start to Pause / Bring up quit in main menu
- A or X to charge jump
- Left Bumper, Left Trigger to go to farther plane when possible
- Right Bumper, Right Trigger to go to nearer plane when possible

## Accessibility

The game should allow anyone to be able to play and complete the game so long as they can pick up a controller / mouse & keyboard and see the screen to some degree.

This means that there should be:

- customizable controls
- colour blind options
- sound cues

- high contrast options
- “cheats” - will not be called this. To make the game easier to play for those with slow reaction times etc. These include things like slow-motion
- Option to progress beyond a hazard if a player fails to do it themselves (5 tries)