Design Document

Random Mania

Version 1.00

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Table of Contents

Name of Game

Design history

General Idea of the game

Common Questions

Why create this game?

What type of game is it?

What is the focus?

What do I control?

Is there a set time zone?

General features

Multi-player

Editor

Game size

Time or turns

Sound

Story

**Name of game**

Random mania, we chose the name random mania because our game prioritizes on randomness. We feel that giving games random encounters makes them far more enjoyable and unique in a way.

**Design history**

**General Idea of the game**

The idea of the game is to progress your character, build up his stats such as strength dexterity agility etc. until you feel confident enough to fight the bigger enemies towards the boss in the game

**Common Questions**

Why cards?

We chose cards because they feel professional in a sense it’s easier to provide the player with a card that shows a monsters statistics than an actual monster. Usually a player would understand that cards don’t have animations too. This also makes the game feel far better in our opinions.

**Why create this game?**

We want to create this game because once we have a solid backset to the game such we can then implement more cards should we feel the need too. It will basically make the game easy to improve on once we get going.

**What type of game is it?**

This game is a card game for ages 10+ which is a top down 2D style

**What is the focus?**

The focus is to provide the player with a game they can enjoy for a while where they begin to get somewhat attached to their character. We want the player to *want* to improve, we want the player to enjoy picking up power-ups and beating monsters.

**What do I control?**

The player gets to control a player card. Player cards are much like any other cards, however there are only a select few and the player gets to choose one. The player then moves that card around the map improving as they progress.

**Is there a set time zone?**

We have thought about the game changing time zones and having certain monsters change/improve as the time goes on but these are ‘cherry’ implications. We want them in the game but we will most likely not have them.

**General features**

**Multi-player**

We want multiplayer in the game but again this is another feature that will most likely not make it into the game.

**Editor**

We want an editor in the game but again this is another feature that will most likely not make it into the game.

**Game size**

We have a multitude of ideas for the game size of the game. However a 10x10 is probably our most solid idea of size.

**Time or turns**

We feel that a turn based style to the game would make it feel enjoyable. Although the game will be single player, this turn based style will slowly and methodically allow the player to think out their turns and move around the map one square at a time.

**Sound**

We feel that a looping 8-bit themed style would be a very nice addition to the game.

**Story**

The game doesn’t really have a story, the player chooses a character, progresses and improves and then finally beats the hardest boss in the game.