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Game Design Document

Rubi

2020

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Rubi
A magical girl Adventure

Overview

Named After the main Character, Rubi is a single Player platforming action adventure game where a girl with magic powers must save her town from invaders. She must navigate various levels consisting of closed areas where she must dodge anomalies and face various enemies to reach the source of the problems. Aesthetically, sceneries will have a real-world setting with magic corruption.

Inspiration

The game pays homage to the *"Mahou shoujo"* (Magical Girl) genre seen in anime, many elements are inspired by shows like Cardcaptor Sakura and Madoka Magica. Besides that, the game takes inspiration from ps2-era platformers like Rayman 2 and the sly cooper series. Combat will have some character action elements like lock on and movement from the Devil may cry series.

TARGET AUDIENCE	GAME STYLE	TARGET PLATFORMS
Fans of platformers, Fans of magical girl anime	Third Person, Platforming, Action Adventure	PC Consoles

Story

The main character, Rubi, was born into a lineage of ancient mages, the "Del Sole" family. One summer, while her father is away, strange events start happening in her town. Magical anomalies and monsters pop out of seemingly nowhere and with help nowhere in sight, Rubi must step out of the comfort of her home and investigate these strange phenomena.

Characters

Main

The two main Characters are Rubi, a young cheerful girl, and Ruru, Rubi's familiar that guides her and helps her in all magic related matter. Rubi can use magic and is very athletic, she gets easily scared and doesn't like fighting. While Rubi is very kind and will always search for a way to peacefully proceed, Ruru is very talkative and won't stop at nothing to taunt Rubi's enemies, mocking them by not taking them seriously or downplaying them by saying Rubi can easily defeat them.

Enemies

The enemies that the player will face will be a variety of magical elementals, demons and familiars. The two most basic and weak are the treats and fire imps. Treants are magic walking trees that move slowly but pack a lot of punch in their melee swings, Fire imps are familiars that throw fire balls like artillery.

Gameplay

Movement

Outside of battles, the player can walk, run and jump. By using the analog stick's capabilities, the player can control the speed at which the character moves. When enemies are nearby, the player may lock on to one, when locked on, the player will always walk and will always be facing that locked on enemy.

Combat

The player has access to various spell such has fire, water or nature that they must choose in real time. There are 2 ways of using these spells, one is to lock on an enemy and cast it at the selected enemy, this requires the player to stand still while attacking, but lets them keep a safe distance and attack with a more powerful force. The other way is with quick cast, without locking on an enemy, the player can do a quick effect that is close range and weaker.

In contrast, Enemies have a defined "element"/"Way to defeat" and must be defeated in specific ways with specific spells. To defeat a wooden enemy, the player must use fire, to defeat a fiery enemy, a water spell must be used. Utility spells also exist such as nature which immobilizes enemies temporarily. Stronger or bigger enemies require more than one spell to be used (A big tree must first be immobilized before being set on fire).

Using the wrong spell on the wrong enemy might make them grow stronger or change. Overall the combat requires quick, careful thinking and proper positioning to defeat an overwhelming force.

Resources

Rubi starts off with 100 health, this can be upgraded, each time she gets hit she loses a set amount of health depending on the attack. Enemies drop red orbs when killed, collecting enough of these will upgrade Rubi's health by 20. Shard are picked up automatically when the player gets in range.

Collectables

Throughout the levels there will be various cards to collect, these cards will go to the gallery where they can be viewed. Orbs dropped by the enemies will also be pickable up, red orbs are used to upgrade max health and green orbs are used to restore health. Red orbs are also found in maps, they are used to guide the player around.

Graphics

To compliment with the theme of magical girl anime, the game will have an anime like look, using a Cel-shading style.
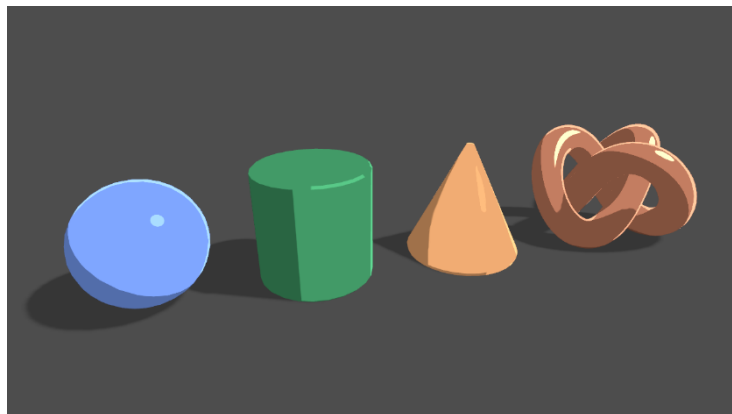

Figure 1 - Cell shading in Unity

To achieve this, *Unity-chan Toon Shader 2*(UTS2) will be used.

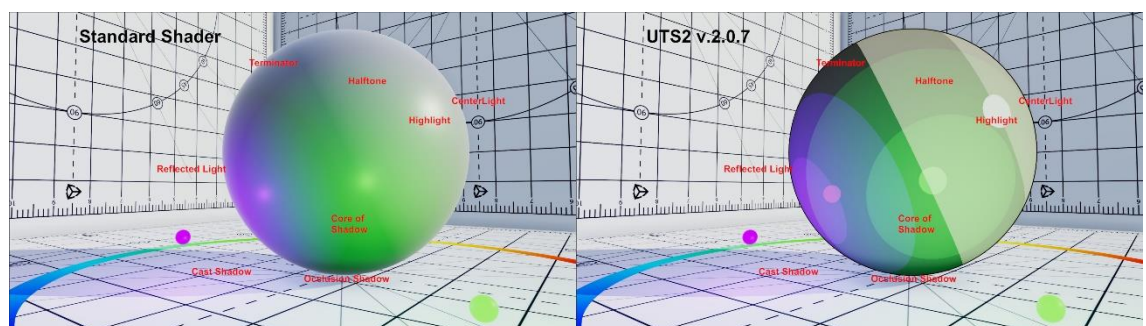Link: https://github.com/unity3d-jp/UnityChanToonShaderVer2_Project

Figure 2 - Diference between UTS2 sher and normal shading

SFX

Various physical blows, element sounds, and explosions are all prominent sounds required to portray the action to the player. Subtle sounds such as footsteps, swipes, impacts and grunts from bad guys back up these foreground sound effects.

Models

The main Characters, Enemies, props and buildings will be made in Maya and blender, Terrain will be made in Unity.

Input Technologies

The game can be played with either a keyboard and mouse or with a gamepad, but gamepad is recommended due to the analog stick's pressure sensitivity allowing for better movement. (Controller Scheme can be found the end of this Document)

Description of various levels and scenarios

Level 1

Starting from Rubi's family house on the outskirts of town, she must make her way into the city, learning basic movement and combat controls. After leaving home she'll come upon a road littered with cars, where the player will learn to jump and be introduced to collectables. After that she will wonder into a nearby forest and be attacked by Treants, there the player will learn how combat works in a mandatory fight, a card is also hidden in here. Afterwards, Rubi will fall into a depression with hordes of enemies, here she can just evade them and press on to the end of the level.

Level 2

Inside the city, rubi must find the entrance to the magic dimension, she must navigate the rooftops of the city, after that she will enter a building and fall to a park where she must fight a new enemy, the fire imps. After defeating the first 2 fire imps, 2 treants and another fire imp will spawn. After defeating all enemies, she must navigate a road towards the portal in the government building, entering the portal and ending the level.

Level 3

Lost inside the magic dimension, rubi must find the mastermind behind the invasion, platforming her way to the arena where she will fight the final boss.

This level will more complex challenges now that it is in an alternate magical dimension and allows more freedom in terms of level design and creating platforming Levels.
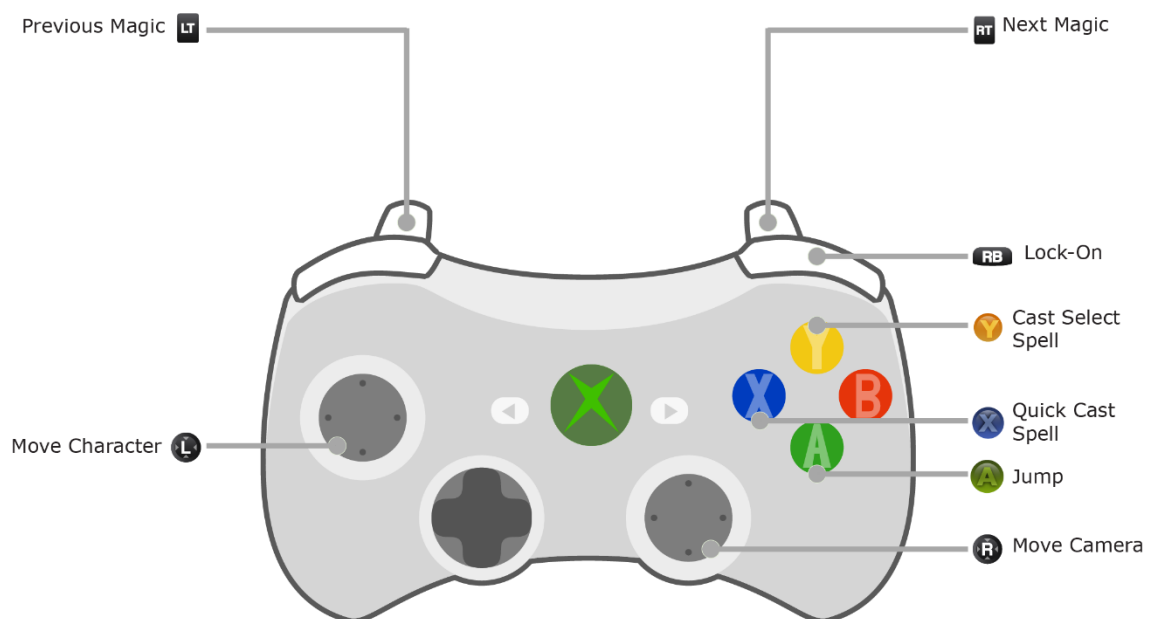
Control Scheme

Figure 3 - Game's Control Scheme on a Gamepad