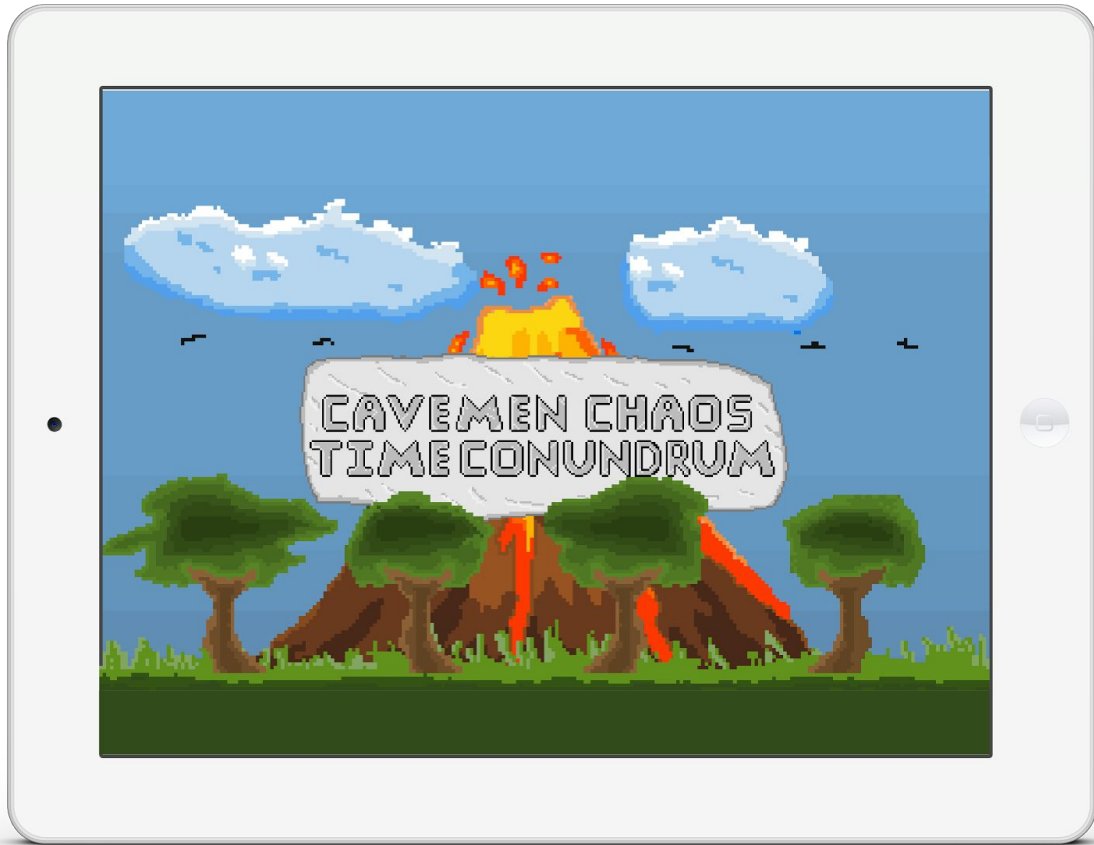# Design Document for Cavemen Chaos: Time Conundrum

## Concept

- A 2D Time Travelling platform Adventure game. With 16 bit graphics. where you play as either a Caveman or a Cavewoman called Kevin and Kayla.

- Icon Design for Phones



- Splash screen Design

# Platforms

- IOS
- Android
- Windows Phones

# Setting

- Six different Time periods;
  - Stone Age,
  - Ancient Egypt,
  - Future (apocalyptic and non apocalyptic),
  - Feudal Japan,
  - Medieval.
  - More periods through DLC.

# Story Description

- The Story Of Our game is as follows. Professor Time-shift a crazy Professor from the future is travelling back in time and kidnapping people from different time periods to make the ultimate collection. Back in the Stone Age, two Cave People Caveman Kevin and Cavewoman Kayla have their tribe get taken so they go after Professor Time-Shift through a time portal that he accidentally left open behind him, this takes them to his secret evil lair of operations where he keeps all the people from different periods in a massive cylindrical room full of glass holding cells. Caveman Kevin and Cavewoman Kayla smash the machine that creates the portals with their stone clubs which causes the machine to go haywire and sends the people back through time but to the wrong periods. So Caveman Kevin and Cavewoman Kayla go through another portal to rescue the people and take them back to their own time periods. Fighting Professor Time-Shifts minions and companions on the way.

# Levels

- There will be around 15 levels per time period. Each level will be around 3-4 minutes long. With a boss fight on every last level to save a person from a certain period. There will be power ups hidden in some levels a lot of them only accessible with certain attacks or hard to reach places. There will also be coins you can collect to upgrade your abilities and for cosmetic items.

# Objective

- The player has to get to the end of the level to proceed in the game with the final challenge being to defeat the main boss and returning all the people back to the right time periods.

# Optional Objectives

- In some levels there will be bonus objectives that you can complete to get extra points and coins. Including saving tribe members and collecting various collectibles. Some objectives can only be completed by unlocking a new attack and going back to previous levels.

# Action

- The player has to guide their chosen character through various levels. Jumping and using the attack button to avoid or defeat enemies and using power ups to your advantage. When you defeat a boss you get a new ability that you can swap out from the standard attack.

# Players

- The game will be a single-player game, but it will have leaderboards to compare your score to friends and people from around the world.

# Player aesthetics

- Player can buy new clothes for their character using coins to change their look, Certain clothes have special attributes. Extra Lives, Move Faster, One hit free.

# Player Upgrades

- Can upgrade abilities in upgrade menu using coins:
  - More powerful attacks
  - Higher jump
  - More lives
  - Better shield durability
  - Power up duration

# Target Audience

- The game will be targeted to have an age rating of 7+, the target audience is both genders at any age, mainly between age 7 and 22.

# Competitors

- Similar games to ours
    - Mario,
    - Sonic,
    - Lumber Jacked.
- What makes our game different:
- You can swap out your attack for different ones:
    - Normal
    - Uppercut
    - Spin
    - Club Throw
    - Ground Pound
    - Slide Kick
- You can travel through time to different time periods.
- Unique soundtrack that is memorable and catchy
- More fast paced game
- Exclusive cosmetic items to change your character's appearance and certain traits.

# Pricing
- Free to play:
- Microtransactions
    - Certain Cosmetic Items
    - Coins/Gems
    - More levels
    - More Time periods

# User Interface

## Start Menu

- Upon opening, a short splash screen followed by a menu with the following elements:
- Play Game:
  - Level Select
  - Endless Mode
  - Achievements
- Leaderboards:
  - Friends
  - Local
  - Worldwide
- Upgrades:
  - Abilities
  - Powerups
  - Cosmetic
- Settings:
  - Music
  - SFX
  - Notifications
  - Reset Progress

- HUD:
  - Attack button: Bottom Right
  - Move button: Bottom Left
  - Hearts (Health): Top Left
  - Score: Top Right
  - Secrets Found: Top Right before score
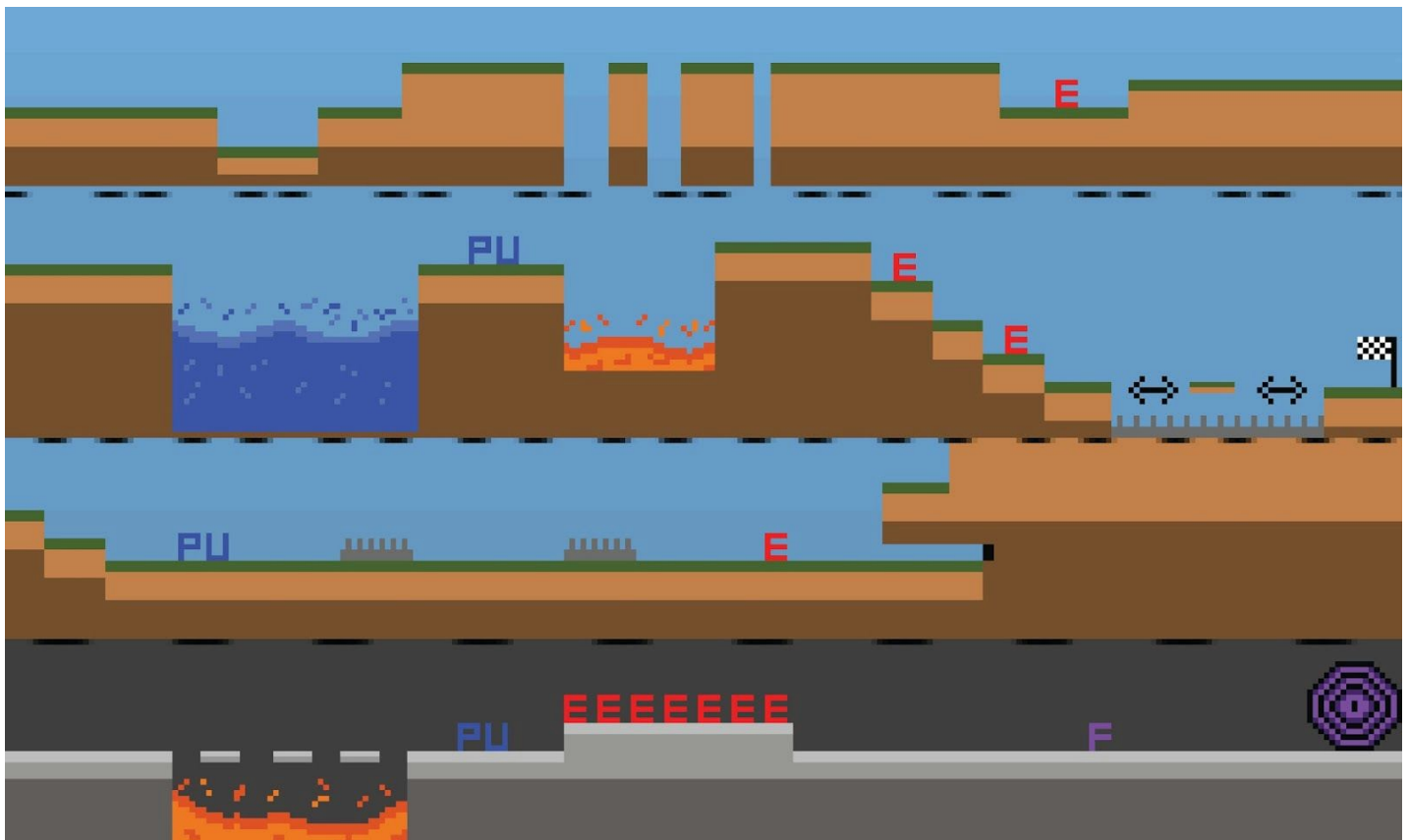  - Pause: Top Right
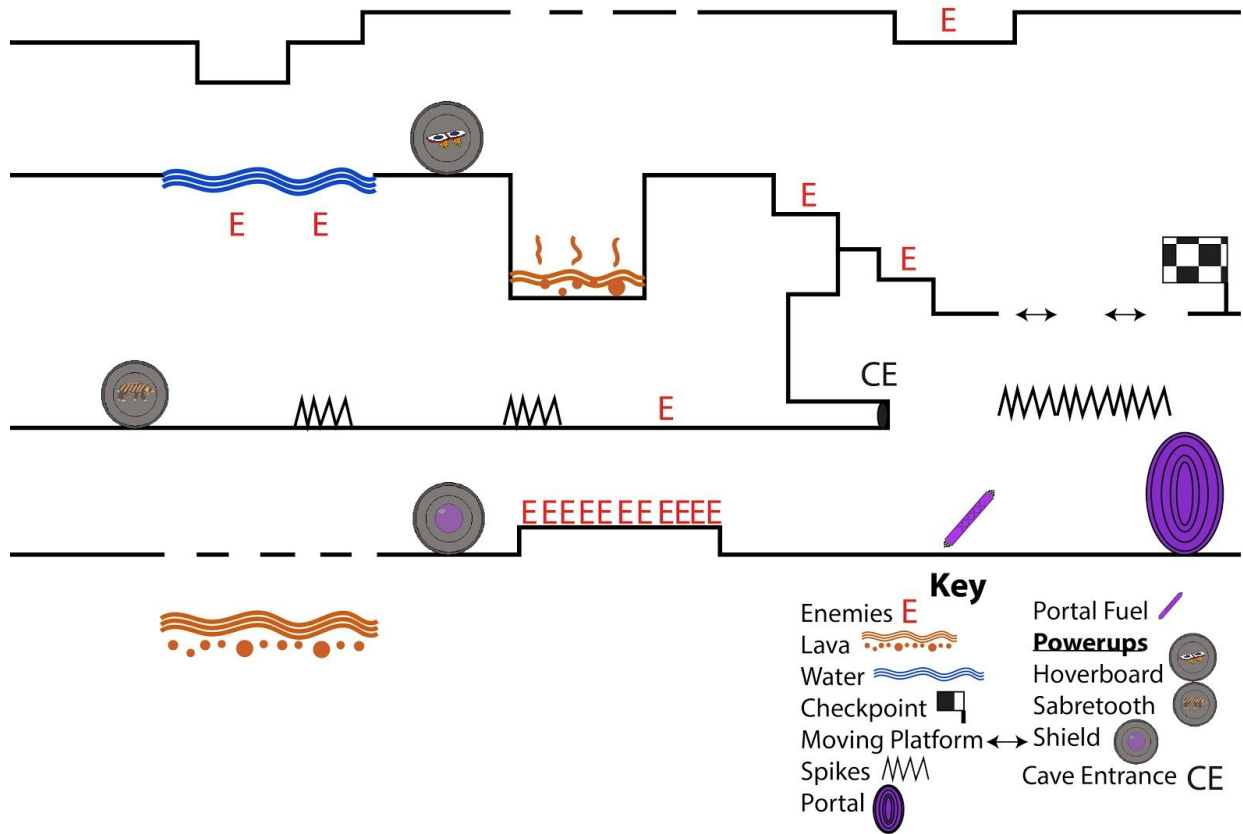
# Landscape

## Level Objects

- Portal Fuel: To power fuel (Only some levels)
- Platforms:
    - Standard
    - Moving
    - Jump-through
    - Falling
    - Disappearing
    - Bouncy
- Hazards:
    - Fire Jets
    - Electricity
    - Acid Spills
    - Spikes
    - Swinging Objects
    - Boulders
    - Lava
- Water: (can swim in it)
- Collectibles:
    - Coins
    - Gems
    - Scrolls
    - Techno-Logs
    - Fossils
    - Tribe Members
- Powerups:
    - Sabretooth Tiger
    - Hoverboard
    - Bubble Shield
    - Super Club
    - Rocket Launcher
    - Wings

- Enemies:
  - Demented Seagulls
  - Zombie Unicorns
  - Mummies
  - Robots
  - Ninjas
  - Dinosaurs
  - Knights
- Bosses:
  - T-Rex
  - Mecha Chicken
  - Pharaoh
  - Evil Sensei
  - Dark Priestess
- Main Boss: Professor Time-Shift.

## Level Layout Example

**Key**

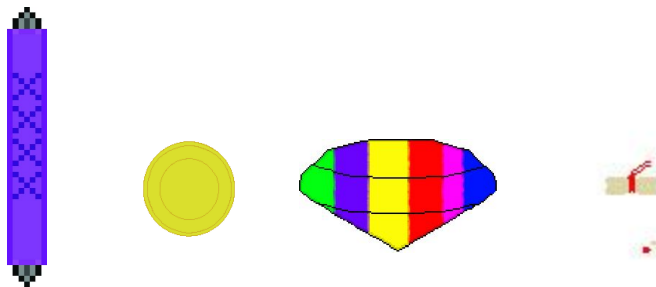| | |
|---|---|
| Enemies E | Portal Fuel / |
| Lava | **Powerups** |
| Water | Hoverboard |
| Checkpoint | Sabretooth |
| Moving Platform ↔ | Shield ↔ |
| Spikes ⋀⋀⋀ | Cave Entrance CE |
| Portal | |

- Main character designs

- Enemy Designs



- Power-Up Designs



- Item Designs



- HUD components designs