

# PROJECT NOSIL

Game Design  
Document

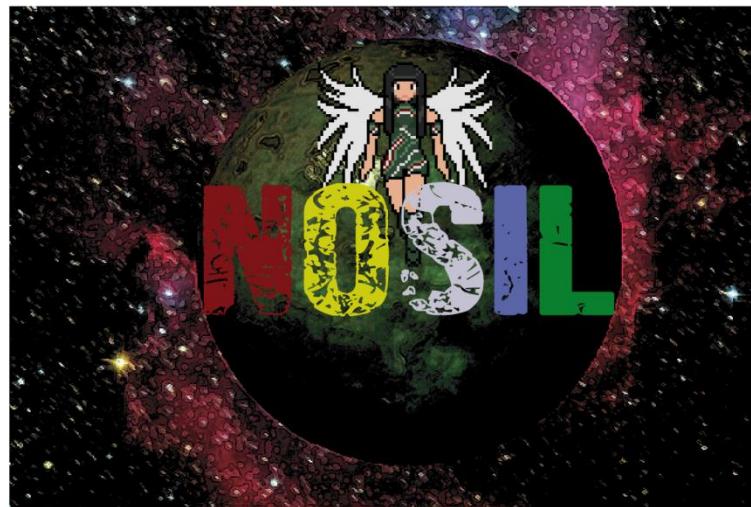
ACR X-MAS Challenge

# PRESENTATION

- Name: Project NOSIL
- Gaming platform: PC
- Genre: Sidescroller/Puzzle Game
- Target: Everyone
- Players: Single Player
- Developer: ACR
- Release date: January 2<sup>nd</sup> 2012
- Direct competitors/References: The Lost Vikings – Kaleidoscope Reef – Growth Cube – Super Energy Apocalypse

# PITCH

- A devastated planet because of over pollution and the monsters created. Goddess Nosil who tries to protect it has no power anymore and has to summon 4 particular heroes before it is too late...



# GAMEPLAY – Characters

Plastics



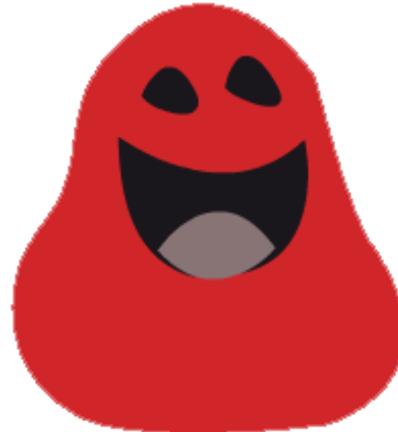
Glass



Paper &  
Cardboard



Metal



# GAMEPLAY – Character

- Nosi

- Almighty Goddess of the planet. The garbage monsters have taken her power away. She needs the blobs to destroy the monsters in order to be healed and she will be able to cure her planet's wounds with her recovered power.



# GAMEPLAY – Game mechanics

- Each blob can recycle one specific type of garbage and garbage monster
  - Recycled plastics produce electricity
  - Recycled paper and cardboard make perfect defensive tools for the various traps
  - Recycled metal can be used to fix broken parts of the level and can create platforms to reach specific parts of the level
  - Recycled glass can create projectiles to knock down garbage monsters
- Garbage monsters
  - They hold the power the goddess needs to restore the planet so they need to be knocked down then recycled by the right type of blob to recover the power.

# INTENTIONS

- Gameplay:
  - Make a fun serious game avoiding telling a morale like other too much serious games.
  - Make the game accessible via simple controls and handling.
- Characters:
  - Make them cute as they look funny and silly regarding the quite serious topic
- Message:
  - Make people aware of the importance of sorting their garbage out.



# GAMEPLAY – Key Features

- Recycle it yourself to make useful tools and combine them to progress to reach the end of the level.

$$ax+b = ?$$


- 4 characters who have to act together to save both the planet and the goddess Nosil who summoned them.
- Begin with a dirty and disgusting background and give it back its true and shiny form by recycling the garbage.

# GAMEPLAY - References

- The Lost Vikings



- Grow Cube



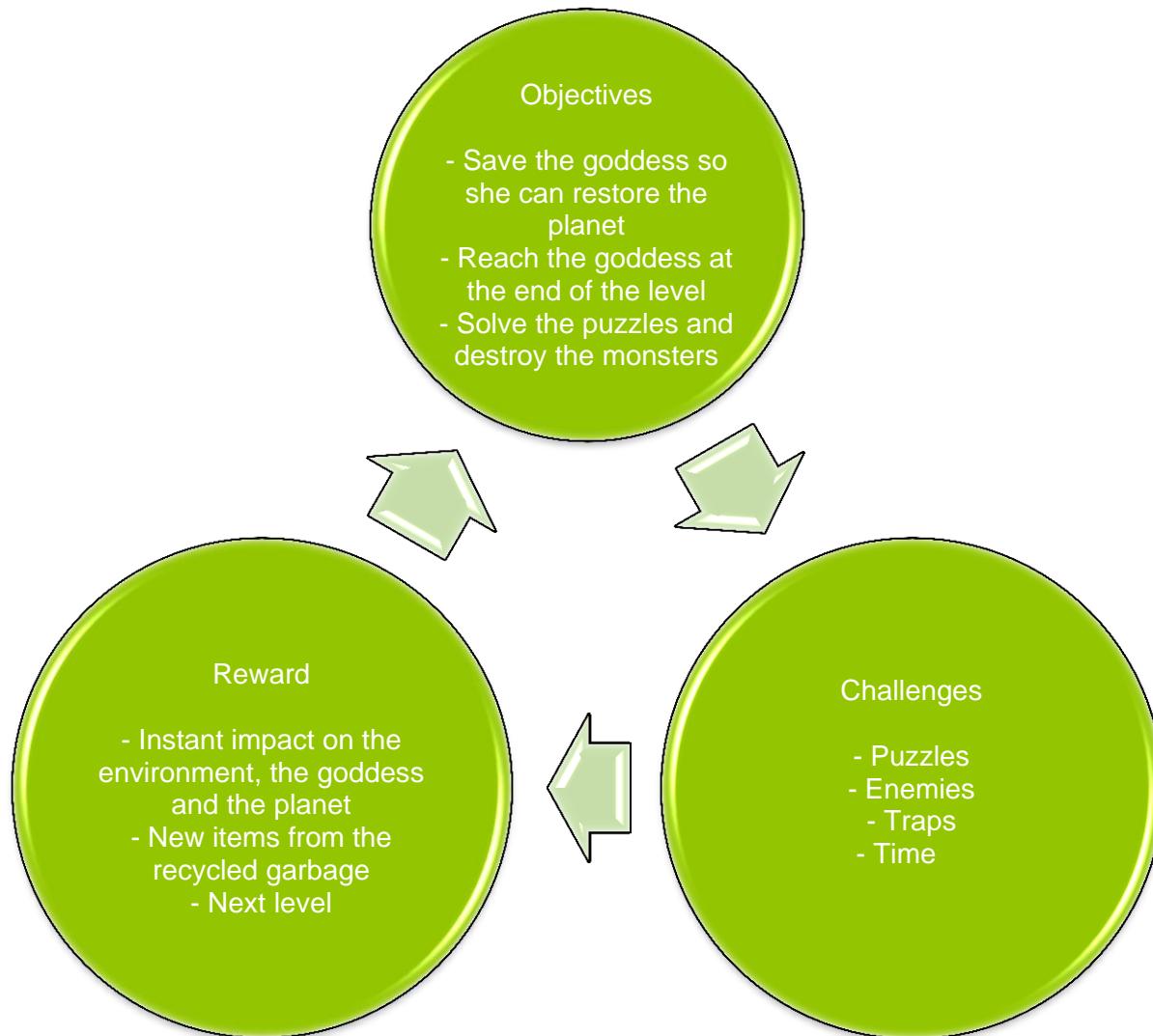
- Kaleidoscope Reef



- Super Energy Apocalypse

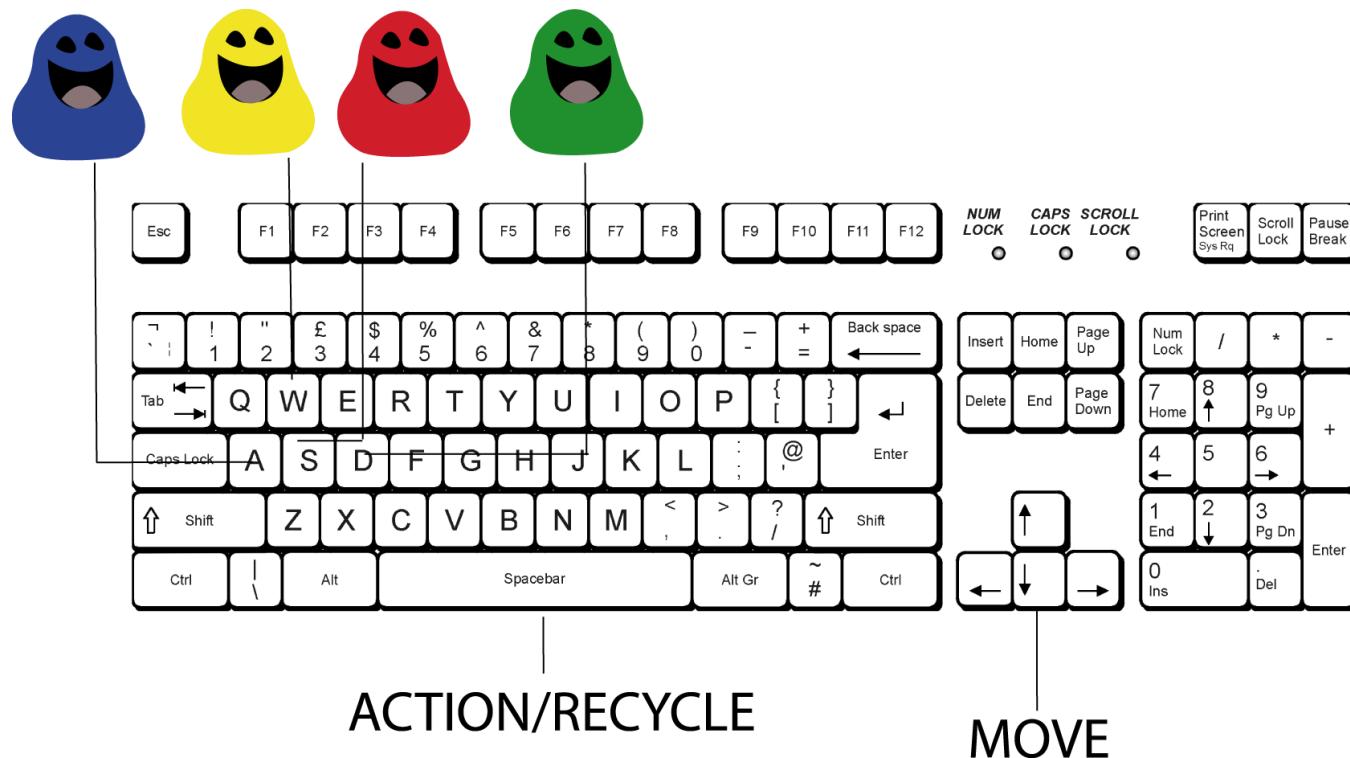


# GAMEPLAY LOOP



# GAMEPLAY – Alternative Controls – Game Maker HTML5 Version

- Keyboard mapping



# GAMEPLAY – Controls – Game Maker 8 Pro Version

- Very simple handling using only the controller colored buttons + the right trigger (RT)
  - Press once on the corresponding colored button to call a blob
  - Press the right trigger to do an action with it



# GAMEPLAY - Camera

- 2D sidescrolling view to have a better approach and visibility of the obstacles



# GAMEPLAY DETAILS



# GENERAL RULES

- Every blob has 3 HP
- Every blob need to collect 3 pieces of garbage before being able to recycle it
  - Except for the green blob who can fire projectile with every piece of glass garbage he collects
- Every blob can recycle a type of garbage monsters if knocked down
- The player wins by reaching the goddess at the end of the level
  - Collecting all the pieces of garbage and recycling them to solve the puzzles
  - Destroying all the monsters to recover the goddess' pieces of power
- If a blob is defeated the player has to restart the level because recycling requires all characters
- The player loses by having one blob killed and has to start the level again.



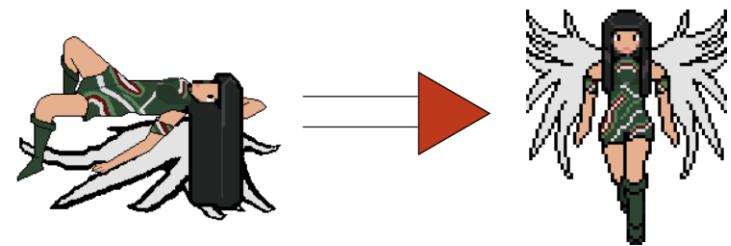
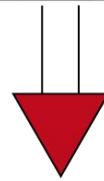
# RECYCLING

- Every blob can recycle one specific type of garbage
  - Red : recycles the metal to create tools to fix part of the environment
  - Blue : recycles plastics and generates electricity
  - Yellow : recycles paper and cardboard to make perfect defensive tools
  - Green : recycles glass to create reuseable projectiles to knock down garbage monsters
- In addition to that each blob can recycle one type of garbage monsters to recover a piece of the goddess' power
  - Enemies must be knocked down by green blob projectiles before recycled



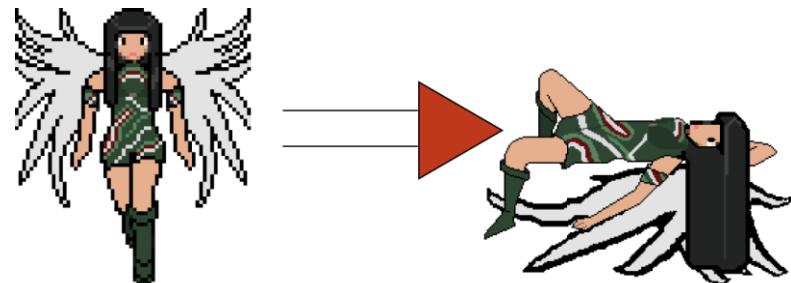
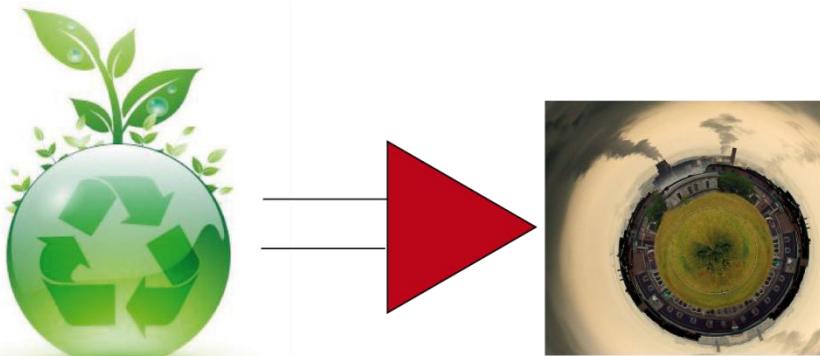
# VICTORY CONDITION

- All garbage collected and monsters destroyed thus level is depolluted
- All puzzles solved
- All blobs led to the goddess at the end of the level



# DEFEAT CONDITION

- The blob can lose HP if:
  - Hit by an enemy
  - Hit by/fall into a trap
- Once the player loses one blob the game is over



# USER INTERFACE

- Unique UI for each blob
- Simple to show only the main information player has to know
  - Name
  - Health
  - Garbage collected



# ART DIRECTION

- Graphics
  - Cartoon style is much easier to convey fun as the topic is furthermore serious
- Sounds
  - Unrealistic sounds are the most useful when it comes to merge cartoon graphics and an unrealistic universe
  - The player has to feel the consistency in the game to be able to be immersed