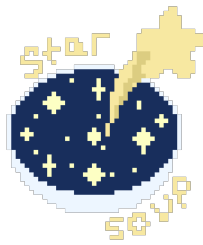
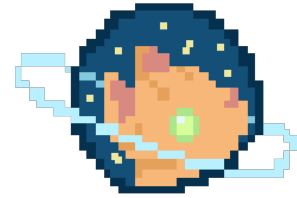


Link to Download & Play: <https://star-soup-studios.itch.io/into-the-mewniverse>



Into the Mewniverse

Game Design Document (GDD)



V 4.0 GOLD MASTER



Screenshot of Gameplay for "Into the Mewniverse" Level One

Game Identity / Mantra

In the age of spacefaring humanity, the ship captain's beloved cat accidentally sets off in an escape pod and is launched to an uncharted planet. This curious kitten must traverse alien landscapes to find a way back home.

Single player, Sci-Fi, Space exploration, Extraterrestrials, Puzzles, Top-Down

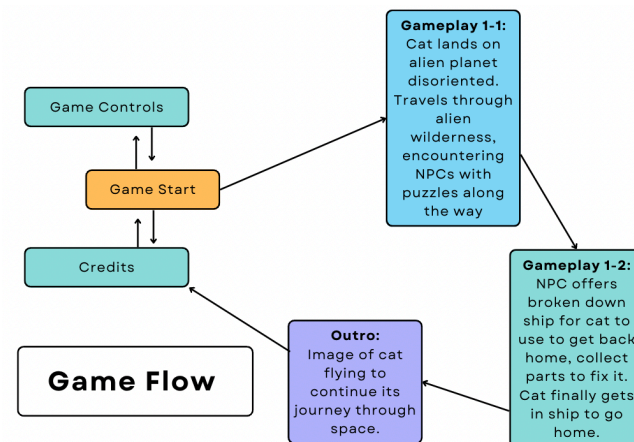
Design Pillars

- Colorful game should suggest that the game takes place on a non-Earth planet. Ship location will be desaturated and industrial.

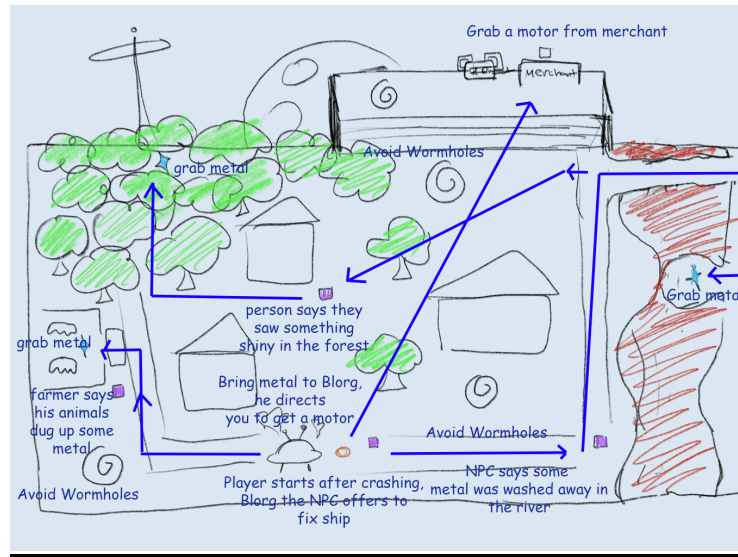
- Player will consistently interact with aliens that will guide the cat to new areas to get closer to their goal and will keep the narrative going.
- Top-Down visuals

Genre/Story/Mechanics

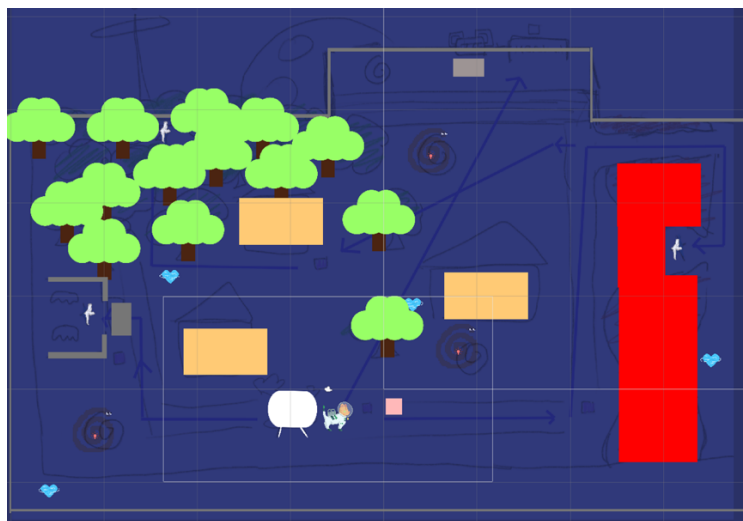
- Genre
 - Sci-Fi, far future
 - Top-down game, player can move in four directions: up, down, right, and left.
 - Interactive puzzles, NPCs, and secrets.
- Story
 - Humanity is already a space-faring civilization and travels the galaxy with large ships. Technology in this society is very advanced and thus space travel is extremely fast.
 - Our protagonist is not a special species of cat, he is simply a regular cat who was accidentally sent at lightspeed to another planet via the ship captain's escape pod.
 - The pod lands on an extraterrestrial planet and the disoriented cat steps out to look at the alien landscape. We begin on a trek to find some kind of aliens who might guide us back to the ship. The game begins.



Game Flow



Rough Map with rough outline of flow, semi-exploratory game



Rough Map implemented into Unity.

Features

- At least one level and several environments depicted on the planet through color changes and scenery changes.
- Introductory scene on main ship serves as a short tutorial.
- Player character, no weapons or combat.
- Patrolling “wormholes”
- River will instantly kill player.
 - NPC will warn player that river is corrosive.

- Player will lose O2 instead of health, batteries will restore O2.
- Player cat will have to piece together clues from NPCs and move obstacles to gather scrap metal and a motor to bring to alien to fix ship.
- Dialogue delivered in text boxes that look like technology with wires.



- Player is a cat in a tiny space suit.
- Epic Encounter consists of a “wise” robot consoling and advising our player what to do on their adventure. We get hints that this is only the beginning of our travels.

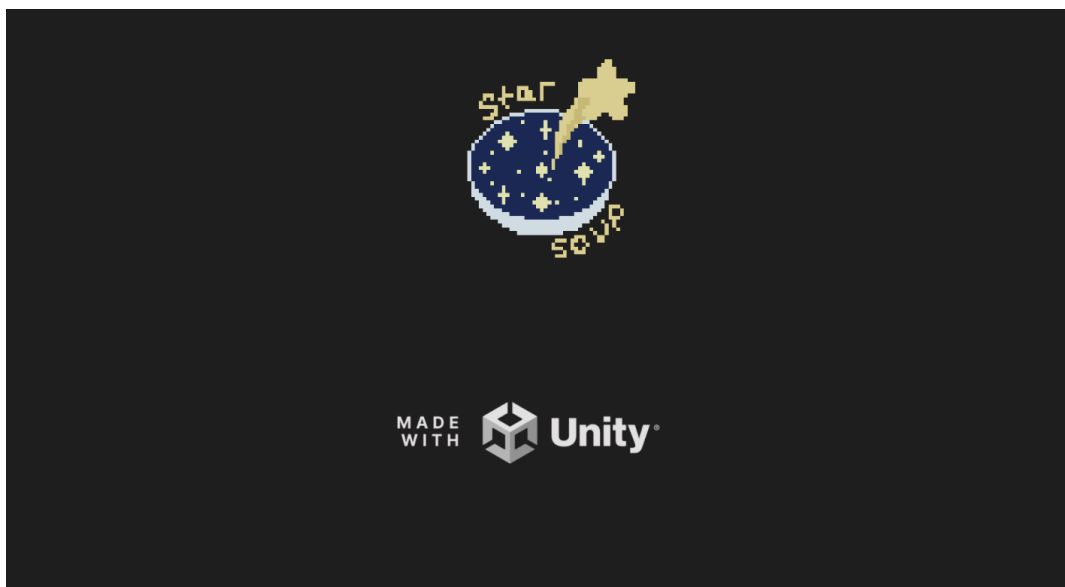
User Interface

- Oxygen bar will display 9 segments.
 - Play on “nine-lives”, but it is O2 instead of health.
- Narrative delivered in dialogue box.
- Players will interact with NPCs.
 - Blorg (The main NPC who will give you directions)
 - Farmer NPC, Riverside NPC, Forest NPC (these three will direct you to scrap metal),
 - and “The Wise” Boss/ Epic Encounter (will direct you to motor).
- Gameplay objectives displayed in top corner.
 - The objectives will change as NPCs are interacted with and items are collected.
- Game Splash
- Patrolling enemies, collectible objects, health pick-ups, and instant-death objects will be present.
- Scenes
 - Main menu
 - Will have start button, controls button, credits button, and quit game button.
 - Level 1
 - Credits
 - Controls
 - The End
 - Simple image of cat in ship traveling away from planet.

- Example UI:



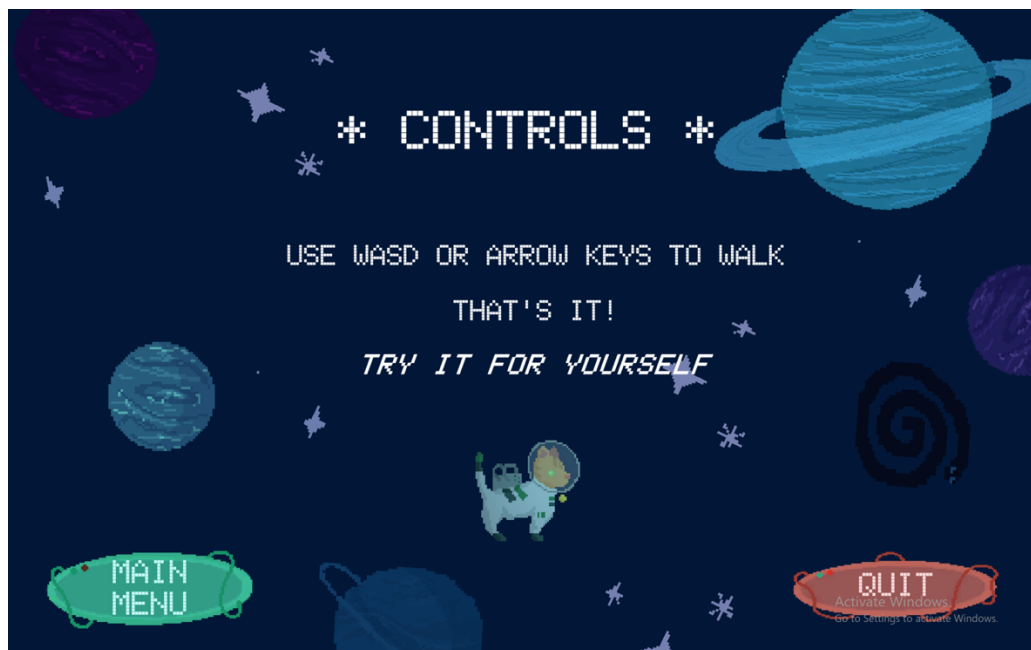
Start Screen/ Logo



Splash Screen



Credits Screen



Controls Screen



Entire Finished Map

Art-Style

- Pixel art
- Gameplay areas
 - Starry/Space Background
 - Extraterrestrial landscapes.
- Colorful landscapes
 - Interactable objects will be noticeably colored/ lit-up.
- Retro-futuristic design elements throughout the entirety of the game
 - Should look like a 1950's idea of what extraterrestrial planets and technology would look like.
- Player Color Palette



- World Colors (Subject to change)



- Player Walk Cycle:



- Player Idle:



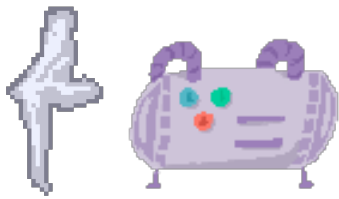
- Wormhole Enemies



- Oxygen Meter (empty) and what is used to “fill” it



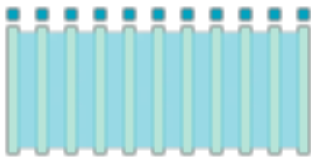
- Scrap Metal and Motor Collectables:



- Oxygen/ Health recovery:



- Fencing



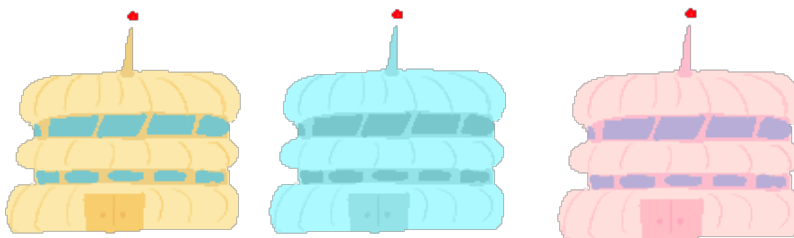
- Cave Plants



- Pathing



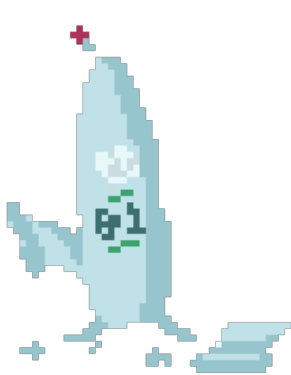
- Houses



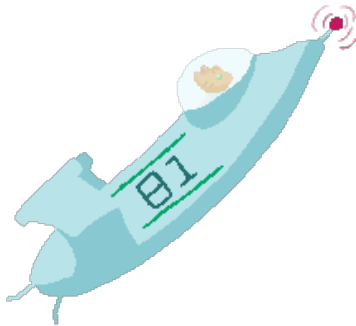
- Buttons



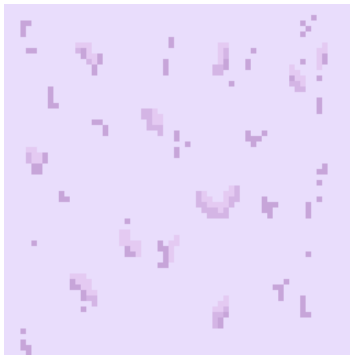
- Broken/ Fixed Ship:



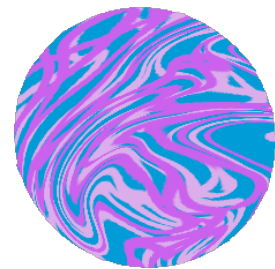
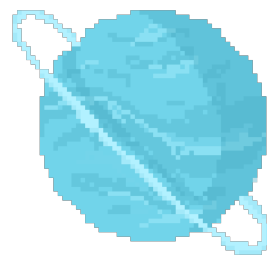
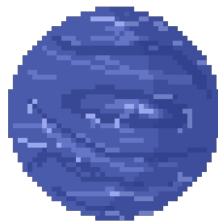
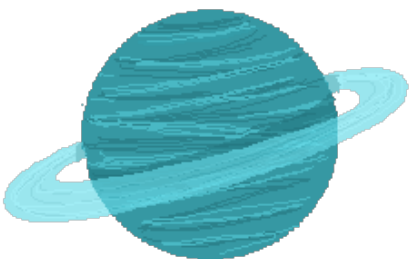
- Cat in ship (end screen)



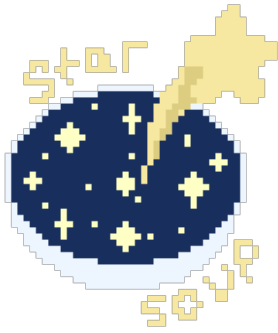
- Grass Tile (Re-colored in Unity)



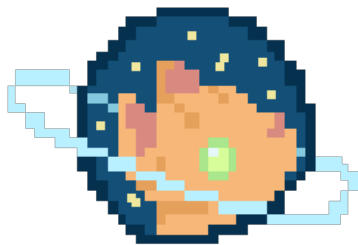
- Planets



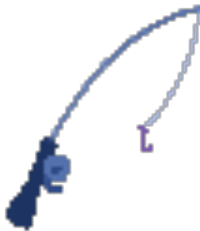
- Studio Logo



- Game Icon



- Blorg/ Robot NPCs and Accessories (Hat, Fishing Pole, and Flower)



- The Wise NPC



- Tree Trunk and Two Treetop Types



- River and Foam



- Schmoo



- Bridge



- **Inspiration:**

- Game style will be similar to Undertale by Toby Fox:



- Undertale Screenshots



-
- June 1, 1958 - comic strip "Closer Than We Think"



-
- 'Highway Home' Retro futuristic collage art by Taudalpoi.



-
- Morris Scott Dollens - Tonight the Sky Will Fall, 1966



-
- From "Waku Waku 7"

Audio

- Ambient noise combined with 8-bit tracks.
- Foley for walking and interacting with items and characters.
 - Noise for picking up scrap metal and motor.
 - Sparkle and purr/meow sound for picking up health.
 - Sad meow for damage.
 - Noise for clicking "next" button in dialogue.

Font

ELECTRONIC HIGHWAY SIGN

Asset Database

ANIMATIONS	
NAME	FILE TYPE
run_forward	Animation
run_left	Animation
run_up	Animation
run_right	Animation
Patrol_walk	Animation
Player_IDLE	Animation
AUDIO	
NAME	FILE TYPE
Ambiance	Audio Clip
Blast off	Audio Clip
Click	Audio Clip
Creds	Audio Clip
Dmg	Audio Clip
finale	Audio Clip
Game_bg	Audio Clip
health	Audio Clip
Main menu	Audio Clip
Meow_good	Audio Clip
Meow_bad	Audio Clip
metal	Audio Clip
River	Audio Clip
MATERIALS	
NAME	FILE TYPE
Lights_ON	Material
Lights_OFF	Material
Smoke	Material
SCENES	
NAME	FILE TYPE
Main Menu	Scene
Level 1	Scene
Credits	Scene
Controls	Scene
The End	Scene
SCRIPTS	
NAME	FILE TYPE
DialogueManager_MINE	.cs
Dialogue_Trigger_MINE	.cs
Objective_Text	.cs

Dialogue_MINE	.cs
Game Controller	.cs
Player_Health_Segmented	.cs
Player Anim Controller	.cs
Camera Movement	.cs
Patrol	.cs
Floater	.cs
PREFABS	
NAME	FILE TYPE
Player	Prefab
Tree1	Prefab
Tree2	Prefab
Portal	Prefab
FENCE	Prefab
SPRITES	
NAME	FILE TYPE
1 (1-9 are oxygen bars)	Sprite
2	Sprite
3	Sprite
4	Sprite
5	Sprite
6	Sprite
7	Sprite
8	Sprite
9	Sprite
back_walk	Sprite sheet
front_walk	Sprite sheet
left	Sprite sheet
Mijares_M03_Player_WALK_CORRECT	Sprite sheet
idle	Sprite sheet
blorg	Sprite
Broken ship	Sprite
Fixed ship	Sprite
Dialogue Box	Sprite
Floor	Sprite
Battery	Sprite
O2 Bar	Sprite
Starsoup	Sprite
Planet1	Sprite
Planet2	Sprite
robo	Sprite
Scrap	Sprite
Star1	Sprite
Star2	Sprite

Floating_cat	Sprite
Treetop1	Sprite
Treetop2	Sprite
Tree_trunk	Sprite
Schmoo	Sprite
River	Sprite
Wormhole	Sprite
Mijares_M14_Icon	Sprite
Button_blue	Sprite
Button_red	Sprite
Button_green	Sprite
catship	Sprite
Fence	Sprite
Fence_single	Sprite
Floorplant1	Sprite
Floorplant2	Sprite
House_blu	Sprite
House_pink	Sprite
House_yel	Sprite
motor	Sprite
Path1	Sprite
Path2	Sprite
Path3	Sprite
Vine1	Sprite
Vine2	Sprite
planetblorg	Sprite
Flower_acc	Sprite
Yeehaw_acc	Sprite
Pole_acc	Sprite
Bridge	Sprite

Development Roadmap

Platform: Unity Editor and Windows

Audience: Cat lovers, All ages, Space enjoyers

Milestone 1: GDD 1.0 — **05/28/23**

Milestone 2: Prototype — **06/18/23**

Milestone 3: Midterm — **06/25/23**

Milestone 4: Beta — **07/23/23**

Milestone 5: Gold & GDD FINAL — **08/11/23**

Launch Day: 08/11/23