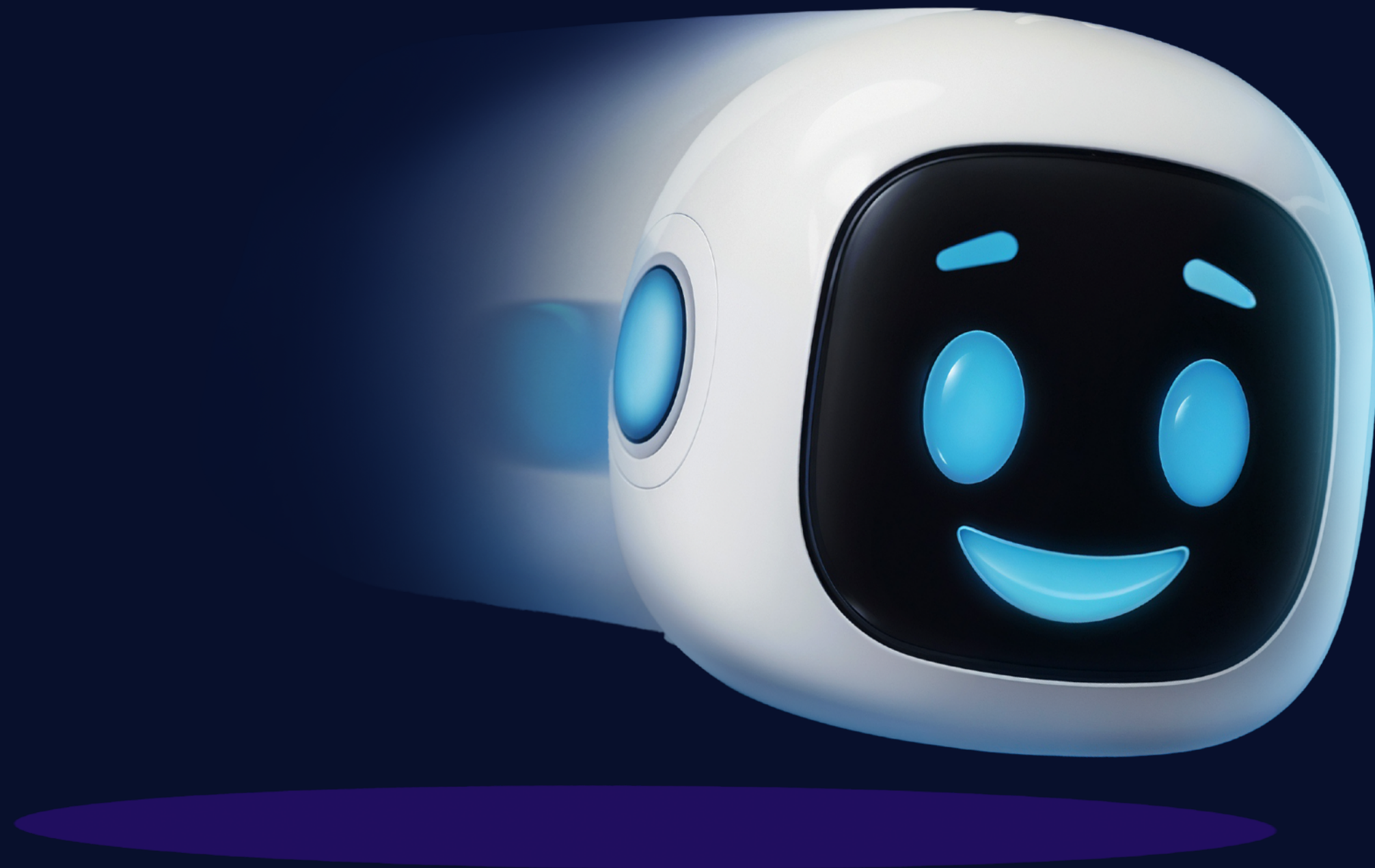


Digi-Dodgy

Game design document



Elevator pitch:

Digi-Dodgy is a Family 3D collectathon platformer video game that prioritises movement & dodging through its core mechanics and stage-to-stage new gameplay inclusions. The video game does not contain a jump button, making it unique, as most platformers are based around that mechanic.

The themes and atmosphere of the video game are based on vibrant and colourful technology elements. Digi-Dodgy is a classic-style single-player experience that contains two hundred fun and challenging addictive levels throughout its story progression. It's 'classic Pac-Man' meets '3D Mario'.

Concept:

- Genre:

Family 3D collectathon Platformer. It is five stages long, with boss battles against the MegaBot at the end of each stage.

- Target Audience:

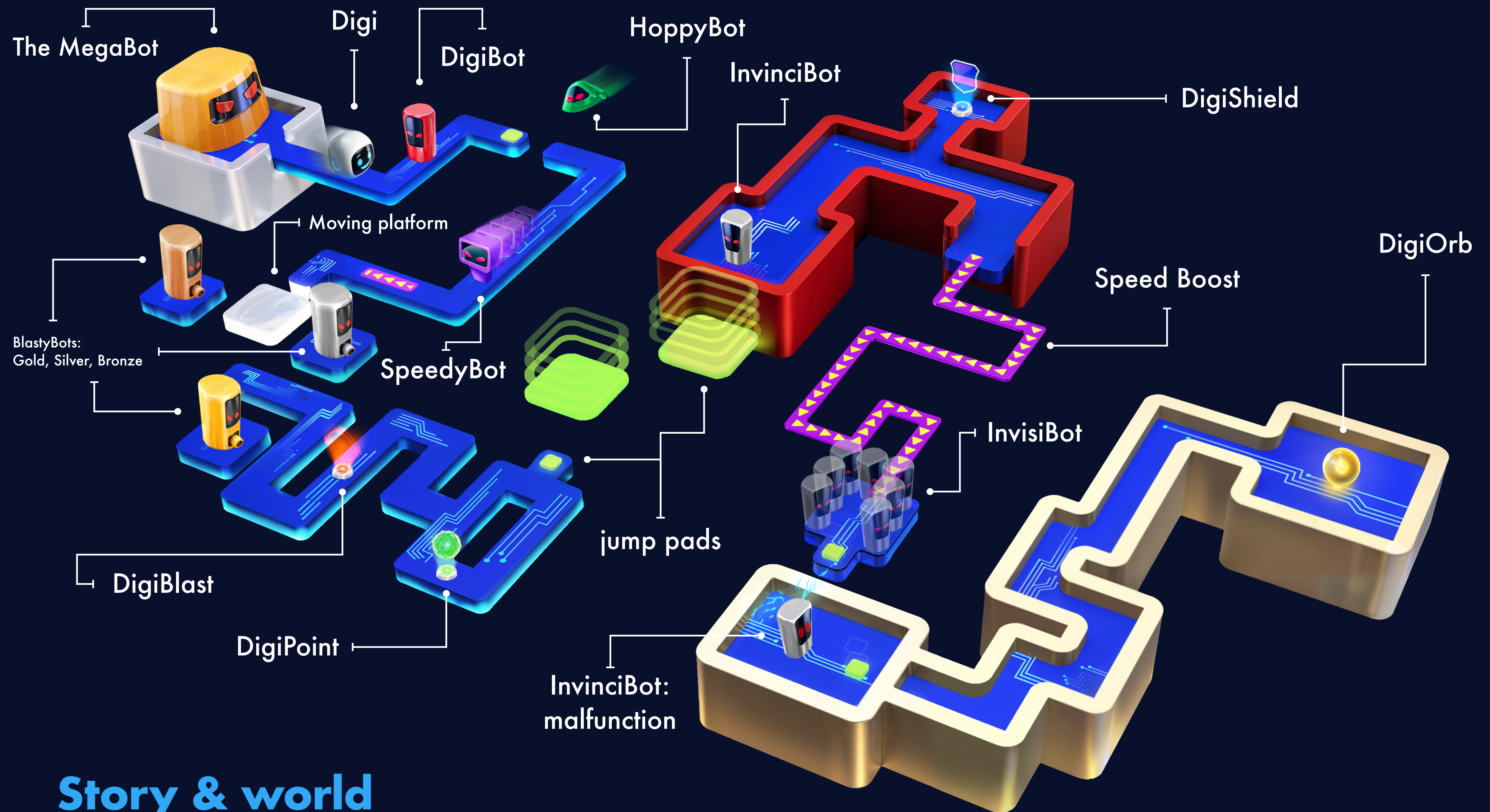
80s and 90s classic platformer gamers who enjoyed a challenge. The vibrant technological visuals, characters and themes will attract newer generations too. Overall, looking at an age range between 10 - and 40-year-olds.

- Price & release date:

\$12.99 / Q1 2027 = 8th February 2027.

- Platforms & Engine:

Steam & PC (better with a controller), Switch 2, PS5, Xbox. / Unity 2022.3.10f1.



- Locations:

The video game will be set in a digital world called the Digiworld. The technological structure will look the same at every level. The colours of the walls, background and circuits will change throughout the game to help keep the video game visually pleasing from stage to stage.

- Story:

Digi isn't like the other Bots that reside within the DigiWorld. He was created differently. Some would say he's defective, but others would say he hasn't found his purpose yet. While the other Bots play out their roles in this powerfully structured digital world, Digi is still trying to figure out his purpose in the place he calls home.

Then, all of a sudden, one day, the greatest threat to his world arrived. The MegaBot! A monstrously huge gold Bot that, in a flash, released a digital virus all over the DigiWorld. All the Bots within were consumed by this horrible attack. Their eyes changed from a joyful blue to an angry red. The MegaBot was now in control of all the innocent Bots within the DigiWorld....except for one who was standing in front of him, Digi.

The MegaBot stared at Digi with his aggressive digital red eyes with confusion as to how he was not infected by his Virus. But realised how small and threatless he was. He laughed, understanding that he was staring at an uninfected defective Bot. Once he was done laughing at an annoyed-looking Digi, he telepathically instructed the infected DigiBots around him to capture the little Bot. Our small hero ran away, dodging all the Bots whom he once considered family and got away.

Now all alone, Digi was scared and lost as to what to do. While looking down in sadness, he noticed a light from above. He looked to the sky and saw hundreds of DigiOrbs descending. These antivirus orbs get released when the DigiWorld is corrupted. Once they are all collected by a Bot, they can eradicate the threat to their world.

Digi now realises what he must do. He must be brave and collect all the DigiOrbs to save his world from the evil MegaBot. Maybe this was his purpose all along!

Digi may be too.... Digi has to face his obstacles head-on, but he can dodge his way to his destiny. so...

Digi get dodging!

- Characters:

1. Digi (the main character):

Our main hero. A defective Bot that is smaller than all the Bots that reside in the DigiWorld. Digi didn't know his place in the world he calls home until the threat of the MegaBot and its digital virus which corrupted all those he called family. He now views his defectiveness as his destiny to save his loved ones and his world from this threat.

2. The MegaBot (Main villain):

The antagonist. A huge squared Bot with a golden outer shell and big, digital red intimidating eyes. No one knows where the MegaBot came from, but one thing is for sure: it is up to no good. This Bots mission is to corrupt and control all of the DigiWorld and make it his. Just like a big bully would.

3. DigiBots:

The DigiBots were once the smartest Bots in the DigiWorld. Their role was to supervise all the other Bots in the world and make sure everything was running well in this vibrant and well-structured digital world. Unfortunately, since they became corrupted by the virus, they now roam around like zombies and chase Digi to destroy when he is within their perimeter.

4. HoppyBots:

When DigiWorld needed information suppressed and made nano, the HoppyBots would stamp on the data and help smooth out the framerate of the Digital world. They were physically hard-working Bots. But now, with the digital virus which has consumed them, all they wish to do is be a threat to Digi from above and crush him.

4. SpeedyBots:

Information in the DigiWorld has to be spread fast and efficiently. That's where the SpeedyBots came in. They would effectively send important information from one place to another with great speed within the DigiWorld. But now the MegaBot has reduced them to following a mindless speed circuit, which would destroy Digi if he gets caught within it.

5. The BlastyBots:

The BlastBots were once the bravest Bots in the DigiWorld. They were the defence against all threats the DigiWorld would face. They are Bots that have guns coming out of their beautiful shell bodies. They were created to defend. No one knows how the MegaBot was able to breach their defences, but now they wish to blast Digi into pixelation ever since they became corrupted by the digital virus.

6. InvinciBots:

The InvinciBots are the creation of the MegaBot. They are indestructible and invisible threats, but there is a catch. The MegaBot created them in desperation to stop Digi, and in his haste, they were created with malfunctions. Some are sparking out of control, and others stand unresponsive. Despite their malfunction. They are an unpredictable threat to Digi.

7. InvisiBots:

Similar to the InvinciBots, they are also a malfunctioning creation of the MegaBot. They stand unresponsive but are even more invisible and harder to see than the InvinciBots. Digi must manoeuvre carefully as a single touch from these invisible Bots would destroy him.

Gameplay & mechanics:

- Controls:

1. **Left Joystick (on a controller) or the directional buttons:** Control Digi's movement. Digi gradually moves once the joystick or directional buttons are pressed, and he gradually stops when the joystick or buttons are released. This creates a specific reactional challenge for the player to manoeuvre around the game. Joystick or directional buttons are also used to change lanes on the 'Speed boosts'.
2. **North button (on a controller) or click with the mouse:** The UI system can be shown or hidden by either pressing the north button on a controller or by clicking it with your mouse on a computer.
3. **R2 trigger button (on a controller) or the space bar (on a keyboard):** Allows Digi to shoot at enemies when the DigiBlast power-up is equipped. The player will not be able to move when the button is held down, as the left joystick or directional buttons will be used to aim the shooting.
4. **Start button (on controller) or 'esc' on keyboard:** Pause menu.

- Main features (Within a level):

1. Collect all the DigiOrbs within a level to complete it.
2. Each DigiOrb counts as 10 points toward a DigiLife (an extra life). You have to get 300 points to gain a life in the game.
3. If the player touches a checkpoint, the DigiOrbs they have collected so far are stored. Therefore, if the player dies, the only DigiOrbs that get reset are the ones the player collected but didn't touch the checkpoint after collecting them.
4. No level should take the player more than 10 minutes to complete if they play it well, as this will harm the player's momentum.

- Main features (Stage to stage):

1. The game is made up of 5 stages. At the end of each stage, new game mechanics are introduced to keep the game entertaining.
2. Each stage has 50 levels within it. The player will unlock each level one at a time once they have completed a level.
3. The 50th level of each stage is a boss battle with the MegaBot and, within each of these boss battles, the MegaBot reveals the threat that will be added to the next stage. E.g. Stage 1: Level 50: The MegaBot introduces the HobbyBot and tries to kill Digi by mimicking the HoppyBot's ability to hop and kill.
4. The Boss levels also introduce a new game mechanic that is similar to the newly introduced threat of the MegaBot that will be added to the future stages. E.g. Stage 1: Level 50: The 'Jump pad' is introduced, which allows the players to hop around platforms.
5. If the player loses all their lives, they will still have their current stage unlock and levels unlock, but the level they lost at will reset.

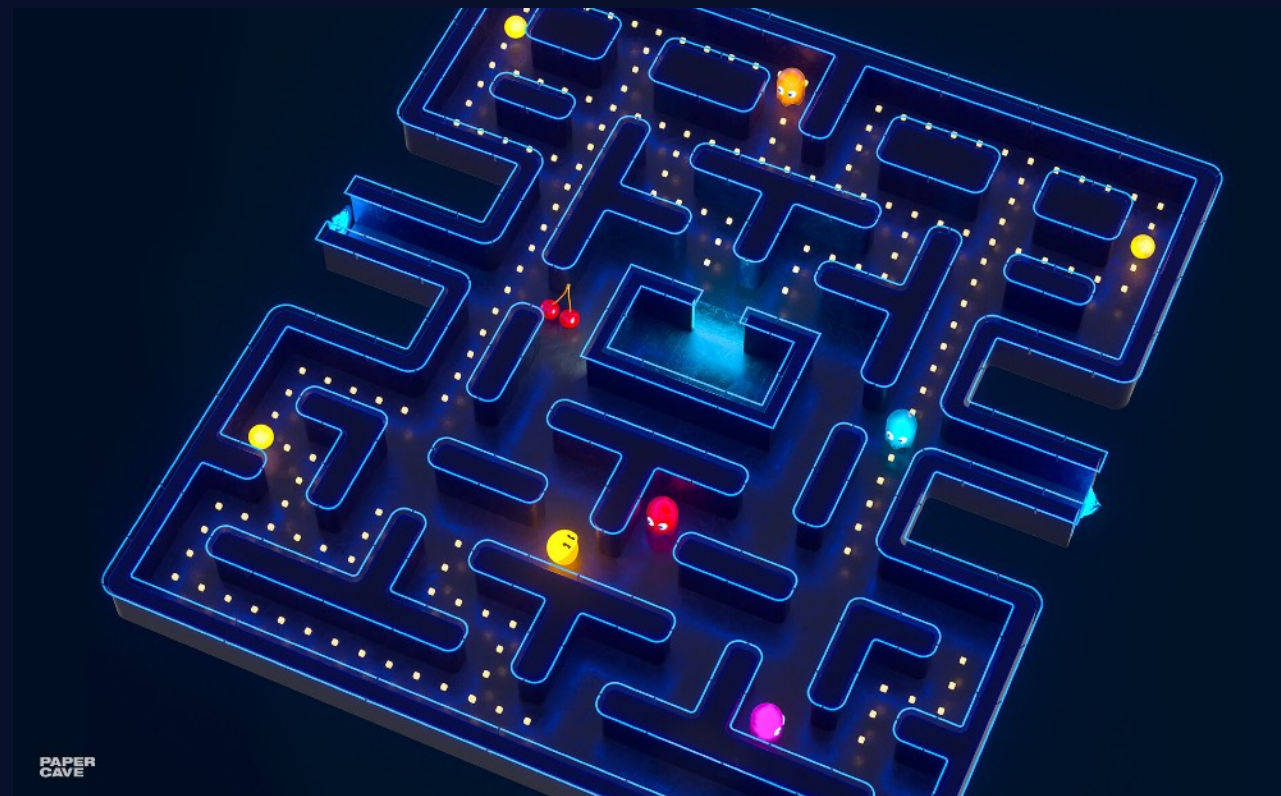
- Stage to stage:

- Stage 1: Joystick movement/dodging. Threat introduced: The DigiBot.
- Stage 2: 'Jump Pads' gameplay mechanic introduced. Threat introduced: The HoppyBot.
- Stage 3: 'Speed boosts' gameplay mechanics introduced. Threat introduced: The SpeedyBot.
- Stage 4: 'DigiBlast' (shooting bullets power-up) gameplay mechanic introduced. Threat introduced: BlastyBots- gold, silver & bronze.
- Stage 5: 'DigiShield' (a shield power-up that protects Digi from threats) gameplay mechanic introduced. Threat introduced: InvinciBots.

Visual style:

- In-game:

The in-game visuals of the game will be sort of 3D modelling with a hint of cartoon. This visual look will help the game look vibrant and charming, but not too cartoonish.



- artwork:

These are actual artworks created for the video game. The 2D cartoon cutscenes will look like this, along with any promotional work that will be done for the video game. Also, if any in-game artwork is needed, this is the final style and design of the game.

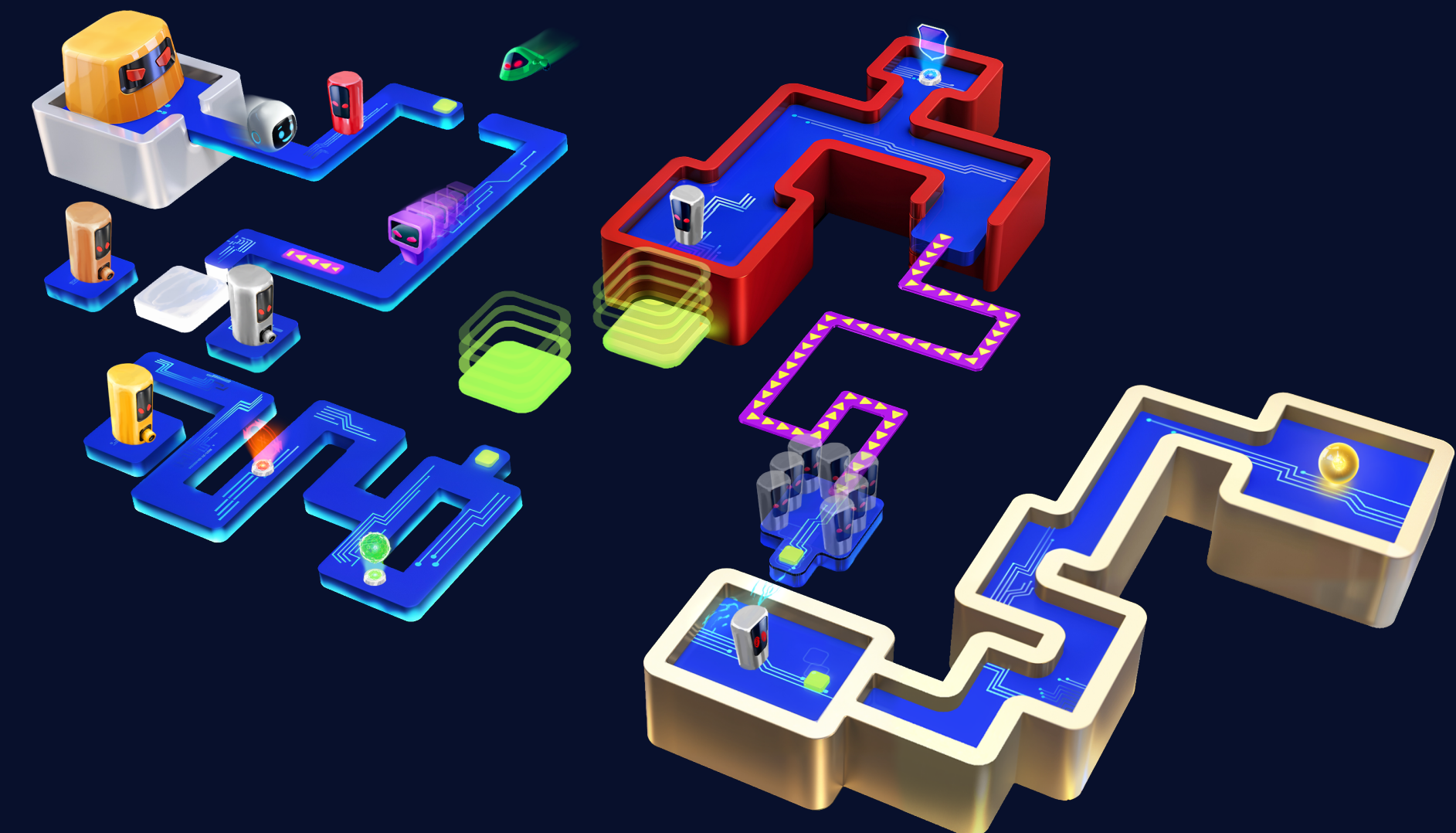


- Stage select:

The stage select screen that comes before the level select screen will be an interactive isometric map based on the game's theme. Where animations will happen as the player moves along. The Crash Bandicoot Isometric level select is a huge inspiration.



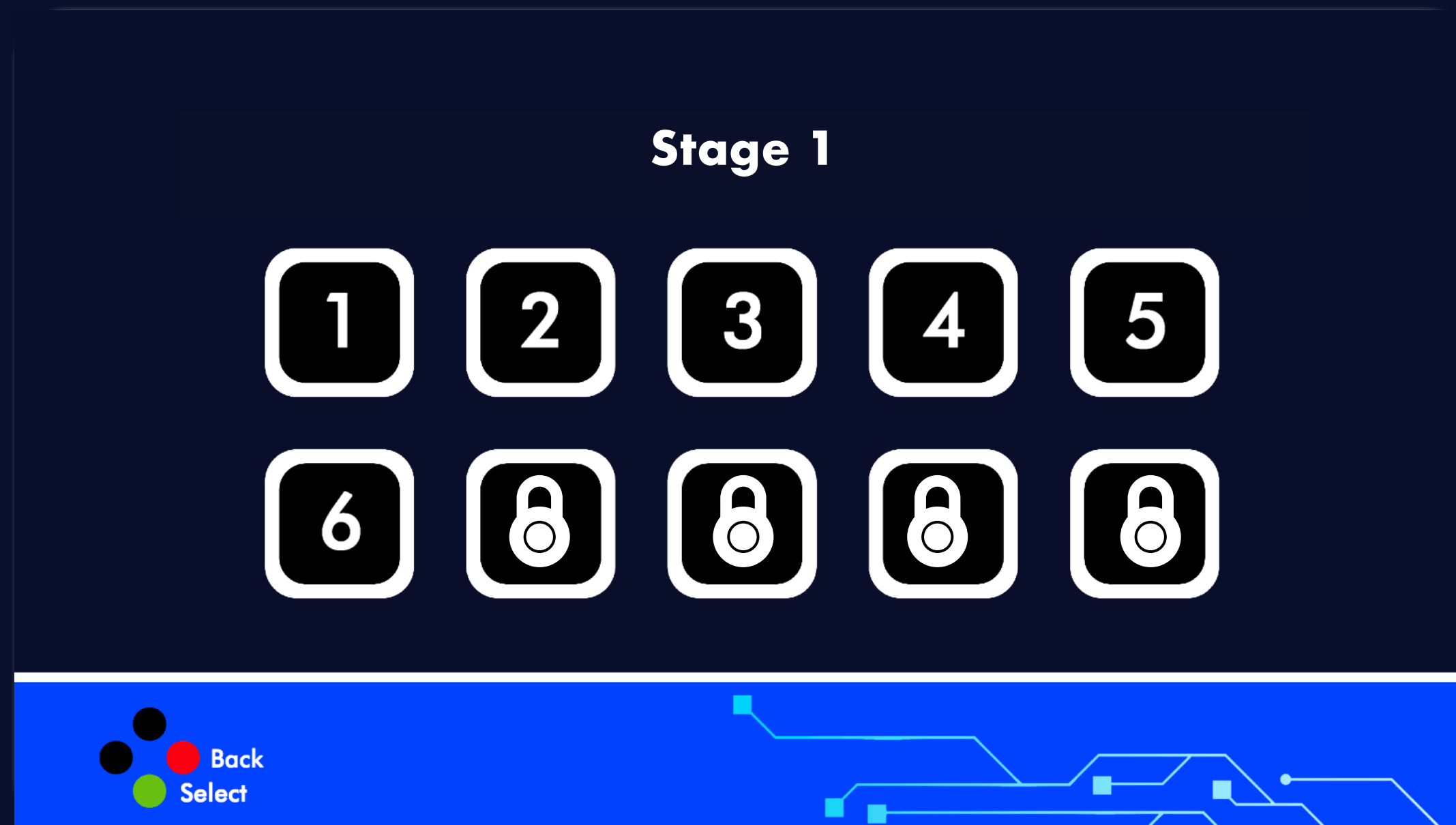
**Crash Bandicoot 4: It's about time
(Isometric level select)**



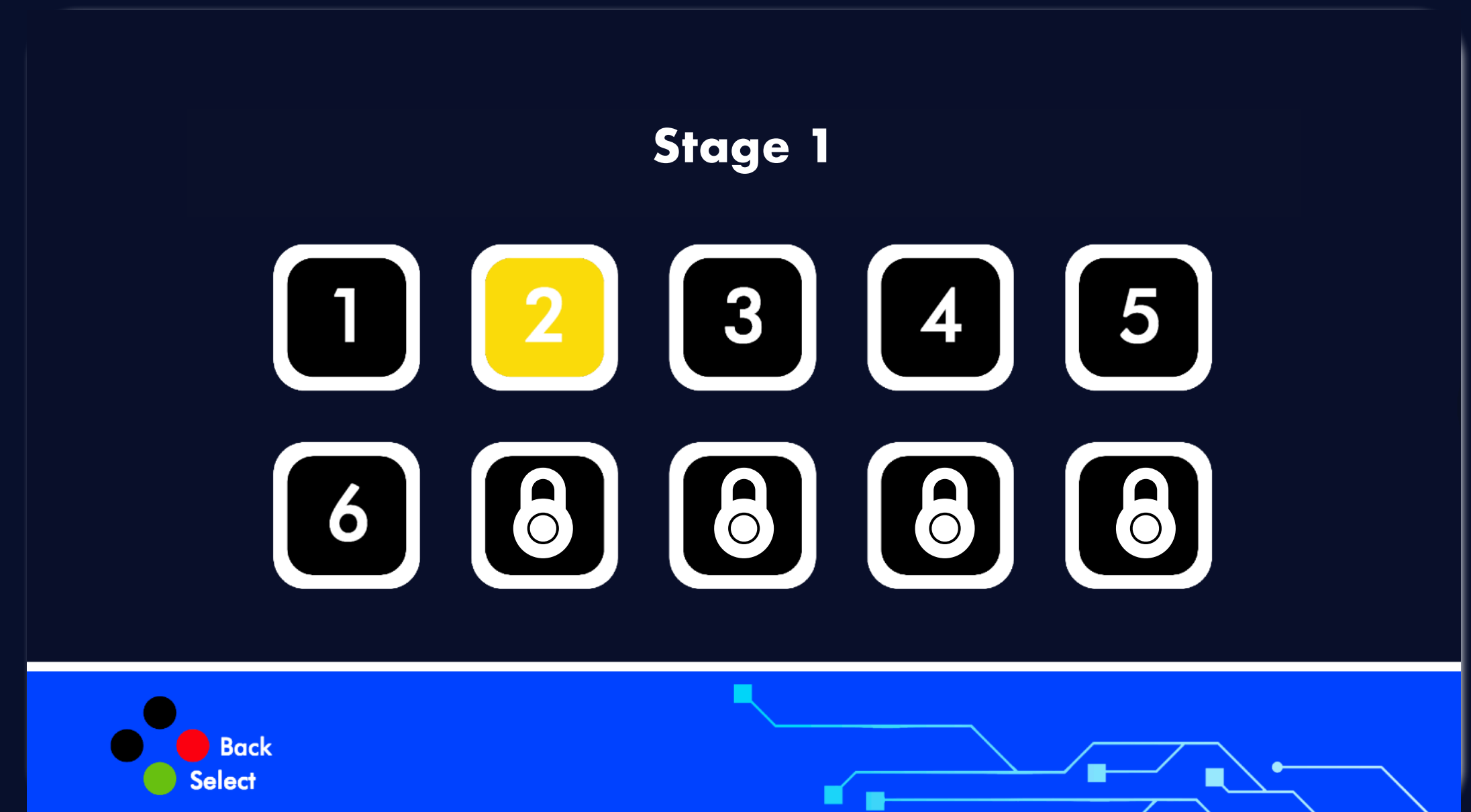
**Digi-Dodgy's Stage select will be like this, with
animations when the player moves Digi and selects
a stage.**

- Level select:

Once the player selects the stage they want to play, they will go into the level select screen, which looks like a level select screen from a mobile game. Here, they can select a level and will have to complete the level just before the one that has the lock on it to unlock the next one.

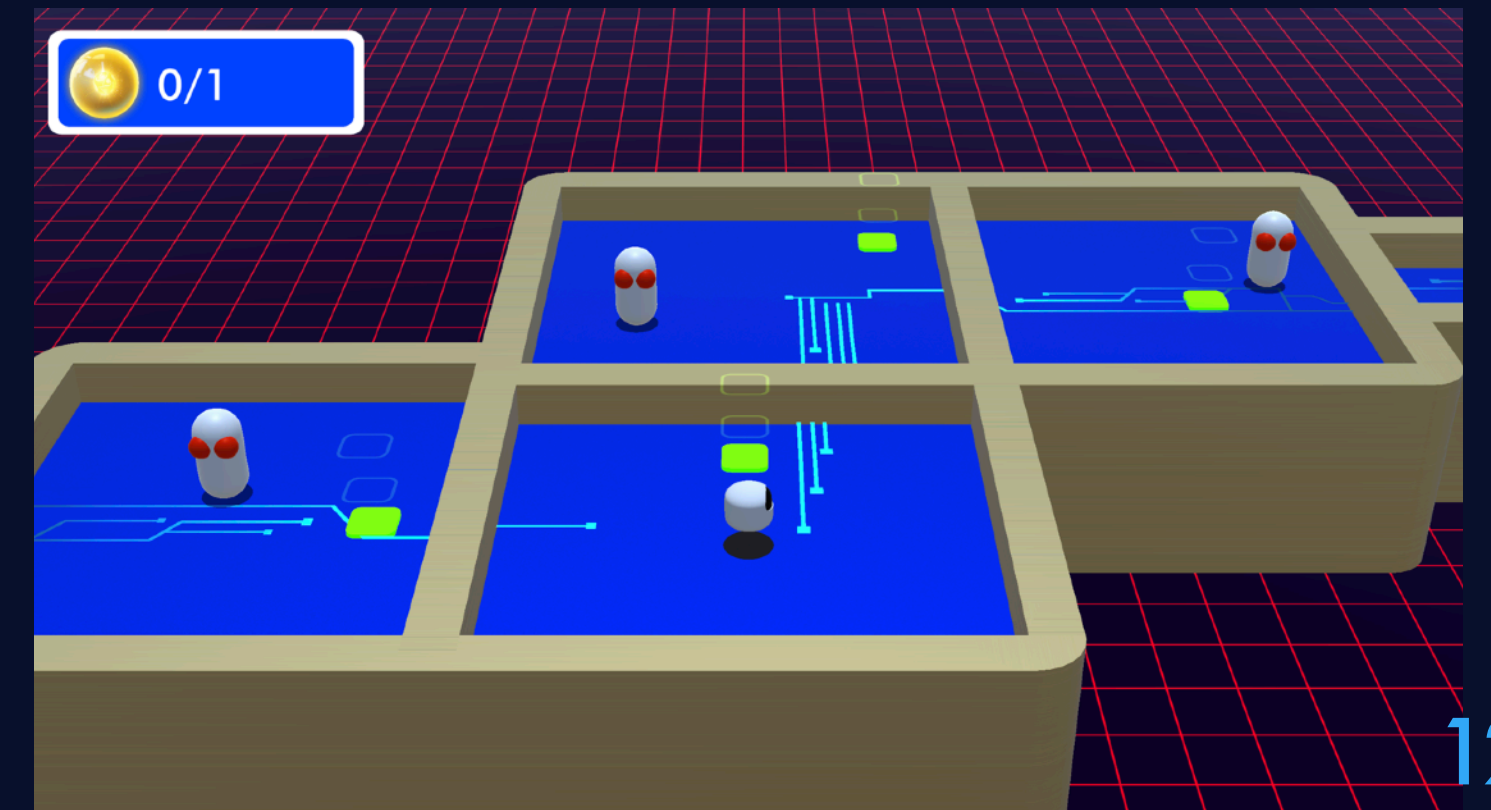
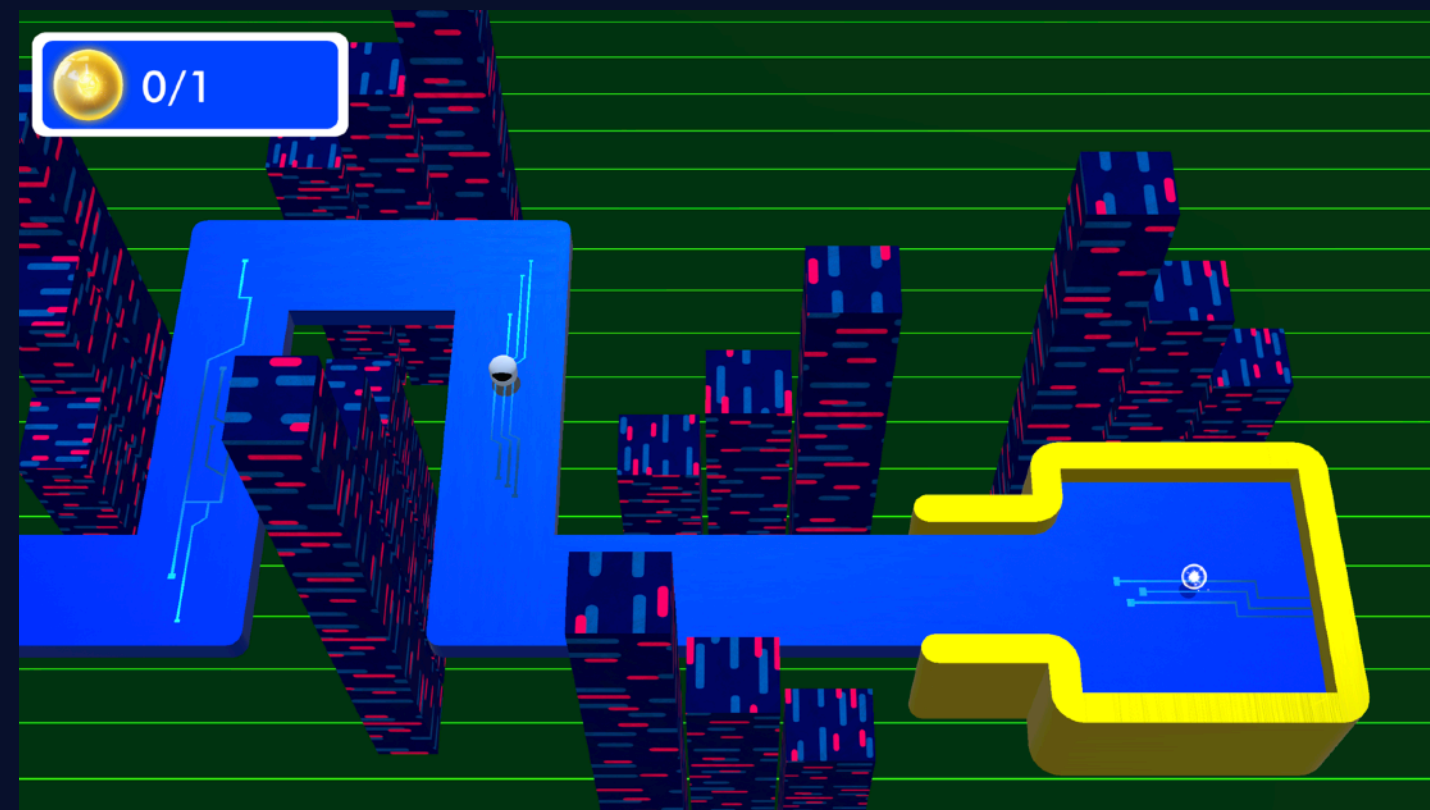
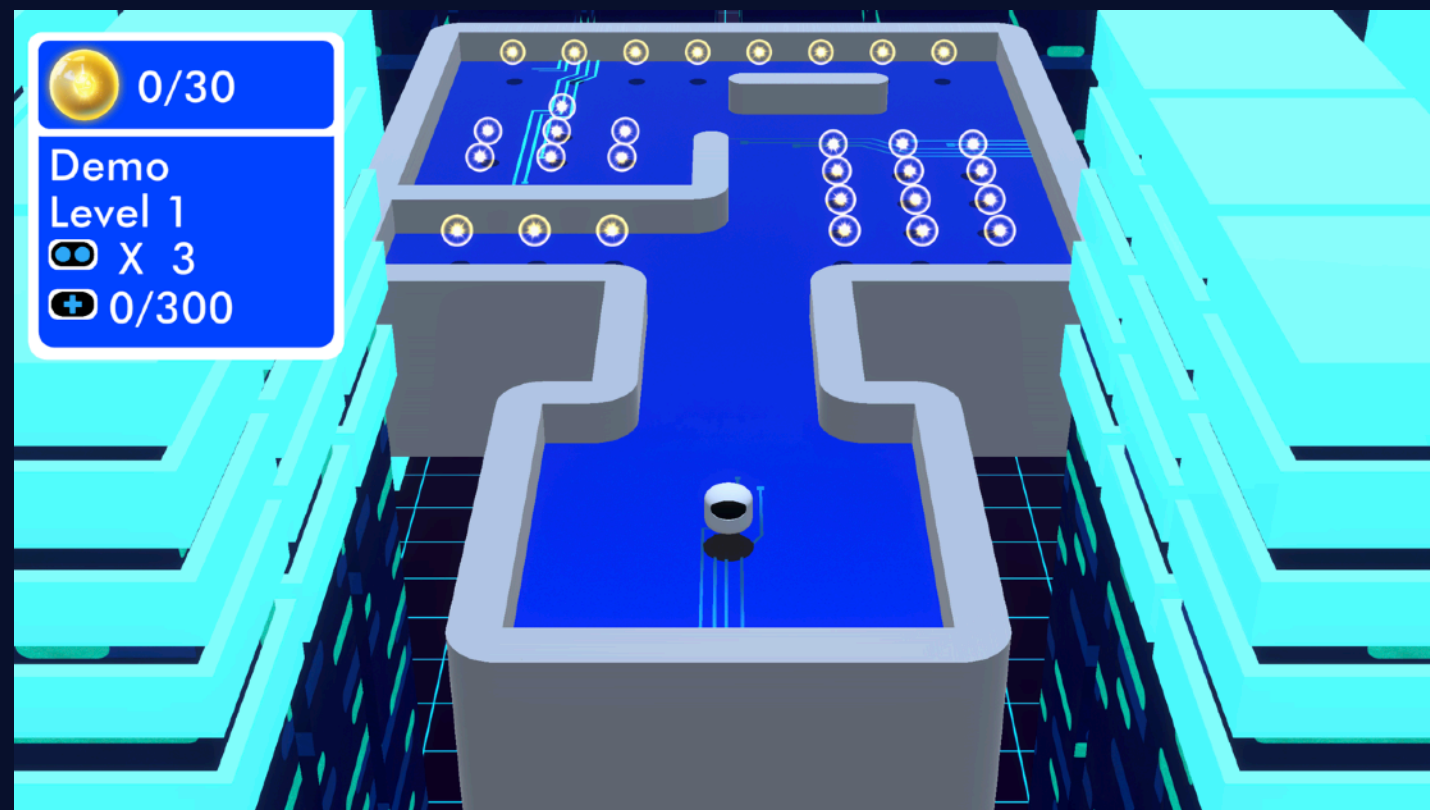


**The player will be able to scroll through the 50 levels.
The next locked level will have a lock on it.**



When the player uses the mouse on a PC or scrolls with the joystick, the highlighted level will be light blue. (The current prototype/demo is yellow).

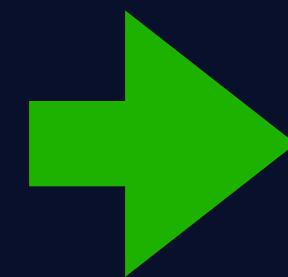
- Current prototype/demo (screenshots):



- UI information (In-game):



During a level playthrough, the player can check their current in-level information by either pressing the north button on the joystick or by clicking on the rounded rectangle with a mouse.



What chapter the player is on.

What level they are on within that chapter.

How many lives does the player has left.

The points the player has gathered to gain an extra life. 10 points per DigiOrb, and if they get 300, they gain a life.

Investment overview

1. **Preproduction & Demo:**
\$6,030 (Out-of-pocket expense. 2 years).
2. **Blender 3D modelling, animations & VFX work:**
 - [MLC Studios detailed Digi-Dodgy list.](#)**3 months = \$35,285.**
3. **C# coding work:**
 - [Detailed coding work list from MLC Studios for Digi-Dodgy.](#)**3 months = \$19,000.**
4. **Music & SFX creation:**
 - [Detailed list link.](#)**4 months = \$60,000.**
5. **Playtesting:**
 - [Gotestify website link.](#)**5 months = \$3,920 estimated.**
6. **Game design, level design & producer:**
11 months = \$65,120/ \$5,920 per month.
7. **2D cartoon cutscenes:**
 - Opening scene (4 minutes long).
 - End scene (2 mins long).**3 months = \$14,100 estimated.**
8. **In-game artwork:**
 - [Detailed link.](#)**1 month = \$372 estimated.**
9. **Publisher support needed for: Marketing, QA, Porting & localisation.**

12 months of the production total cost needed with a 15% buffer:
= \$227,467.



Timeline

(The number is located when that task will be completed.)

