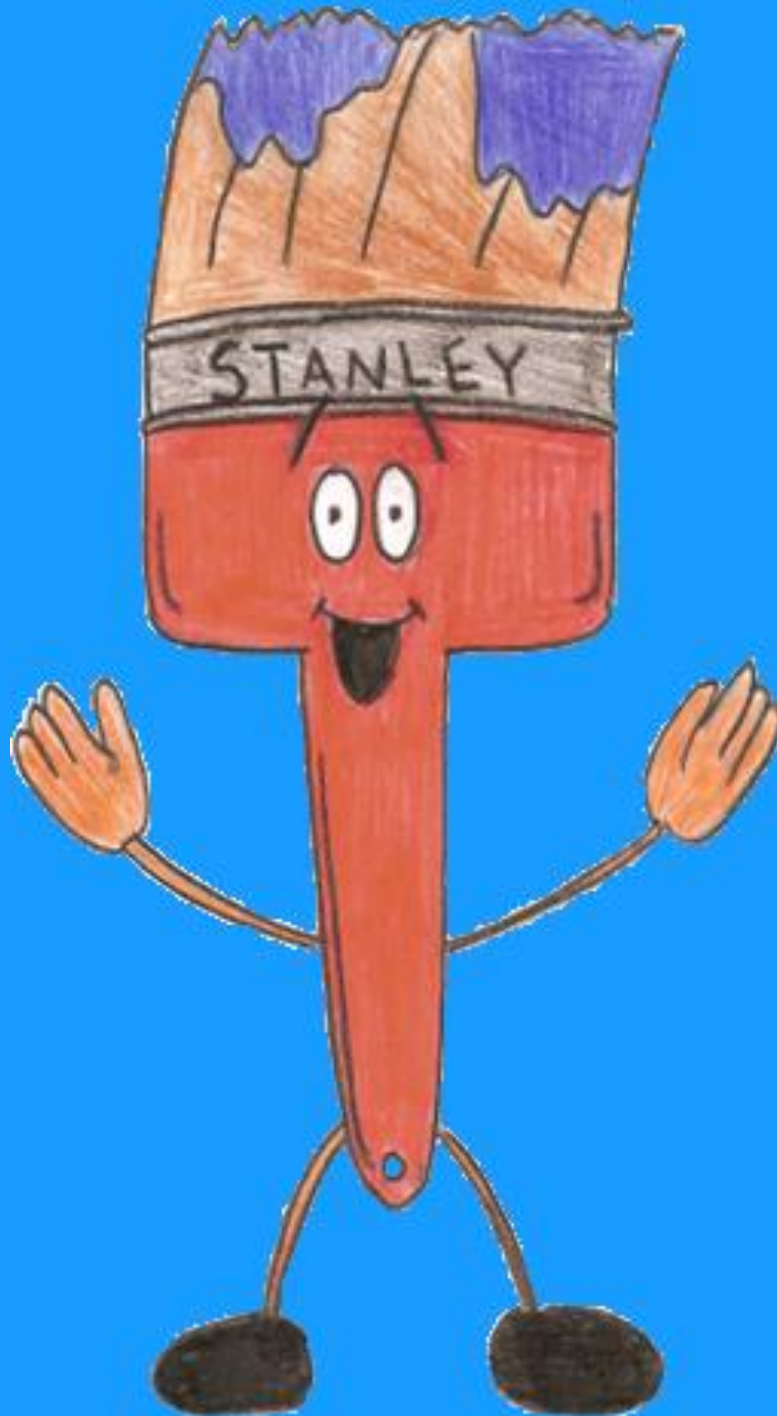


# ColourBlind

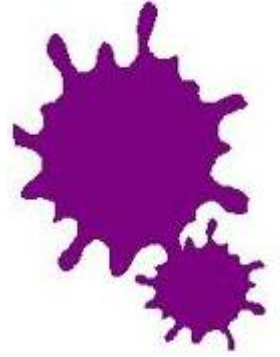
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Game Design Document

By Hybridizing Forethought



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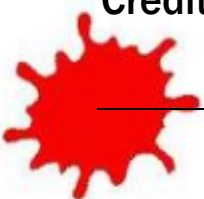
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# Overview

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## Pitch

ColourBlind is an imaginative, relatively challenging, but not unforgiving, 3D platformer game aimed at younger audiences, with cartoon styled characters, an easy to follow story and a colourful variety of stages spanning across the world.

## Story

An evil artist gets fired and steals all the colour from the most famous paintings in the world storing it in paint buckets which have to be recovered by you to restore the paintings to their original glory!

You are the artist's discarded paintbrush with a grudge. The artist painted an awful picture with you and blames you for his misfortune. In order to redeem yourself and restore confidence in your painting abilities, you must collect the stolen colour in the form of paint buckets which have been scattered to the four corners of the earth.

## Game Mechanics

Colourblind is a 3D platformer on a linear path where the character must travel through the level avoiding a variety of enemies and obstacles to get to the paint pot at the end of the level and proceed to the next level.

The game will be divided into five levels, Arctic, Urban, Jungle, Desert and Volcano. Each level will have elements which are unique to it.

# Characters

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## Main Characters

### Stanley the Paintbrush



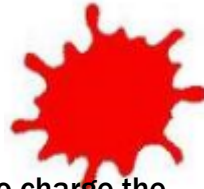
Moving paintbrush with arms and legs.

### Pierre the Artist



French artist with a beret and moustache.

## Arctic



**Polar bear** - Wanders about and tries to charge the player.



**Eskimos** - Try to catch and use the player for firewood.

**Fish** - Jump out of water holes knocking the player out.

**Penguins** - Slide into the player on the ice.



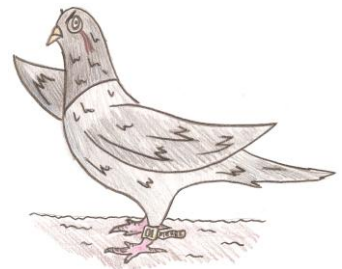
## Urban

**Cars** - Fast moving cars must be avoided on the roads. These cannot be killed by the player.

**Rats** - Run at the player and bite

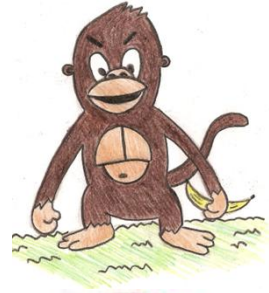


**Pigeons** - Will try to hit you with their droppings.



## Jungle

**Monkeys - Push logs down stairs**



**Tribal Men – Throw spears at the player**



**Giant beetles – Run directly at player**

**Boss – Gorilla throwing bananas**

## Desert

**Cactus – These enemies are invulnerable and must be avoided as they hurt the player with razor sharp spikes .**



**Scorpions – The Scorpion moves side to side and must be jumped on to be killed. This enemy attacks the player using its tail and pincers.**

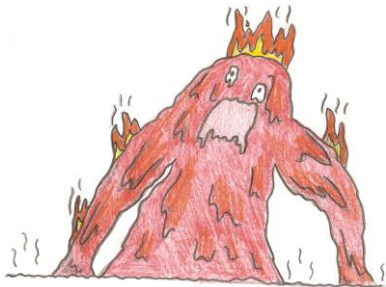


**Snakes – Blend in with the sand making them almost impossible to see. They can only be detected by hissing noise and move side to side.**

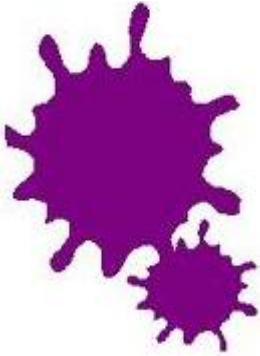
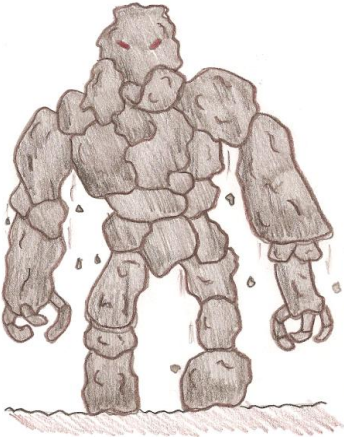


# Volcano

Lava Monsters - Made of lava. Must be avoided.



Molten Rock Monsters - A personified rock with arms and legs. Attacks player directly.



# Environment

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## Arctic

The arctic level features a snowy environment. Throughout the level you will interact with enemies such as polar bears, Eskimos, jumping fish and penguins. The level will also feature obstacles such as cracking ice, water holes and hypothermia. This level will have multiple paths with some leading into dead ends.

## Urban

The urban environment is going to have a city feel with tall sky scrapers, buildings and fast moving cars. Open man holes make the user have to dodge or jump over the obstacle. The layout will be in a maze making the player choose what way they want to go. The level will be set at night with street lights lighting up the way.

## Jungle

The Terrain in the jungle level is populated with trees and mountains. Green and brown colours feature heavily, with a backdrop of a bright blue sky.

The map also features a number of buildings throughout. Including, stairs a pyramid and a temple. Each of these individual elements are done in the same style, with an Aztec style architecture, sandstone textures applied and a very square look to them.

There are two different elements of lighting within this map. The majority of the level is lit by a "sun" which will be the only lighting used in the outside sections of the level. Within the temple at the end of the game however, there are a variety of point lights used.

## Desert

The desert environment consists of mountains/hills throughout the map and some open sand areas. At the end of the environment there is a set of stone stairs which lead up to a pyramid which is where the paint pot is. The map will have one light source high up over the map to represent the sun. Colours will consist of yellows, browns and greys.

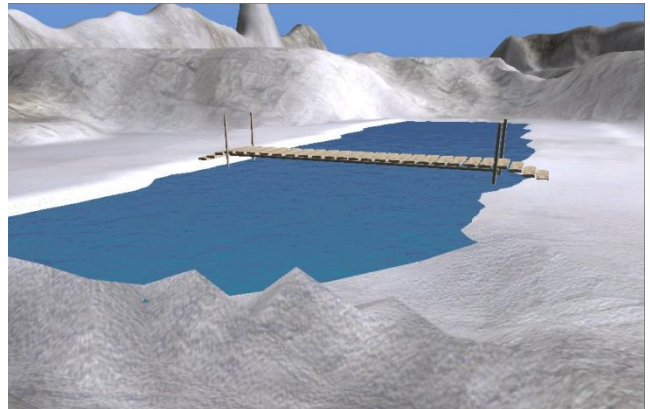
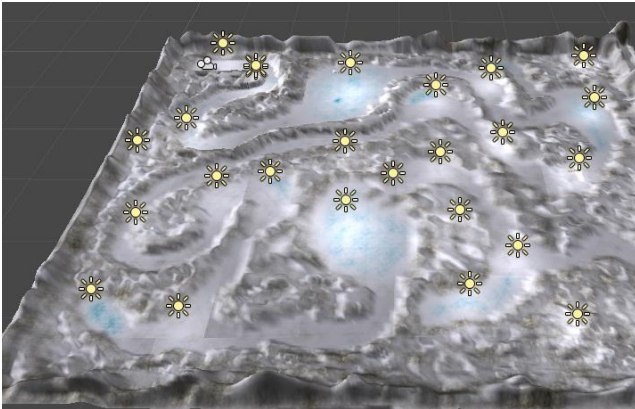
## Volcano

The environment for the Volcano Stage is lava and rock, all within the volcano itself. The level starts out narrow and grows slowly wider as it approaches the end, where it reaches the opening of it. It is lit from within by directional lights come from the lava flows. The level is largely coloured in reds and browns.

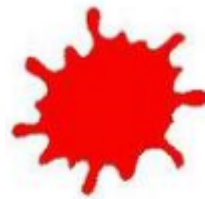
# Levels

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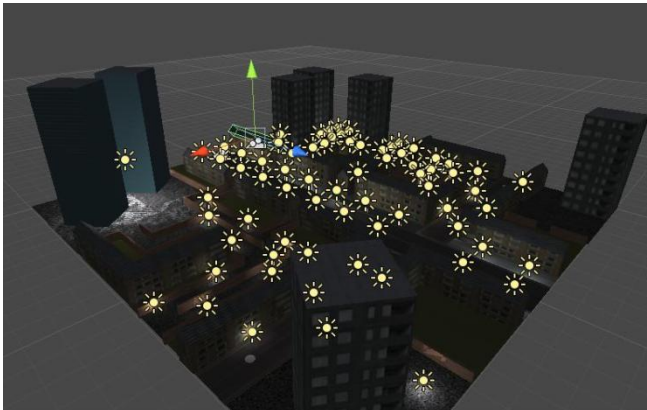
## Arctic



This is a rather flat level but it's very cold and hence you should follow the path or you will suffer from hypothermia. The level will also have several enemies which must be avoided in order to make it through alive. If you end up walking into one of the dead ends in the map you will have to watch out for the lurking polar bears.

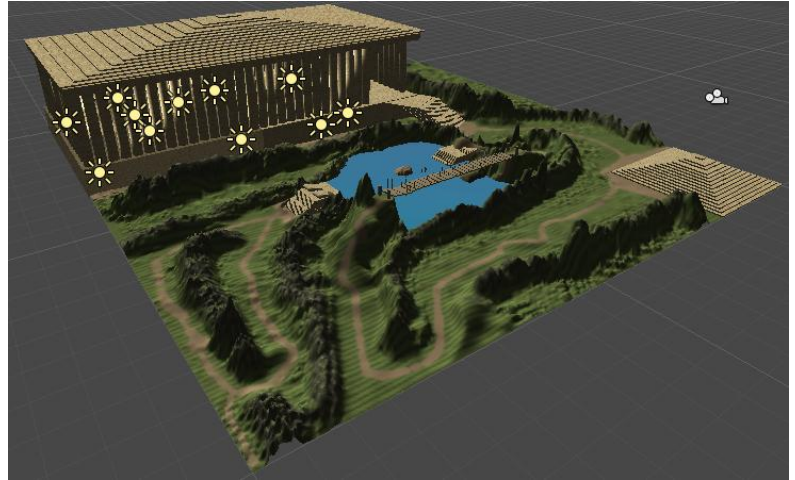
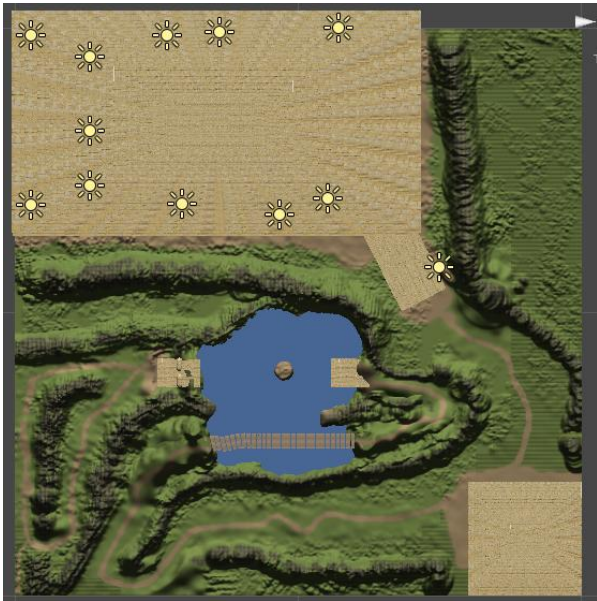


## Urban

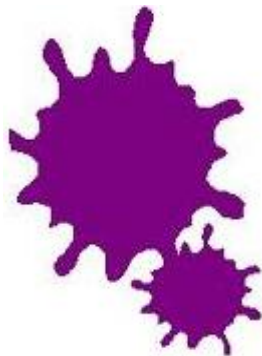


The player is set in a maze path through the level, with turns heading to dead ends. Progression through the maze brings the player to an open space where they have to time and judge their movement to avoid being hit by cars.

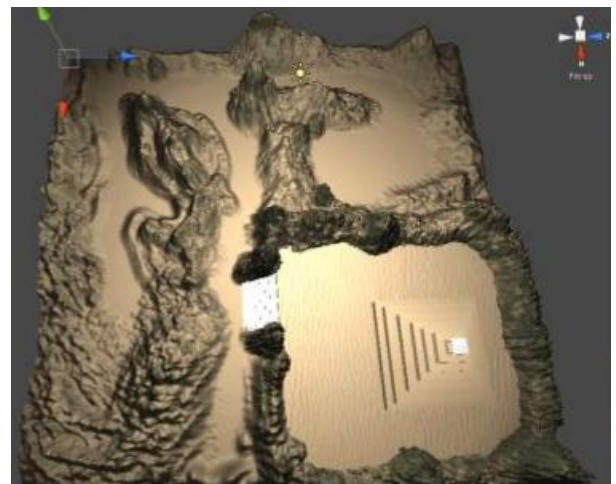
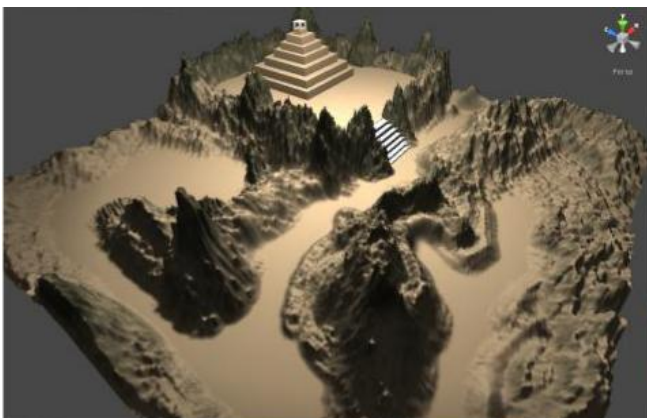
## Jungle



This level requires the player to get through the jungle to the large temple at the end. Throughout, there are various set pieces and enemies which must be avoided. The majority of the levels challenge is in the interaction with the landscape.

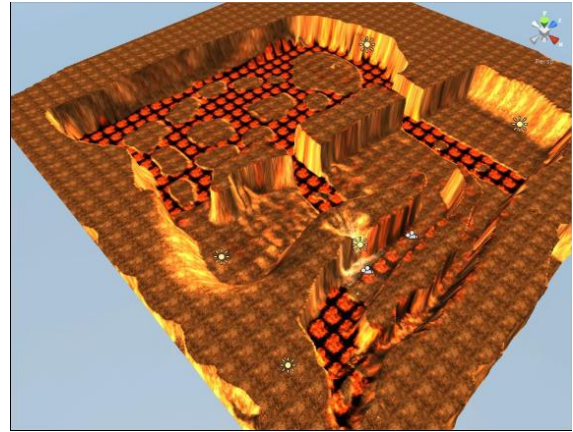
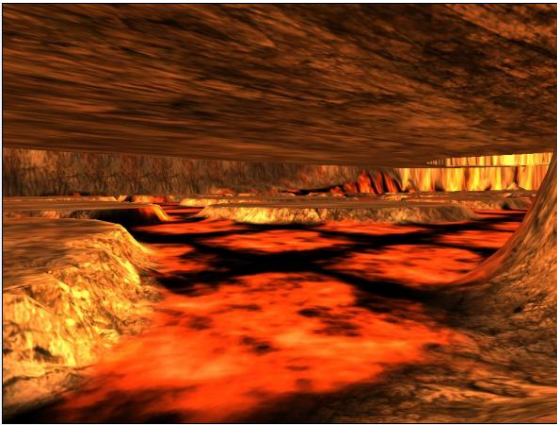


## Desert

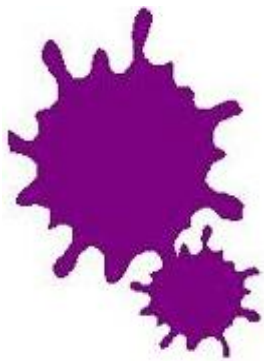
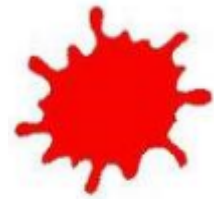


The player will follow a linear path which has multiple routes – some paths may lead to further danger than others. Jump over obstacles and avoid enemies and quicksand. Reach end of level and retrieve the paint pot to complete the level.

# Volcano

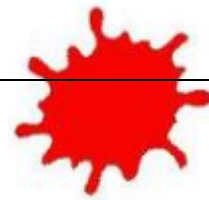


The Stage will mostly involve jumping over flows of lava. At the end of the stage the entire area is simply the lava flow, with the platforms you must cross to reach the final platform. The end of the stage will have the lava rising below you as you jump from platform to platform out the opening of the volcano.



# Gameplay

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## Art

The over-arching art styling of the game is a cartoony and brightly coloured with black sharp outlines on each individual figure. The terrain styles differ from the styles of the various characters and enemies, contrasting the bright colours with more realistic hues.

## Sound

### Arctic

Strong wind

Splashing water – For when player falls in or fish jump out

Growling – for polar bear enemies

### Urban

Moving Cars – Zooming, horns honking etc

Crowds – Shouting and general chatter

Pigeons – cooing noises

Rats – Squeaking noises

### Jungle

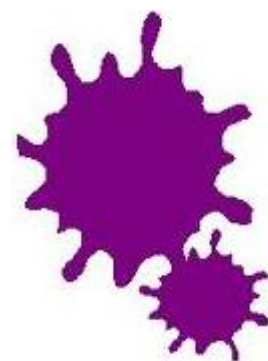
Snakes – Hissing noises

Tribal men – Made up language noises

Splashing water – for the lake area

Breaking wood – for the collapsing bridge

Squelching noise – for bananas



### Desert

Gentle breeze

Vultures

Snakes hissing

## Volcano

Crackling of fire

Falling rock noises

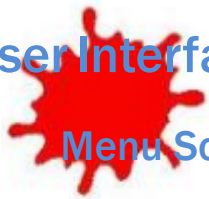
Lava bubbling

Hissing of steam

## Music

Background music for the game has not yet been decided. However, the overarching style will likely be that of a cheery tune, perhaps in 8bit. It is still unclear whether the game will have the same music throughout or separate tracks for each level.

## User Interface



### Menu Screen

The menu screen will show on the game start-up. It will display three options, Start Game, Instructions and Quit.

## GUI

This displays remaining health in the form of a number of hearts. On certain levels it also displays a gradually reducing bar representing hypothermia or dehydration.

## Camera

Remains behind the player at all times, follows the player around maintaining third person perspective.

## Controls

The character is controlled using the “W,A,S,D” model where the “W” key moves the character forward, “D” turns the character right, “S” moves the character back and “A” turns the character left.

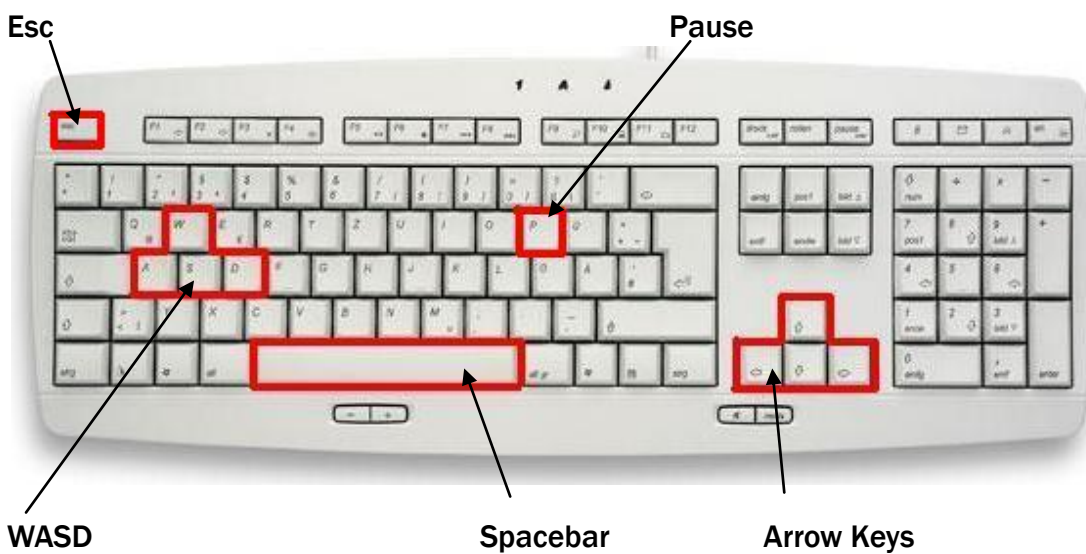
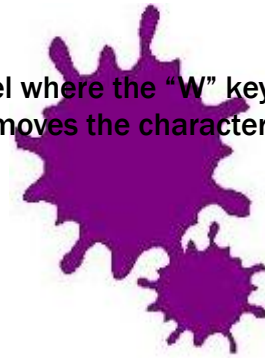
Alternatively the arrow keys can be used.

The spacebar is used to jump.

The Escape key quits the game.

The “P” key pauses the game.

The mouse is used to select from the menu screen.



## Credits

**Artwork – Joshua Jahanshir**

**Urban Level – Andrew Cunningham**

**Jungle Level – Anthony Walsh**

**Arctic Level – Christoffer Pettersson**

**Desert Level – Joshua Jahanshir**

**Volcano Level – Gavin Reid**

**All other parts of this document were done in equal collaboration between all team members.**

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