

STICK ASCENSION

Game Design Document (GDD)

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GAME OVERVIEW

"Stick Ascension" is a puzzle/action game where you're a stick figure trying to escape an underground dungeon. There will be three levels, each having a different kind of gameplay flow to them.

- **Level 1:** The player is stuck inside a small area with different rooms containing different items. This level will basically have an "escape room" kind of feel to it. The player must figure out how to open the door to reach the next level.
- **Level 2:** Once the player opens the door, they'll be on the main floor of the dungeon. There will be many enemies patrolling the area. The player must be able to reach the other side of the floor to enter the final level. The player can either sneak their way through or use weapons found around the area.
- **Level 3:** The player has now entered the final floor of the dungeon. They must complete the final puzzle/battle, and they'll escape the dungeon and complete the game.

GENRE, STORY, MECHANICS

You are a stick figure… named Stick. You are trapped in a dungeon, and you hear noises echoing throughout the hallway. You must find a way out… As you explore the room, you're in, you see a door that could be your way out. Your goal is to escape the room you're in, pass by the monsters throughout the dungeon without being detected, and complete the climatic end to reach the surface.

CAMERA

First Person with adjustable FOV

PLAYER MECHANICS

Players will be able to jump, sprint, and interact/pick up items and other objects throughout the game.

FEATURES

NEW FEATURES

- Buff/Debuff Status System (Luis)

    - This system allows objects in the world like traps, projectiles, or hazards to apply status effects to the player or enemies. These effects include:
        - **Fire** (burn over time),
        - **Poison** (multiple stacking damage-over-time effects),
        - **Frost** (movement slow),
        - **Frozen** (disables movement),
        - **Stun** (disables movement and camera),
        - **Hot** (heals overtime),
        - **Heal** (instant healing),
        - **Cleanse** (removes specific effects),
        - **Blind** (increases chance for attacks to miss).
    - The system supports stacking effects, customizable durations, tick rates, and player feedback. It uses two core components:
        - **Damage Dealer:** applies damage and optional status effects on hit.
        - **Buff Debuff Zone:** triggers effects on contact (e.g., walking into a hazard).
- Gun Functionality (Emma)
    - This class allows for different weapons to exist and have different stats such as bullet speed, number of bullets shot at a time, amount of ammo, etc.
- Pick Up and Drop Function (Emma)
    - This class controls the ability to pick up and drop weapons that use the Gun Functionality script.

FEATURE FROM OTHER CLASSES

- Ability to exit game (Game Production 1)
- Dialogue System (Game Production 1)

INTERFACE & UI/UX

PLAYER CONTROLS

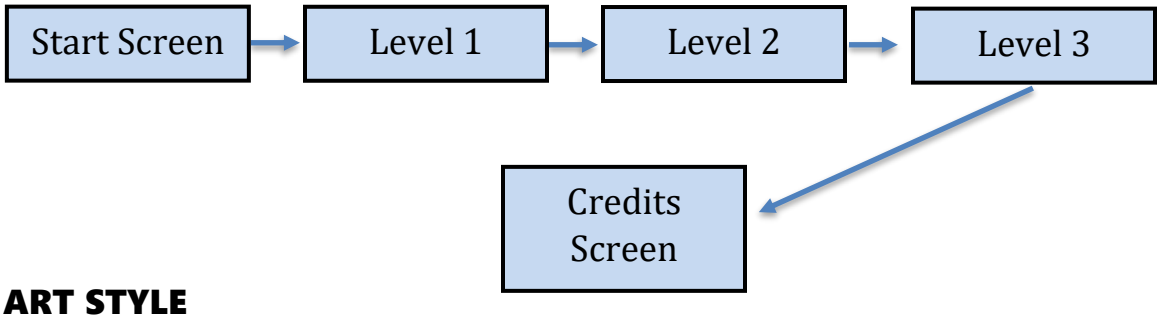
Action	Control	Description
Move	WASD / Controller	Move player in the world
Look	Mouse Movement	Rotate camera view
Jump	Spacebar	Makes the player jump
Sprint	Left Shift	Temporarily increases movement speed
Interact (if added)	E or Left Click	Interaction/Pick Up

UI/UX

User Interface Elements:

- **Animated Health Bar** – Drains smoothly with color gradient and percentage displays
- **Animated Stamina Bar** – Smoothly depletes when sprinting or performing actions, gradually regenerates over time.
- **Game Start Menu** – Main menu with background visual, Game Title, Game Buttons.
- **Play Button** – Starts the game and transitions to the first scene or level.
- **Credits Button** – Opens the credits screen displaying team members and contributors.
- **Credits Screen** – Stylized scroll or card layout showing team and roles, optionally with music or ambient effects.
- **Exit Button** – Quits the game.
- **Settings Menu** – Allows the player to adjust audio volume, screen resolution, controls, and input bindings.
- **Game Over Transition Screen** – Displays upon player death with a fade-in overlay and options to retry or return to the main menu.
- **Interactable UI Elements** – Interactable Elements in the Start Menu.

GAME FLOW



ART STYLE





AUDIO

[Little Nightmares]

[Hollow Knight]

[Dark Souls II]

THEME

- Tense
- Eerie
- Magical
- Ancient
- Dangerous

SFX

- **Player Fatigue -** Breathing heavy, heartbeat, slowed movement cue.
- **Shooting SFX –** Sound Effect produced when Projectile is shot.
- **Projectile Hit / Interact -** Impact sound when hitting walls, objects, or enemies
- **Status Effects -** Tick sounds for burn, poison, frost buildup / effect activation
- **Interactable Objects -** Interactable Object Interaction SFX
- **Movement –** Jumping/Moving
- **Enemy Death –** Enemy Death SFX
- **Ambient Noise –** Environmental Noises

SPECIAL

- SFX Effect Controller

DEVELOPMENT ROADMAP

Platform: Windows

Audience: E/T

CHECKPOINTS / RELEASES:

Alpha – Checkpoint 1: 03/30/2025

- Player Movement
- Player Health Bar (UI)

Beta – Checkpoint 2: 04/11/2025

- Gun Functionality
- Pick up and Drop Function
- Status System
- Sprint Movement
- Enemy Patrol, Chase, Attack
- Game Over UI Overlay
- "Sneak"/Hiding Spots

Gamma – Checkpoint 3: 04/25/2025

Final Release: 05/02/2025