Hope - Noxious

Game Design Document

UNFINISHED!

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Summary

Hope-Noxious is a top-down, co-op puzzle game with stylized graphics, where you and your friend play as two robots that are trying to escape a futuristic factory. The two robots need to work together in order to reach the end goal of the game. The robots have different roles, one is a **crawler type robot**, which in this case means that it can fit into tight spaces, like pipes, while the other one is a **jumper type robot**, which means that it has the ability to jump. With these abilities - the players must solve environmental puzzles together in 6 levels to beat the game.

Elevator Pitch

Hope-Noxious is a stylized puzzle - co-op game, which takes place in a futuristic factory. The players play as two different robots which have unique abilities, and they must solve environmental puzzles together to reach the end.

Unique Features

- An exciting co-op experience for you and your friend.
- Cooperative thinking in symbiosis.

Aesthetics (in progress)

The game mixes fun and exciting with dark and gritty. The visual aspects will represent stylized looking objects, models, props and VFX that would be fitting in a cartoon movie. However, the overall feeling we try to achieve should play together with the narrative, which in this case would be: you're trying to escape this place.

[MVP] - Minimum Viable Product

On some sections of this document you'll see **[MVP]** written in red. This is to indicate which parts of the building blocks of this game that's completely vital in order to make it an acceptable product. Minimum Viable Product means just that, the least amount of elements that need to be in place in order to make the product viable.

This is a living document, meaning that all aspects of it could change or be altered. Creating the best version of this product will mean a lot of iteration. Therefore, none of the values within this document should be set in stone and instead considered as guidelines.

Gameplay [MVP]

Design Pillars [MVP]

Collaboration & Teamwork

  With unique differences, the two players will be forced to work together since everything is built around them using their own abilities in the world.
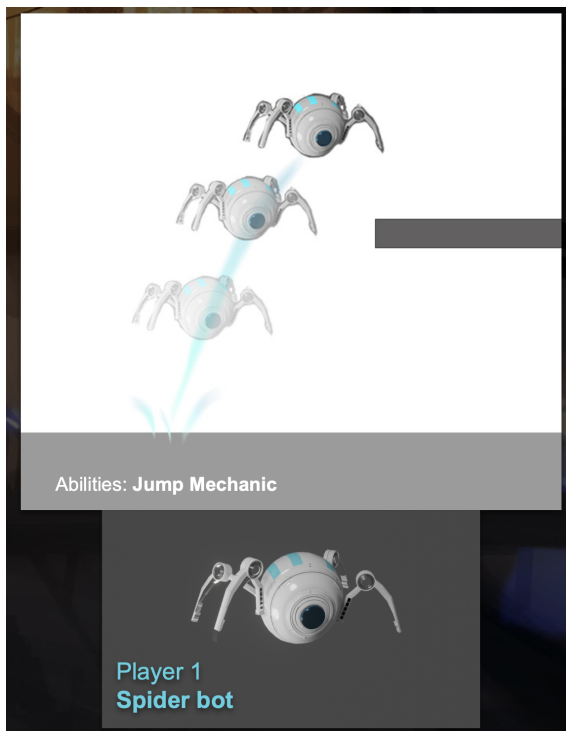
Puzzles

- The game world will be filled with environmental-based puzzles for the players to solve in order to progress. Our goal is to make players learn from previous challenges and make it clear that they'll have to use the mechanics that are provided from the very beginning.
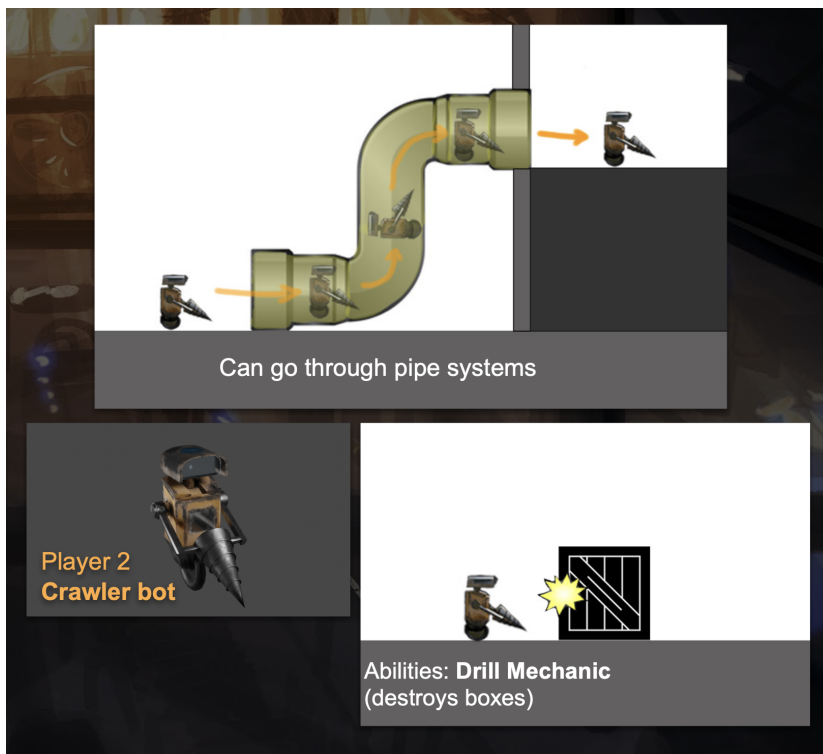
Mixed Aesthetics

- The game consists of many moods and elements. From a little bit scary, to exciting. From silly, to funny. The stylized graphic-design will make the world stand out in a playful way so that many different types of players can enjoy the experience. The narrative aspect comes down to environmental story-telling, but the players will be able to come up with their own stories about what might have happened in the game world.

Mechanics

Spider bot (Player 1)

Abilities: **Jump Mechanic**

Player 1
Spider bot

Crawler bot (Player 2)

Can go through pipe systems

Player 2
Crawler bot

Abilities: **Drill Mechanic**
(destroys boxes)

Story

Backstory

The game is set in the 2090s. Humanity has gone into a more AI-based way of assembling and manufacturing items and goods. The humans built robots known as "**workers**" that would act like independent assets in factories around the world. The workers were also programmed to learn new skills as time passed by, and the reason for the learning ability was so people didn't have to constantly update the robots in terms of what they should be working on. Now, the robots constantly learned skills that were acquired to make new items that could be reached by the whole world. Time passes by, and humans are now extinct. The workers are still present in the factories, constantly learning new skills, constantly learning more about the world. It all went so far that they even started creating their own robots.

Setting/Narrative

The game takes place in a futuristic factory, where humans no longer exist. The factory contains different open areas with rusty equipment, technology that was never used, and outdated machinery. Security gates have been shut completely and some areas in the factory are now restricted, unless someone's getting access to the
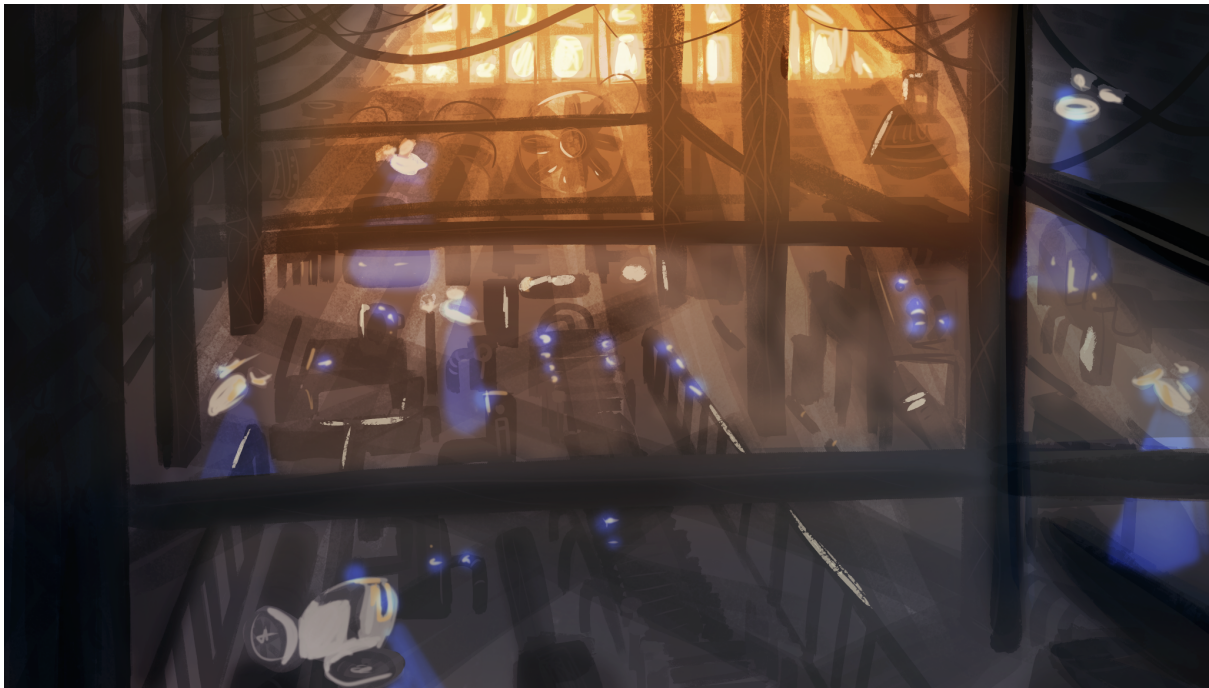
UI, Systems & Options

UI

Menu Wireframe