

BREAKDANCE FIGHTER

Game Design Document:

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Executive Summary:

Break Dance Fighter is a mobile game themed around break dancing and assimilated into the fighting genre. The player assumes the identity of Break Dance Fighter as he break dance fights his way through six different locations in Earth's gravitational field. Fighting moves consist of regular attacks, combo



moves, and taunts. The six locations include: in a barn, at a bar, in the streets, on a park basketball court, at a disco club, and finally on the moon.

In each level, Break Dance Fighter must fight his way through two "goons" and one "boss." He is evaluated based on his fighting ability and style and earns Rep not only for using combos but also for gaining crowd approval. He is rewarded by earning more Rep, which he can then spend on un-lockable content.



Features:

Game play lasts about 1 hour to complete the main storyline. More hours of game play can be reached by playing again with a different fighting style, or trying to unlock content.

Variety of attacks, combos and taunts keep the player interested

- 9 Regular combat moves (one for each key, 1-9)
- 8 Medium Difficulty Combos (3-button combos)
- 4 Hard Difficulty Combos (4-button combos)
- 6 Finishing Moves (automatically used at the end of combat if Break Dance Fighter's crowd approval is high enough)
- 3 Taunts

Un-lockable content motivates the player to continue fighting and win crowd approval.

- Content includes combos, taunts, and finishers.



Menu Tree:

This is the menu tree for BreakDanceFighter. The menu screens that lead to game screens are indicated. You may read about the menu in more detail on the following two pages.



Characters:



Break Dance Fighter: This will be our main character. It will have basic features and won't be overly detailed. It will have a round head and oblong arms. The character looks the same for each fighting style.

Goon: Each level will have two goons that will look exactly the same. The only difference between goon 1 and goon 2 on every level is that they will have different strengths. The character model for the goon will be the same, except for each new level will have a different accessory, ex: farmer's hat, afro, etc.

Boss: Each level will have one boss. These will be the strongest of the level and need to be defeated before advancing to the next level.



**Barn Level Boss-
Farmer:** This boss will have a farmer's hat and be customized to look like a general farmer.



**Bar Level Boss –
Biker-** This boss will have handlebar facial hair, tattoos, and be muscular.



**Street Level Boss-
Skater:** A skater boy with shaggy hair and board shorts.



**Disco Level Boss –
Disco Guy:** This boss will be very tall and have a huge afro.



**Basketball Level Boss –
Buff Guy:** The boss of this level will be really buff and muscular.

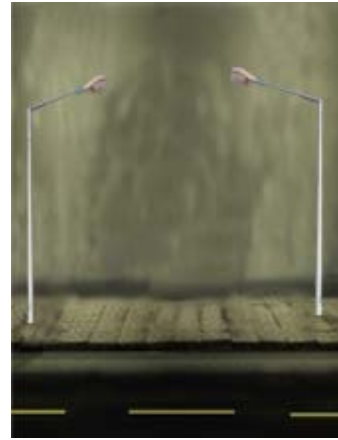


**Moon Level Boss-
Alien:** The final boss will be that of an alien. It will be odd-shaped and have antennae coming from his head.

Stages:

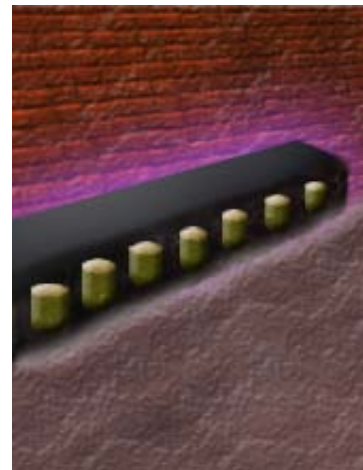


Crowd Sprite**



1.) Barn Level: This is the first stage.

2.) Street Level: This is the second stage.



3.) Basketball Court Level: This is the third stage.

4.) Bar Level: This is the fourth stage.



5.) Disco Level: This is the fifth stage.

6.) Moon Level: This is the sixth stage.

**There will be "fans" that bob up and down in the background in which you need to impress to gain rep

Player Interactions:

Players will interact with the phone by pressing numbers 1-9. Everything within the game will be controlled by these buttons. Combos, navigation, moves, taunts, selection, everything will be mapped to 1-9. The design is made so that controlling the game is as simple as possible and easy to pick up on.

Combos and taunts will require the player to press a sequence of buttons ranging from 3 (medium combo) to 5 (finishing combo) individual button presses. We believe that this combat system will reward skilled players, but also will allow for a “button-masher” to have an enjoyable experience.

During combat, the buttons in the right column will be mapped to “advancing attacks,” or attacks that also move your player forward. The middle column will be for stationary attacks, and the left column will be defensive maneuvers, such as jump back and block.



Unlockable Content:

All unlockable content is unlocked by purchasing it with Rep Break Dance Fighter has accumulated throughout his fights. There are four categories of unlockable content. These categories are: medium combos, hard combos, finishers, and taunts. The price for an individual item in each category will increase as each successive item is purchased. This will mean that the player will have to accumulate more and more Rep in order to purchase all the moves in a given category.



Contact Info:

Please do not hesitate to contact any member of the BreakDanceFighter team with any questions, comments, or concerns you may have:

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