# Eggy GDD



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# Pitch

Eggy is a platformer puzzle like game in which you play as a vulnerable egg that must find his way through a bunch of obstacles back to its nest. To get through levels you can take control of mechs with nests on their heads. Use their unique abilities like dashing or an ignitable bomb to help you get past obstacles.

# Description

You start off as a vulnerable egg with the ability to jump, but you can crack all kinds of ways like by enemies or fall damage.

There are mechs spread across every level on whose heads you can stand to control them. By standing on the heads of mechs you can get past obstacles that you normally wouldn't be able to get past. However, these mechs have disadvantages as well, they're very clumsy. Easily leaving you exposed if you use them incorrectly. To compensate for this most mechs have some very cool abilities that will allow you to go to places you can't as an egg alone.

Genre: Platformer, puzzle like

# Technical stuff:

This game is a controller game meant for platforms like Nintendo switch, where games are more family oriented. As for the other platforms, they can be expanded into if there's enough interest, but they're not the target platform.

# USPs

- Mechs: With these you can complete all kinds of obstacles, while feeling cool. With a variety of mechs like one that launches itself in the air, one that has rockets attached to it, etc...

- Vulnerable main character: As the main character aka an egg you're very vulnerable. This makes it so you rely on mechs to make your way through most of the level.

# Design Pillars

- 1 + tons move set: As an egg you're limited to the things an egg can do, like jumping and slowly rolling around, but there's no limit to the amount of mechs you can pass and how you can use them to get past obstacles as it's not just about the ride, it's about the rider. — Paul Walker

- Mechs are very cool as they can have all sorts of abilities, but they are also very clumsy meaning you must be careful not to accidentally be ejected in the middle of a field full of egg hungry enemies.

# Target Audience

Age range: 6-12, this age group loves these types of not too difficult whacky games with lots of cool mechs to control.

This game is made for **achievers** as there's a certain number of levels to complete and certain number of coins to collect so you can complete every aspect 100% if you want, which these players love.

This game can also appeal to **killers**, but this isn't the target audience. The way it can appeal to them is because the game is linear it can easily be speedrun, which killers like as they want to be the best.

It can also appeal to **explorers** as they will find fun in moving around the levels trying to find ways to get across obstacles.

Example players:



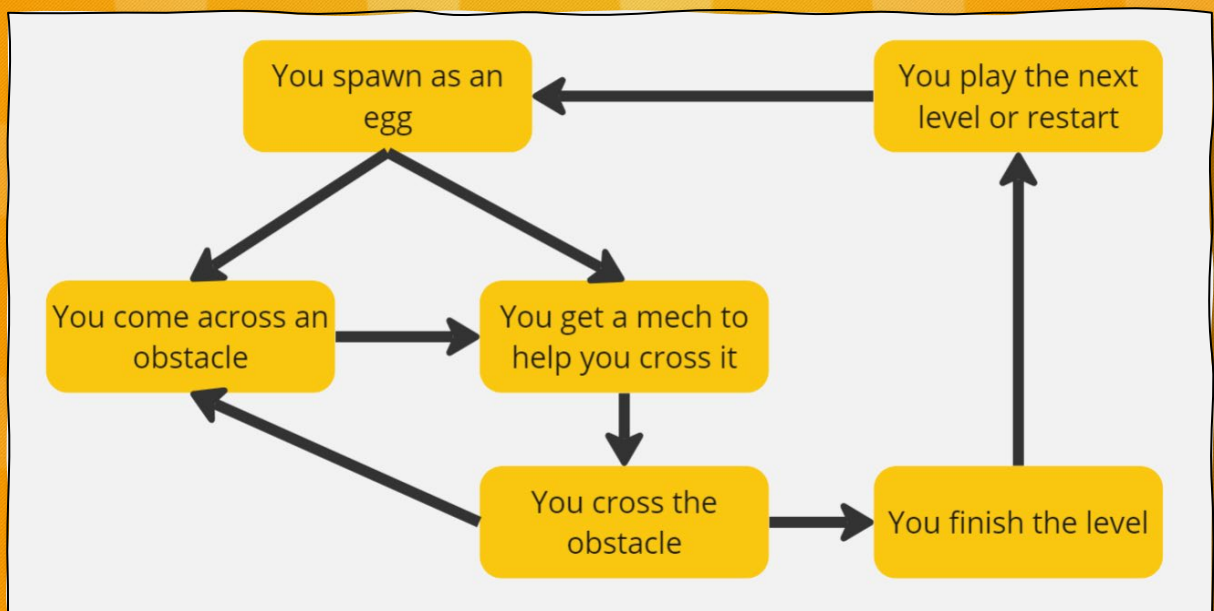| Timy | Jake |
|---|---|
| Likes to play games when coming home from school or at school if he can sneak his nintendo in | Always laughs at physical comedy, if someone gets hurt in a funny way he will be the loudest to laugh. |
| Favourite movie is big hero 6 and he is a big fan of cartoons. | Charlie Chaplin is his biggest hero as he always makes him laugh. |
| Enjoys not too challenging games that have whacky interactions like gang beast, but also platformers like mario & sonic | Tried platformers like celest ones, but doesn't like the precise nature of it all. He likes being relaxed or laughing when playing games |

# Story

You're a tiny little egg that fell out of his nest and got carried away by a storm.
Now you've got to find your way across a whole bunch of obstacles and environments to get back to the nest in order to hatch.

# Replay-ability

Replay ability is somewhat limited as you only have as much to do as the number of levels I make. You can however replay and try to break the game to complete levels really fast as all the base mechanics are physics based. Replayability can also be added by making new enemy types & new mechs. In another target age group this could be achieved by allowing mods, but our target audience won't be able to do that. So it would be up to us to develop new content to keep the game fresh.
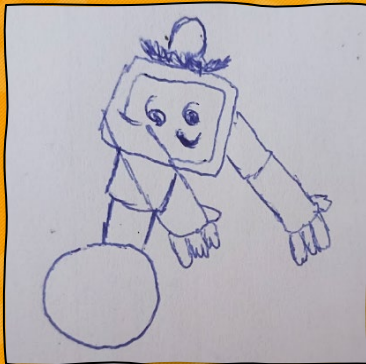
# Game loop

# Gameplay

Egg: The egg has 2 abilities, jumping and moving (quite slowly). This is enough to get around most places, but it leaves it vulnerable as its shell can crack. It can also unlock the ability to glide by cracking its shell allowing its wings to stick out.

Mech: There's the default mech, which can move around at faster speeds than the egg & has pretty good stabilizers allowing the player to use it without too much of a fear of falling off except for when hit by obstacles. All mechs are build in the same way as shown in this concept sketch bellow:
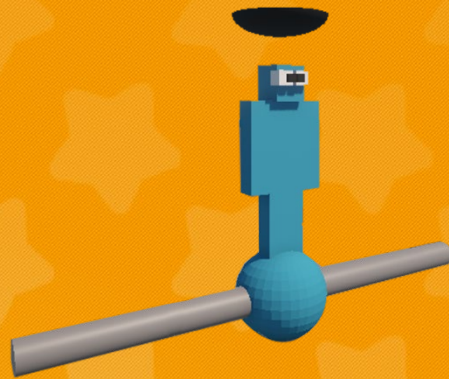


They move their arms around all flappity, which adds to the playful vibe.

But there's also a bunch of other mechs, which have abilities that the player can use by pressing the ability button, here's a few:

Dash mech: This mech has rockets attached to its bottom that allow it to dash, which can be dangerous since despite the egg sticking to the mech when dashing it can still fly forwards at high speeds if the mech suddenly stops.

Stick Mech (name is WIP): this mech has a long pole around its ball. Not only does this allow the mech to roll over 2 poles (the gymnastics kind), but by pressing the ability button the stick will quickly spin around as seen in the prototype. This causes anything it hits to get thrown back and enemies to take damage.



More mechs could be described, but then I could just make a whole document for that alone.

## Obstacles:



Normal Spinning hammer: This hammer will damage you as an egg and/or push you off your mech.

Bouncy spinning hammer: This hammer will knock you back as an egg and/or push you off your mech as well as knock it away.

Bounce pad: Will bounce you into whatever direction it's looking.

Air vents: Will blow you in the direction it's pointing, can be used to make passing obstacles more difficult or even used to float.



Monsters: Come in all types, like the one seen in the prototype or others depending on the level, the easiest way to split them up is by basic behaviour: following a path, following the player if you get too close & a danger even when in a mech.

Meteors: These will crack an egg and give knockback to whatever it hits, they will spawn in clusters and will fall either straight down or at an angle.

Lives: these are level based, you can get a reward by completing every level while having a certain amount of lives.
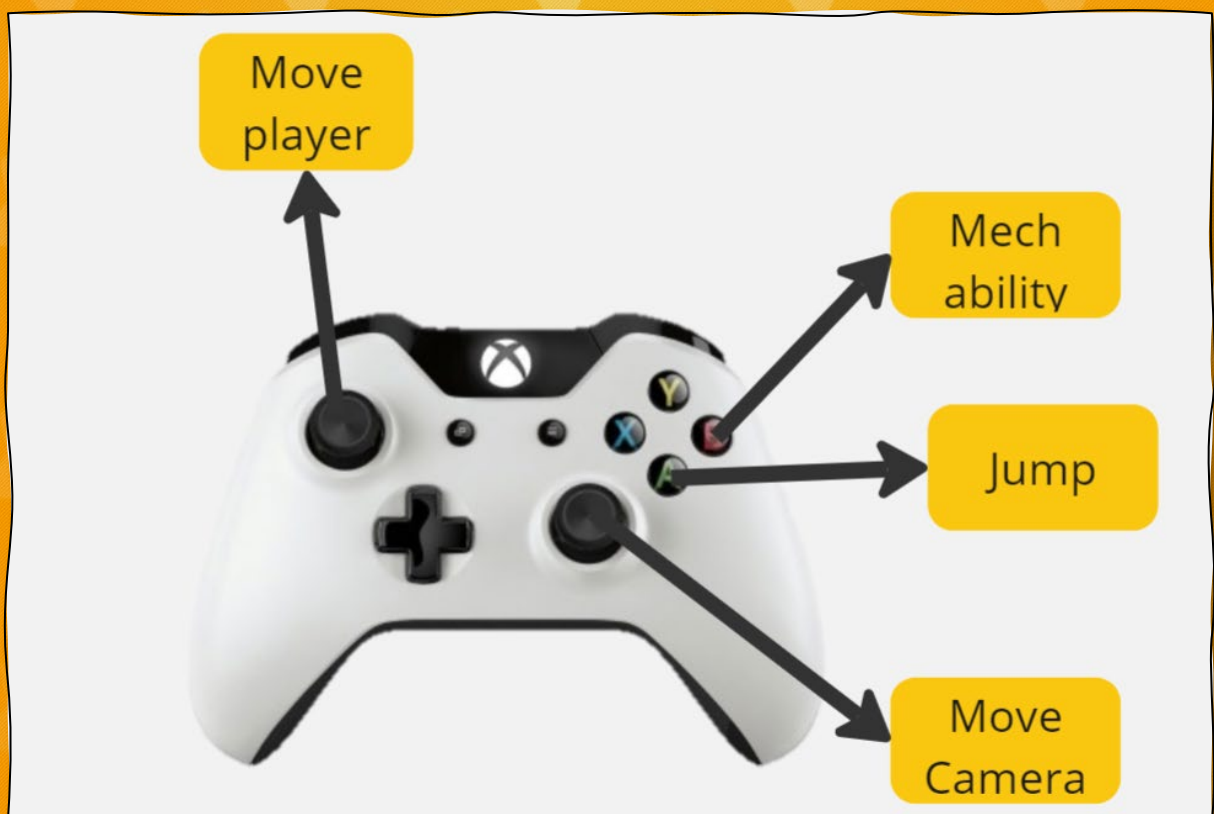
Etc...

Coins:

Normal Coins: These are coins you can always collect, collecting 20 will give you a life. All other coins will work the same, they're just collectable in different modes.

Blue Mech Coins: These coins are only collectible when you are in a mech, this way I can make extra challenges that are only doable using a mech without having to make it impossible to do as an egg.
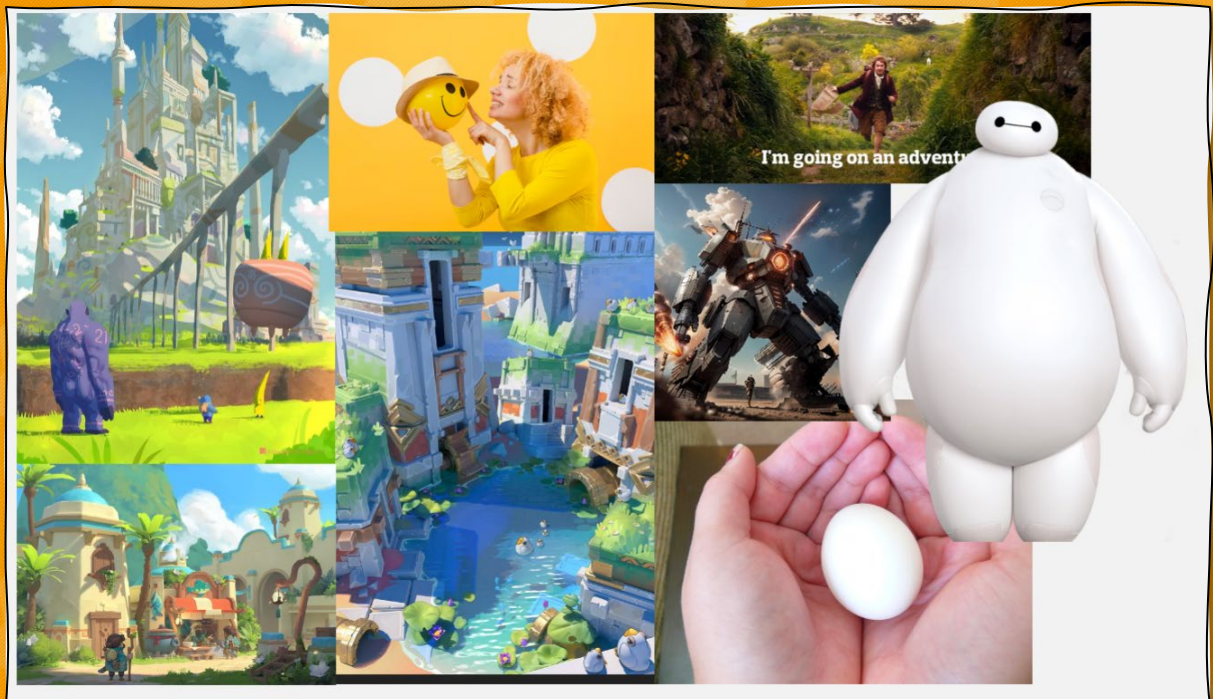
Red Coins: Just like in Mario these stay for a certain time, so it allows me to design time based extra challenge.
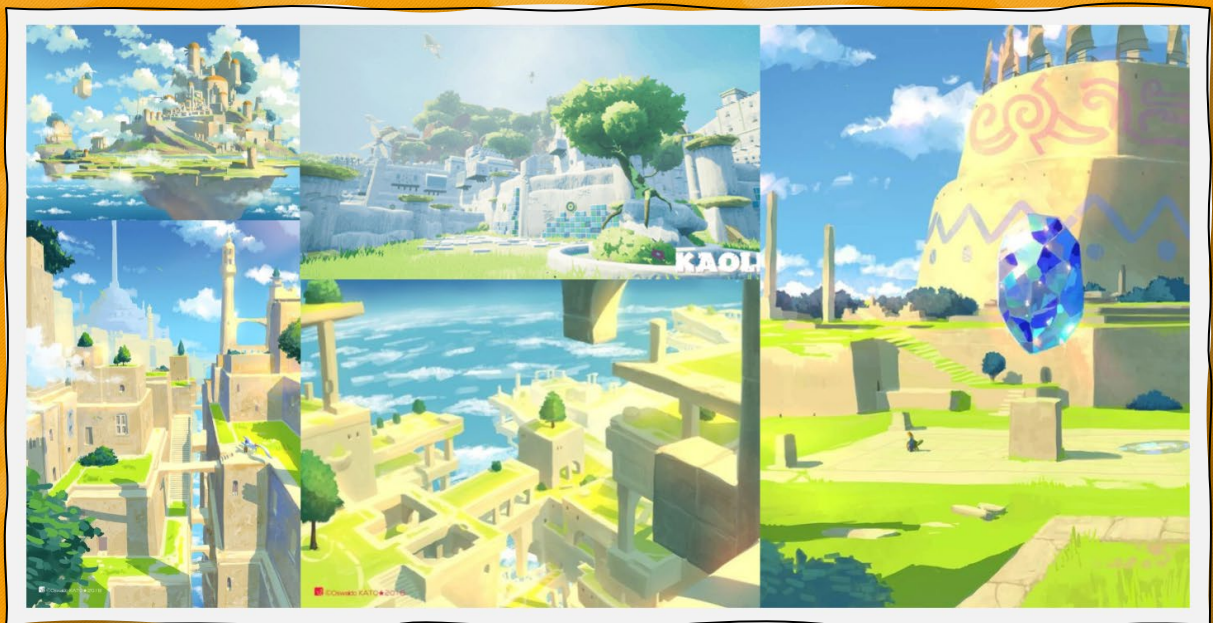
# Controls

# Mood board

The game will feel goofy and playful, but there will also be a clear distinction between playing as an egg and being in a mech. As an egg although you often have more movement capabilities with your jump, you feel vulnerable since you can crack and break open. While as a mech you feel strong & invulnerable or dare I say invincible, while you also feel a bit clumsy as you can fall out if you make the wrong moves or walk into a rotating hammer. You also have the sense of exploration as you move around the level looking for ways to get over obstacles. This is something I was able to do less in the prototype though.

# Art

The art will immediately convey the whimsey feeling combined with adventure. To signify the simple gameplay the graphics are also very simple with simple shapes. For the level art I also don't want everything to be grounded, everything should feel a bit unrealistic even. This would hopefully fill the player with a sense that this world is a new one that they haven't seen before, making them hungry to explore the world and its mechanics as the lovable Eddy the egg.



# Sounds

The egg itself would have a quite high-pitched voice that you would be able to hear when it for example jumps.
The most similar thing I can find is Eric Cartman crying, or his speaking voice, but higher pitched:

https://www.youtube.com/watch?v=53z5fUc-PaE

As for the mech it wouldn't make any noises, but things it does like abilities would make cartoony noises:

Spinning example:
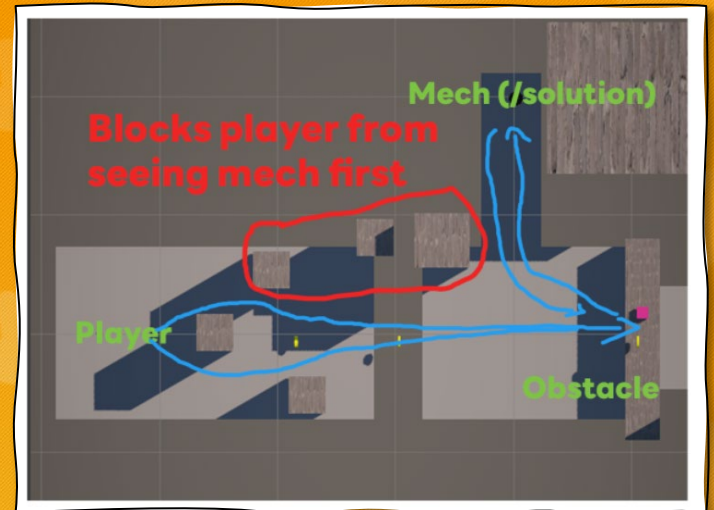https://youtu.be/Lwoj2BB1njM?si=kQuoYz7kOoYgc_M1
Jumping in nest example:
https://www.youtube.com/watch?v=rTgeaG_R9Ds

# Level Design

The way to make levels is pretty simple & follows 2 rules:

## = Obstacle and solution =

The player will see an obstacle like a big wall that they don't seem to be able to jump over, then they will see a mech behind a bunch of obstacles, the solution. They should never be able to see the mech before they see what problem or obstacle that mech will solve, otherwise the player will not feel any kind of triumph using the mech to overcome said obstacle.



## = Main challenge & side challenge =

There's one simple path that the player must follow to be able to complete the level, this path and its challenges are mandatory. But levels will also have branched off points where you can go off the main path to do a more difficult challenge, this is for the more experienced players. To reward the player for doing this you get coins, with a big coin at the end. Collecting big coins can unlock extra challenges and rewards.



You don't have to do the more challenging orange part, but get rewarded handsomely if you do.

Goal: You must find your way to the end of the level.

# HUD & UI

There's not much information that the player should know that isn't already visible in the world, so the HUD would be limited.
All that the HUD will display is the lives left & a coin counter.

The level selector would be a path going towards the game's end goal, the nest. Every spot you walk towards is another nest, but not yours. At the end of the game your mama & papa bird are waiting for you concerned at the nest with worms in their mouth ready to feed you when you hatch.