

# Ambrosia

**Ambrosia**  
**Game Design Document**

By  
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## Version history

Date	Author	Changes
9-10-18	Daniel House	Game Concept Written
9-13-18	Daniel House	Feature Set Genre Target Audience Game Flow
9-15-18	Daniel House	Look and Feel Gameplay
9-16-18	Daniel House	Game Progression Puzzle Structure Objectives
9-17-18	Daniel House	Mechanics Objects Nectar Vases Collectables Game Flow
9-18-18	Daniel House	Economy Level Design Characters

## Game Overview

### *Game Concept*

Ambrosia is a two player cooperative game set in a puzzle filled world set in the Greek Garden of the Gods. Playing as Sprite, Ambrosia aims to provide friendly gameplay using the player character's ability to change colors using objects found in the environment. The levels are filled with carefully placed Colored Obstacles, nectar, that allow the player sharing its color to phase through it. Players must figure out the correct order and combination of colors to progress further into the level and plant the Ambrosia Flowers for the Gods.

### *Feature Set*

- Local co-op
- Friendly puzzles that require good teamwork

### *Genre*

Puzzle Adventure Platformer

## ***Target Audience***

Ambrosia is meant to be played by casual gamers seeking to solve puzzles using critical thinking strategies with a friend in a warm environment.

## ***Game Flow***

To navigate through the environment, the player characters can move left, right, and jump onto each other and up onto objects.

In some instances, the environment will have moving platforms (or objects) that move without player control. The players must time their jumps and movement properly in order to ensure they land safely onto a surface.

When navigating through the interface from the main menu, a player must simply press any key to go to the level select screen. Then both players will be able to see all their options integrated into the environment and must move their character to that object to interact with it. By having both standing near the objects (such as a level they wish to select), the screen will darken around the over a short period of time indicating they have chosen to load up said level before loading the players into that level.

## ***Look and Feel***

### **Locations**

While there is currently only one location, the Ancient Greek Garden of the Gods, other locations and biomes are being explored.

Looking at the Ancient Greek Garden of the Gods, we want the players to feel that they are roaming through a mystical garden with foliage of various sizes (from **enormous** to rather small) and elements of Ancient Greek Culture (i.e. statues, pottery, mythical creatures, etc.).

The nectar objects that the player characters move through are residue from large, beautiful flowers within the garden.

Moving objects used by the players have many different possible looks to fit within the environment; moving flowers, body parts of the gods, mythical creatures, etc.

### **Number of levels**

There are currently three levels with more to come in increasing difficulty; both in mechanics and in puzzle solving.

### **Number of NPC's**

There are monsters with currently no AI that will kill the players on touch.

# Gameplay and Mechanics

## *Gameplay*

The levels are filled with carefully placed Colored Obstacles, nectar, that allow the player sharing its color to phase through it. Each level is broken up into individual puzzles that require the player characters to be a certain color in order to progress. With destructible colored vases (crates) around each puzzle that change a single character to its color on hit, the players, must figure out the correct order and combination of colors to progress further into the level and plant the Ambrosia Flowers for the Gods.

## **Game Progression**

Following Jesse Schell's *The Art of Game Design: A Book of Lenses, Second Edition* "Skill & Challenges" curve theory, my design intent was to introduce to the players their characters abilities, interactive objects, enemies, and goal at a pace that would keep their interest and continue to challenge their team skills. Each level was designed in parts; first analyzed as a whole, then individually, and lastly as a whole again.

## **Puzzle Structure**

Each puzzle needs to be designed so that players cannot change their characters color in an order that prevents progression through levels. This also means checkpoints must be placed in a manner that does not allow players to cheat puzzles or break them.

## **Objectives**

There is a primary and secondary objective:

The primary objective of the game is to progress from the level start to the end and plant a Blessed Ambrosia Flower for the gods. At the levels end, the players will see a quick cut-scene where their characters do a dance, see some cool particle effects and the Blessed Ambrosia Flower will grow from the ground.

The secondary objective of the game is to collect "bananas" (which is the current asset). After a level is complete, the players will be able to see how many bananas they've collected out of the total number of bananas in that level. The players will also see a visual representation of how much they have collected after the Blessed Ambrosia Flower grows. This visual representation will be a type of vine growth, or additional flowers grown around the ending area.

## **Play Flow**

As the core mechanics are relatively simple to understand, the players will move through the beginning parts of levels rather quickly. This is to ensure both players remember the significance of each color and what it means for their character, as well as allow the players to get comfortable with the character controller.

As the game progresses, the players are mean to slow down their movement through parts of the levels to solve puzzles as they become more and more challenging. In some cases, players will have to explore areas and backtrack in order to progress.

### ***Mechanics***

The primary mechanic of the games is the player characters ability to phase through nectar within the environment that share the same color as the character.

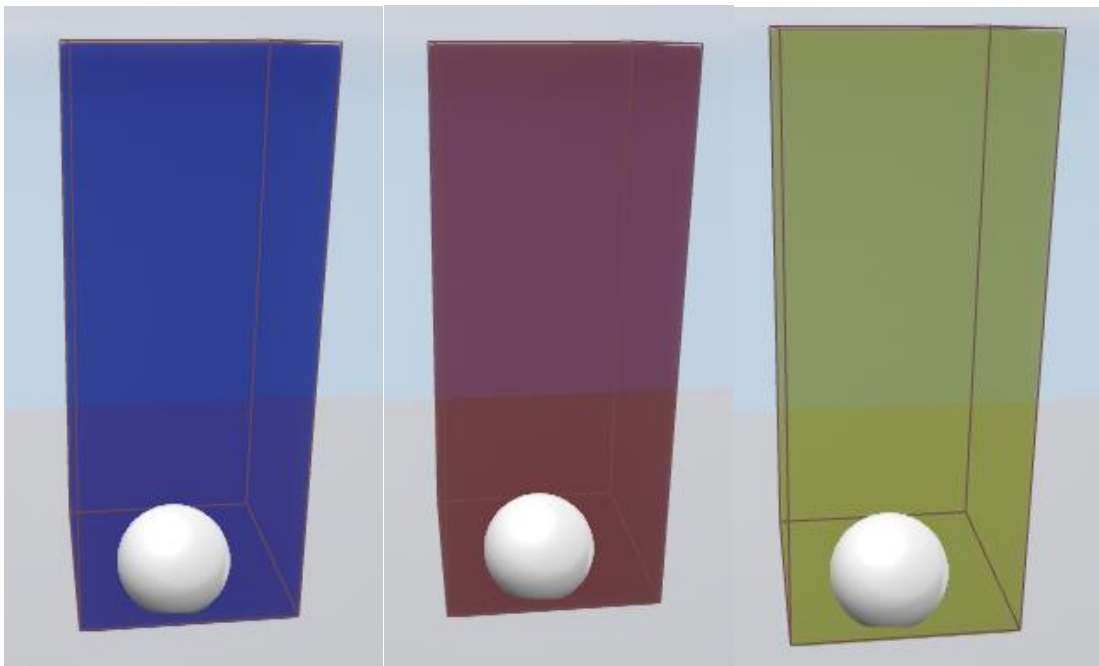
Characters can change their color by jumping on and breaking colored vases (crates for now). When the player hits these vases (crates) with nectar spilling out of it, the players' character will change to the color of the nectar that was spilling out of the vase (crate).

### **Objects**

The players can interact with some objects in the game. Some objects can be picked up by colliding with it.

### **Nectar**

Nectar is an object seen throughout the world. While it can block a path, be walked on, and move, if the player character shares the same color as the nectar object, their character will phase through it. There are currently 3 nectar colors: Red, Yellow, and Blue.



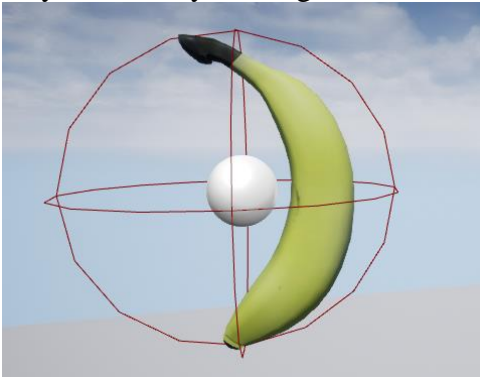
### **Vases (Crates)**

This object can be found throughout the level. If a player jumps on top of it, it will break and change the character color to the same color it was filled with.



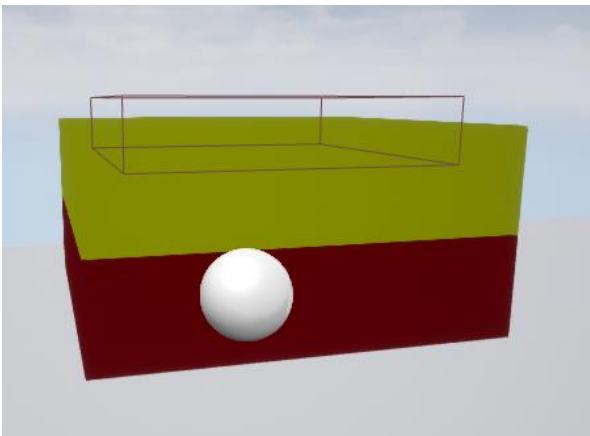
### **Collectables (Bananas)**

These collectable objects can be picked up by colliding with it. Enemies drop these when they are destroyed. Large collectables (valued as one) can be found hidden in levels.



### **Nectar Toggle Color Button**

As the name suggests, Nectar Toggle Color Buttons will toggle the color of the surrounding nectar when jumped on between a maximum of two colors. Each button contains an array of nectar objects that store its current color value. Simply place the nectar objects in the environment, then place the nectar toggle color button, select the nectar toggle color button, set its two toggle colors, and add the nectar objects that you want it to toggle between. Below is a Red & Yellow Nectar Toggle Color Button.



## Economy

Collectables act as the only object of any form of currency in the game. It serves no other purpose than to collect, and cannot be used as a form of currency.

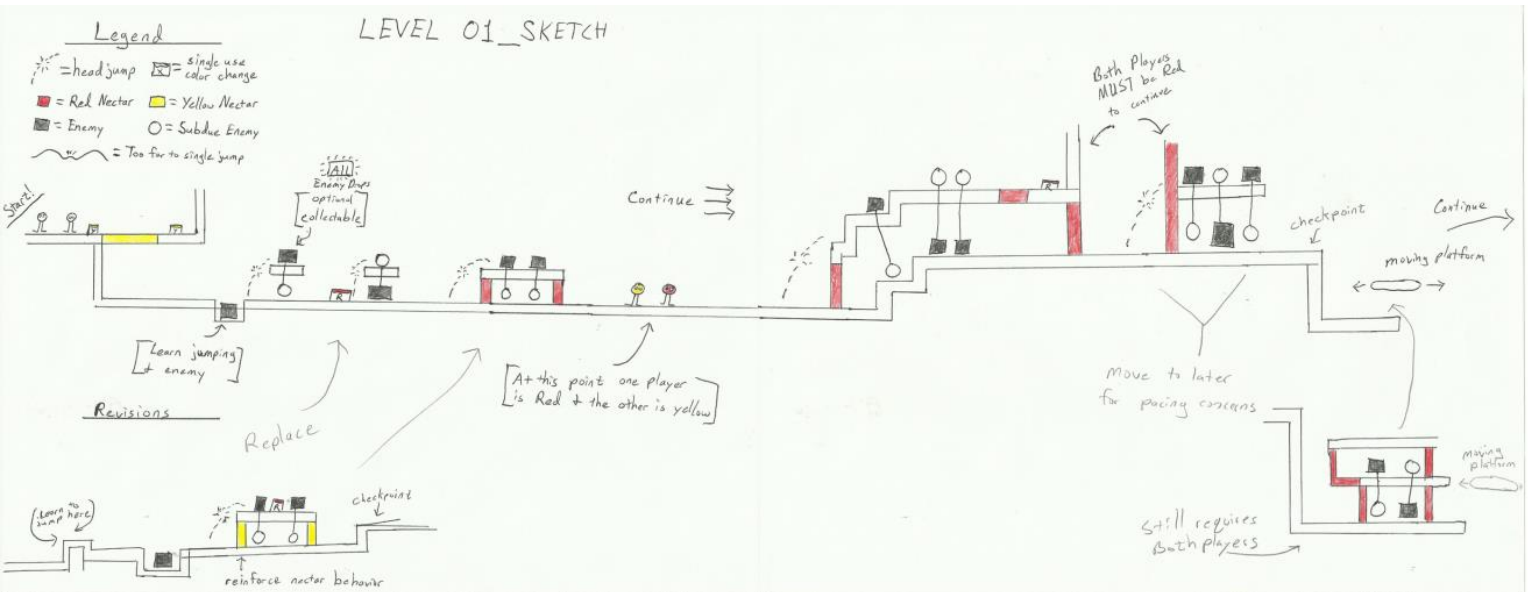
## Level Design

Levels are designed on paper first to get an outline of everything desired in the level. Each level ends with the most challenging puzzle of the level and will have an enemy that requires both players to be present in order to reach the end.

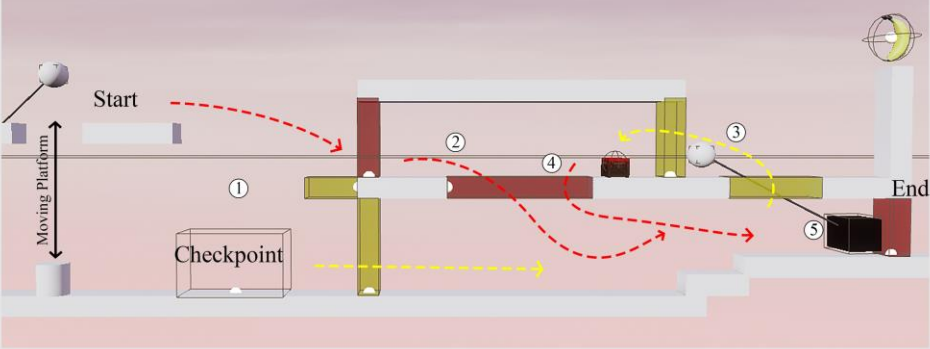
## Level 1

### Outline

1. Color change introductory puzzle
2. A single bad guy
3. Color Change puzzle
4. Three bad guys
5. High head jump puzzle
6. Moving platform (up and down) puzzle
7. Color change puzzle
8. Three bad guys
9. Moving platform (left to right)
10. Color change puzzle
11. Many bad guys
12. Final most challenging puzzle



## Character Color Change Puzzle Example



### Ambrosia


Level 2 - Character Color Change Puzzle Example

<ul style="list-style-type: none"> <li> Yellow Nectar (Yellow Player phases through)</li> <li> Red Nectar (Red Player phases through)</li> <li> Character Color Change to Red</li> </ul>	<ul style="list-style-type: none"> <li> Enemy (Kills player on touch)</li> <li> Enemy Weakpoint (Kills enemy on touch)</li> <li> Collectable</li> </ul>
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*Puzzle Solution Order:*

- 1) Red Player, jump to upper level. Yellow Player, continue lower level.
- 2) Red Player, jump down and move beneath yellow nectar.
- 3) Yellow Player, jump on Red Player's head to hit the Enemy Weakpoint.
- 4) Yellow Player, move left and change color to Red. Then jump down.
- 5) Both players continue through the last Red Nectar.

Character Colors at Start:



## Character Color Change Puzzle

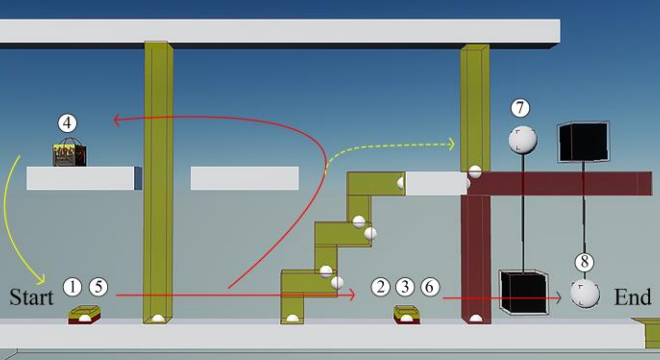
### Ambrosia

Level 3 - Nectar Color Toggle Button Puzzle Example


<ul style="list-style-type: none"> <li> Character Color Change to Yellow</li> <li> Nectar Color Toggle Button (Yellow &amp; Red)</li> <li> Enemy (Kills player on touch)</li> <li> Enemy Weakpoint (Kills enemy on touch)</li> </ul>	<ul style="list-style-type: none"> <li> Yellow Nectar (Yellow Player phases through)</li> <li> Red Nectar (Red Player phases through)</li> </ul>
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*Puzzle Solution Order:*

- 1) Any player, hit first Nectar Color Change Button to Red.
- 2) One player hits the second Nectar Button to Yellow and the other travels up to the second level.
- 3) Red Player, hit the button again to switch Nectar Color to Red.
- 4) The player on top jumps across the red nectar to change their character color to Yellow.
- 5) Yellow player, hit a Nectar Color Toggle Button to Yellow.
- 6) Red Player, hit the second Nectar Color Toggle Button to Red.
- 7) Yellow Player, jump across and hit first Enemy Weakpoint.
- 8) Red Player, proceed forward below and hit second Enemy Weakpoint.



Character Colors at Start:





## Characters

### *Characters*

The players are playing as Ambrosia Nectar Sprites. These little dudes job is to run around the Garden of the Ancient Greek Gods and plant the Blessed Ambrosia Flowers to make the nectar that grants the gods immortality.

