



Strikethrough

Game Design Document

Overview

Synopsis and Gameplay

- Third person 3D
- 2 – 4 players, online only
- Randomised elements aid replayability
- 4 different modes and 4 unique maps
- All ages/family-friendly

Untitled Goose Game meets Battle Royale meets Octodad.

*Players must complete all the weird and silly tasks on their to-do lists via interacting with other players and their environment.
Arms are wobbly noodles controlled separately from movement.*

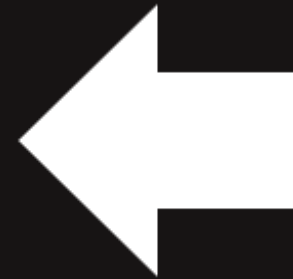
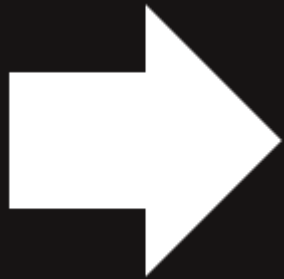


Core Loop

Goal: To complete your own tasks

Method: Interacting with other players

Opponent's goal: To complete their own tasks



Continuous until someone wins by completing all their tasks!



To-Do Lists

The gameplay revolves around the players' to-do lists, which are randomised at the start of each game. The randomisation is nuanced and takes into account what other players have been given to ensure a balanced experience.

Examples

- Steal someone's hat
- Build a sandcastle / Destroy someone else's sandcastle – can also build exploding sandcastles
- Run! Hide from everyone for 1 minute
- Throw another player into the sea
- Make another player sneeze
- Put a daisy chain around another player's neck
- Emote next to someone else's snowman. They're *your* friend now!
- Push over another player's snowman (cryptic alternative: Commit A Murder)
- Set another player's hat on fire
- Throw another player from the top of a tree

Maps & Modes



Modes

Each offers a different estimated game length:

- ◇ Basic (approx. 30 minutes) – 8 items per list
- ◇ Intermediate (approx. 45 minutes) – 12 items per list
- ◇ Ultimate (approx. 75 minutes) – 20 items per list
- ◇ Quick and Cryptic (approx. 5-10 minutes) – 1 extremely vague item per list

Maps

4 different maps, all forested, each offering unique to-do tasks:

◇ Winter

Snowballs, snowmen, frozen lakes, snow angels

◇ Spring

Daisy chains, picnic baskets, hay fever, flowerbeds

◇ Summer

Swimming, sandcastles, sunbathing, frisbee

◇ Autumn

Pumpkins, ghost summoning, leaf piles, witchcraft

Creating Stories Together: *Emergent Play*

Finding creative ways to complete tasks, with each game presenting a new combination of comedic player-to-player moments and offering unique shared experiences. Players fumbling around with their noodly arms while trying to avoid contributing to other people's tasks while not knowing what they are, and also trying to complete their own lists will ideally create the perfect brand of memorable chaos.



Art Style & Environment Design

Warm tones, abstract shapes



Brighter colours reserved for characters/objects

Anthropomorphic playable characters



Low poly, minimalist style.
Soft edges, rounded corners

UI & UX

The game starts on a very typical menu screen, with the options being “find group” “play with friends” “options” and “quit”. Find group will allow you to select a mode, and then cause the other three players to be chosen at random out of whoever else is using find group with that mode, while play with friends allows you to invite friends into a group.

You will also have the option to play with one or two other friends, with the third or fourth players selected from the online pool. Players then vote on the map (or both the map and mode when playing entirely with friends).



The UI will be clean aside from a visible page corner in the bottom left with a button on it, so that the player always remembers which button opens their task list.

Platforms



While Strikethrough was imagined with Microsoft platforms in mind, having it available on the Nintendo Switch would open the game up to handheld and potentially local multiplayer experiences.

Controls

(Require playtesting/interaction)

