



Game Design Document

Written By: Gunther Urbano

Copyright: Goddess Generation (X)



For PC and Mac

Ages 10+

2 Players

Gamepad controllers required

Game Overview	3
Game outline	5
Player Characters	11
NPCs	24
Goddess Candidates	26
Gameplay	27
Game Experience	28
Gameplay Mechanics	29
Monetization	31

Game Overview

Philosophy:

1. Our goal is to create a game that is to be an easy-to-play local multiplayer game to resist the dying trend of local multiplayer games.
2. The goal for the game's narrative elements is to create endearing characters in a colorful world full of humor and strange rules. Even though NPC characters are randomly generated, the player should still find them endearing enough to fight for their affection.

Common Questions:

1. What is Action Smacktion: Goddess Generation?

Action Smacktion: Goddess Generation is a 2.5D platformer-style fighter where outmaneuvering your rival on a platform-oriented map is the key to victory.

2. Why Create this game?

Local multiplayer games have been getting increasingly less attention since playtime with friends started moving from a room with your friends to online in your own room. This game can give friends another reason to sit next to each other and play a game.

3. Where does the game take place?

The game takes place in a reality that is similar to our own modern-day world where technology like smartphones, cars, and metropolis skyscrapers are the norm. Selectable stages include the rooftops of Romanticity, atop a UFO fleet, Azoth Cemetery, and Peach Bottom Beach.

4. What do I control?

The player controls a selection of 7 characters. Each character has an attack that differs depending on the selected character. Every character can jump. When a character lands on rival player, the character can inflict damage similar to how Mario can stomp on enemies in the Super Mario Bros. games. The players strike with their attacks to deplete the rival player's health points to zero. Doing so spawns Blessings. Collecting 20 Blessings wins one round. To win, the player must win 2 rounds out of a maximum of 3.

5. What is the main focus?

The main focus of the game is to create a fun, competitive experience between two players in a local multiplayer fighting game with simple controls.

6. What's different?

This game has randomly generated Goddess Candidates so that the experience of playing through the narrative of the multiplayer story repeatedly does not get stale.

Game outline

Story Summary

The world is in peril! One of the supreme goddesses that maintain balance in the universe--the Breaking Goddess--has disappeared. Marshmallow Goddess, the goddess of happiness, plans to resolve the imbalance by creating a replacement for the Breaking Goddess. To create a new Breaking Goddess, a mortal with a high amount of spiritual energy needs to be combined with Blessings, candy-shaped concentrations of cosmic power. Having found a Goddess Candidate, the Marshmallow Goddess calls upon her trusted heroic friends to help gather the Blessings needed to save the world. Blessings come to those who show fighting spirit, so the heroes will do battle with each other to both spawn blessings and look cool for the lovely Goddess Candidate.

[Start] to skip



Game Flow Outline

- I. Title Screen
 - A. 2 Player VS
 1. Character Select
 2. Intro Story
 3. Stage select
 4. Round 1 Battle
 - a) Collect 20 Blessings before rival player
 5. Winner banter with Goddess Candidate
 6. Round 2 Battle
 7. Winner banter between Goddess Candidate
 8. Round 3 Final Battle
 - a) Occurs if each player has won 1 round in this set.
 9. Grand winner banter with Newly-transformed Goddess Candidate
 10. Character Select
 - B. Credits
 1. Shows credits of the development team
 - C. Quit Game

Environments:

The aesthetic of the game is a mixture of 2D raster image characters in a 3D modeled world.

- Romanticity - The modern city where The Marshmallow Goddess's friends all live coincidentally.



- Ufo Fight - In the sea of stars, there is a vast fleet of unfortunate unidentified flying objects. With the help of the Marshmallow Goddess, the heroes can do battle above the

atmosphere. This stage is particularly long horizontally. It has 3 spawn points for Blessings.



- Azothe Cemetery -An extremely haunted cemetery. The light on the far left turns off the platforms when struck by a weapon..



- Peach Bottom Beach - A sunshiny beach with palm trees and a vast ocean. A basic 3 platform stage



- Protostage - A place that exists outside of reality, where only a special few may come and show off their battle skills.



Challenges:

- Platforming
Each player must maneuver around the stage to gain the advantage over their rival. It is possible to fall off of the stage. Doing so subtracts 20 HP and 2 Blessings from the player who fell off.

- Pleasing the candidates

The candidate likes the winner of each round who gives her the 20 Blessings first. This is shown by the banter between rounds.



- Health Point management: Each player has Health points that reduce when struck by another player or an enemy. When HP reaches 0, that player loses 3 Blessings.
- Mastering characters: Each character has different movement speeds, jump heights, and unique attacks. Understanding each character's strengths and weaknesses is the key to victory.

Win Conditions

- The sky drops Blessings whenever a player's HP reaches zero.



- Collect 20 Blessings to win a round
- Win 2 rounds out of 3 to win the set

Player Characters

Hiro

Voice Actor: Dante Basco

Age: 19



Movement Speed	middle
Attack Speed	middle
Attack Damage	-5 HP
Knock-back	middle
Effective Range & angle	Close to Mid-range, horizontal, front & behind
Jump Height	middle

Summary:

Friendly, brave, and earnest, Hiro runs a modest hat shop that is being expanded into a stylish hat-themed café. In grade school, he had a reputation as a dragon slayer who saved the world from being taken over by a giant reptilian god. Being of mediocre intelligence, he is self-conscious about his decision not to go into college or training that would further his abilities to maintain a successful business with his shop. His café expansion is his last best hope before giving up on his business. Hiro may occasionally break the fourth wall.

Goal: His hope is to find a spokesperson that would vouch for the quality of his café.

**Abel Churchill**

Voice Actor: Ben Diskin

Age: 21

Movement Speed	slow
Attack Speed	slow
Attack Damage	-5 HP
Knock-back	Strong

Effective Range & angle	Long-range, horizontal, front
Jump Height	middle

Summary:

Abel is a paranormal private investigator who specializes in mixing modern technology with traditional exorcism practices from many cultures. His extensive experience dealing with supernatural phenomena makes it very difficult to disrupt his cool and collected disposition. He has a fairly high intellect that he uses to analyze and dissolve adverse situations. Abel can often take the role of the straightman when bantering with the rest of the cast. He speaks with an English accent.

Goal: His ideal is to choose a Goddess that will agree to his terms regarding the maintenance of supernatural phenomenon.

**Ando Ui**

Voice Actor: Johnny Yong Bosch

Age: 16

Movement Speed	middle
Attack Speed	middle
Attack Damage	-5 HP
Knock-back	None
Effective Range & angle	Mid to long-range, horizontal, vertical, anti- air; front
Jump Height	middle

Summary:

Ando appears intimidating to people outside of his small circle of friends, however he is quite nice and caring once you get to know him. He is impressively skilled at martial arts, especially kendo. He has a fiery and courageous personality that is noticeable most when it comes to his sickly childhood friend, Li. Should anything threaten to harm his friend in any way, he quickly jumps into action without second

thought. However, should anyone ask him if he has romantic feelings for Li, he would likely deny it, saying "It's not like that."

Goal: He aims to protect the world that his sick friend loves. His choice of Goddess is dependent on who shares the same view of the world Li does.

Blues Chubb

Voice Actor: Christine Marie Cabanos

Age: 17



Movement Speed	fast
Attack Speed	slow
Attack Damage	-5 HP
Knock-back	Strong
Effective Range & angle	Mid to long-range, anti-air in front; horizontal behind
Jump Height	low

Summary:

Blues is a passionate and energetic girl who lives for adventure. Years ago, she left her quiet hometown to experience the edgy and adventurous world filled with danger and monsters with her best friend, Jaime. They have long since been separated from each other. On her adventure without her friend, Blues learns that she is the incarnation of the Breaking Goddess, one of the Three Supreme Goddesses that control the balance of the universe. Her negligence of her heavenly duties is the true reason the entire universe may be destroyed. Even so, she does not personally care for the entitlement and would much rather live and die as an adventurous human.

Goals: Choose a goddess she believes is a suitable of taking the role of the new Breaking Goddess, taking

on the responsibilities of Goddess of Destruction and ruler of the Underworld so that she can live out her human life of adventure and reunite with Jaime.

Jei Uzu

Voice Actor: Yuri Lowenthal

Age: 19

Weapon: Marshmallows - A projectile that does no damage, but causes the target's movement speed to slow down significantly for about 5 seconds.



Movement Speed	Faster
Attack Speed	Fastest
Attack Damage	0 HP
Knock-back	None
Effective Range & angle	Close-range, front, back, below
Jump Height	Lowest

Summary:

Jei is a member of the Marshmallow Ninja clan that worship the Marshmallow Goddess, the Supreme Goddess of Happiness. Jei is legendary among his clan because he had the power to summon The Marshmallow Goddess to Earth. People often have a difficult time understanding him when he talks

because his diction is often stifled by marshmallows. Marshmallow ninja get their mysterious powers to manipulate logic and physics to create marshmallows and marshmallow-related objects out of thin air through reciting special chants with marshmallows in their mouths. When his mouth is not full of marshmallows, he speaks quite eloquently and is able to maintain engaging and thought-provoking conversation. Normally, Jei is the stoic silent type because it would be rude for him to talk with his mouth full unnecessarily. He may break the fourth wall.

Goal: To find someone who will always have s'mores with him.



Nana Lara

Voice Actor: Cassandra Lee

Age: 19

Movement Speed	Fastest
Attack Speed	Fast
Attack Damage	-8 HP
Knock-back	High
Effective Range & angle	Close-range, horizontal, front
Jump Height	Highest

Summary:

Nana lives a double life as a costumed superhero and a normal young adult. When she puts on her mask, she is the role model vigilante hero of justice who works with the local police to save the people from all forms of evil monsters known as Agent Light Blue. As regular Nana Lara, she is protective of who she gets close to and who she trusts. When she does find someone she likes, she has a hard time expressing it and often comes off as cold or hateful. She spends much of her spare time hanging around cafés and maintaining a blog about coffee and stuffed animals. She prefers nights alone streaming videos online over going to parties or shopping. Nana is often told she lets her good looks go to waste.

Goal: To find someone who can take the mantle of Agent Light Blue so she can retire from the super

hero life and find love.

**Riri Yuki**

Voice Actor: Kate Higgins

Age: 18

Movement Speed	middle
Attack Speed	middle
Attack Damage	-5 HP
Knock-back	None
Effective Range & angle	Close to mid-range horizontal, anti- air; front
Jump Height	middle

Summary:

Riri is a college freshman looking to start a fresh new life away from her hometown. Although she is prone to bad luck, especially with anything that might fall out of the sky including rain, snow, and bird droppings; Riri has a strong and determined will. Riri is fairly tech savvy and is in college for computer science. She used to be bogged down by her unrequited feelings for her childhood best friend, Hiro. She was never able to confess her love for him. However, since enrolling into college and moving out of her older brother's house, she feels refreshed and ready to start a new chapter of her life. Unknown to Riri

upon getting settled into her new living space, her university is located close to Hiro's new Hat Café location.

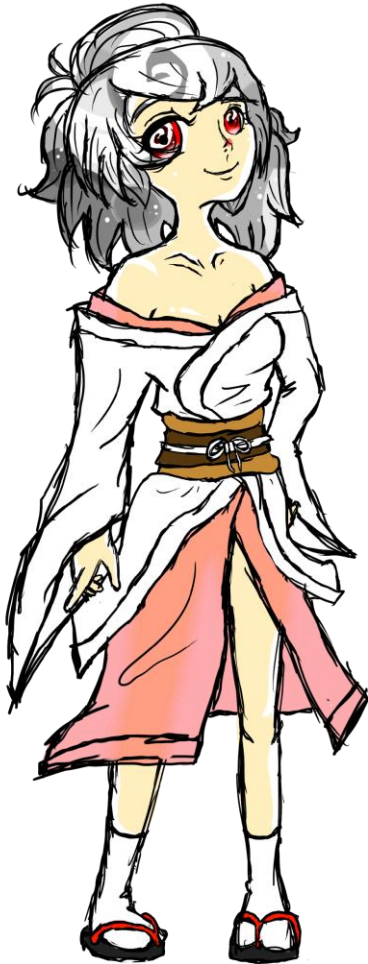
Goal: To make new friends and find closure for her feelings for Hiro. Her new friends (Goddess candidates) offer their own way to help her find closure.

NPCs

Marshmallow Goddess

Summary:

The Marshmallow Goddess, although she is not known and worshipped by the majority of humans, is one of the Supreme Goddesses. Her specific role as a Supreme Goddess is that of the Goddess of Happiness. She controls both happiness and despair for all mortal existence. Her basic powers include power over all sweetness and softness. Although she is not worshipped by most of humanity, she has a haughty and condescending personality. She addresses anyone as “Silly boy” regardless of their gender identity. The Marshmallow Goddess, when serious, can be very maternal.



Magnifying Goddess

Summary:

The Magnifying Goddess is responsible for maintaining the Timeline of Universe, taking on the role of an observer of all mortal life and ensuring that each universe is on the path in time that they should be in. She uses her Giant Magnifying glass as an all-seeing eye. She takes her job and her position as one of the Supreme Goddesses extremely seriously. After witnessing mortals mess up her timeline, she forces the mortals clean up the mess themselves to teach them a lesson. She believes in second chances but is strict about ensuring that mistakes are corrected promptly.



Maid

Summary:

She isn't just a maid. She can be a police, waitress, shopkeeper, endangered citizen, and more! She can do it all. When she's on the clock, She is a diligent and flexible worker who deserves much more than minimum wage.



Goddess Candidates



These girls are unusually potent with Blessing energy, so they have the prospect of taking the place of the Breaking Goddess. The Breaking Goddess is the goddess of Death and one of the Three Supreme Goddesses. The Goddess Candidates are randomly generated girls in the Multiplayer mode. Their eyes, front hairstyle, back hairstyle, skin color, and personalities are randomly generated.

There are...

- 6 different types of eyes with 6 different colors
- 5 Skin Colors
- 5 back hairstyles with 11 different colors
- 5 front hairstyles with 11 different colors

Personalities include...

- Tsundere - tough on the outside, lovey-dovey on the inside
- Yandere - Would go through any extreme for a lover. Dangerous infatuation.
- Shy - softspoken
- Ditsy - clumsy and spacey. Head in the clouds.
- Tomboy - sporty, energetic, boyish
- Uppercrust - High-class, haughty attitude

Personality changes dialogue between players and the Goddess Candidates. The dialogue reflects each personality.

Gameplay

Gameplay:

- Local 2 players simultaneously
- Intense platforming and physics-based player vs player combat.
- 3D world with 2D characters moving in X,Y coordinates.
- Collect Blessings to win
- Run and jump to traverse the stage

Genre:

2.5D Platform fighter

Unique Selling Points

- Fight for love and peace against your rival in the local 2-player vs. mode.
- Find a new love every day! The Marshmallow Goddess will find you a new Goddess Candidate to fall for every time you play in vs mode.
- Master the terrain of 5 unique stages to gain the advantage over your rival in battle.
- Become a legend by taking on the role of one of 7 heroes with their own unique styles of combat.

The Player

- Can move in x and y axis
- Rotate camera with shoulder buttons
- Attack style varies with character selected
- Jump and stomp super Mario style
- Collect blessings by depleting the rival's HP to zero.

Game Experience

Mood:

- Lighthearted cartoon characters battling to give candy to a pretty girl. The world is stylized to be soft, squishy, and surreal.

Music:

- Dance-able
- Jazzy
- Electronic
- Disco

Music should be invoke...

- Funky
- Groovy
- Swingy
- Happy
- vocaloid-y

Into Starlight

Danceable and energetic

<https://www.youtube.com/watch?v=N8am-n3m-6o&index=22&list=LL1E07Yrwv7F9QPS6AwRUsuQ>

Alone

Kinda groovy and swingy. Makes you want to get up and move.

<https://www.youtube.com/watch?v=IMB-t2j02XQ&index=72&list=LL1E07Yrwv7F9QPS6AwRUsuQ>

Rondo of Possible World

Energetic. Somehow “celestial”. Perfect for the Single Player mode playground.

<https://www.youtube.com/watch?v=6rrJzGM3QEU&index=77&list=LL1E07Yrwv7F9QPS6AwRUsuQ>

Amazing Magician

Magical and upbeat

https://www.youtube.com/watch?v=H_13BVmiANU&index=23&list=LL1E07Yrwv7F9QPS6AwRUsuQ

Al Dee

Groovy. Energetic. Danceable.

<https://www.youtube.com/watch?v=zKLJoFp2UAE&index=105&list=LL1E07Yrwv7F9QPS6AwRUUsuQ>

Absolute Territory

Pretty Groovy. Riff is easy to listen to for a long time.

<https://www.youtube.com/watch?v=kFZKgf5WG0g&index=116&list=LL1E07Yrwv7F9QPS6AwRUUsuQ>

Piano x Forte x Scandal

Groovy. Swingy. Would be really nice for walking around the city. Makes you want to OWN the city.

<https://www.youtube.com/watch?v=LMmsd6iAjJg>

Misty Sky

Super groovy, super great for multiplayer mode

<https://youtu.be/jRVJCuZntKA>

Gameplay Mechanics

Mechanics:

- **Health Points (HP):** Each Character has a 100 health points at the beginning of the game. When health reaches 0, that player is reset to a respawn point while Blessings instantiate into the stage.
- **Attack:** Every playable character has a unique attack that may do damage to the target or cause an ailment to the target.
- **Jump and stomp:** Any character can deal damage to an enemy or rival by jumping above them and landing on their head.
- **Environment striking:** A stage might have intractable environment pieces that will transform the stage when struck.
- **Candidate Personality:** A Goddess Candidate's Personality is randomly generated. They fall under the archetypes: Tsundere, Yandere, Shy, Ditsy, Tomboy, and Upper crust. Personality and candidate backstory decide the likes and dislikes of the character.

Collectibles:

- **Collectibles:**
- **Blessings:** Blessings are cosmic power formed into the shape of candies. The goddess candidates eat them to achieve goddesshood. Blessings spawn when a player's HP reaches zero. When on the battlefield, any player can pick up a Blessing, even if that player is the one whose HP had just reached zero.

Achievements:

- Goddess Generator: Finish the 2-player vs once.
- Dream Warrior: Win as Hiro in 2-player vs
- Straight Man: Win as Abel in 2-player vs
- You can trust me!: Win as Ando in 2-player vs
- Infinite Adventurer: Win as Blues in 2-player vs
- Marshmallow Shadow: Win as Jei in 2-player vs
- Masked Lover: Win as Nana in 2-player vs
- Go-getter: Win as Riri in 2-player vs

Monetization

Full Game Download on Steam: \$10

DLC price: \$3.99 each

A DLC character will be released every 3 months starting 2 months after the game's release. In the three months, data on player experience with glitches and character balancing will be collected. Patches that address those glitches and character balancing changes will be included with the character downloads.

Other Merchandise:

- *Character Plushies:* \$15

A 6 inch tall plush toy of each of the 7 heroes with super-deformed proportions made by GUND <https://www.gund.com/home.do>.

- *Character Button set:* \$7

A set of buttons that includes The Marshmallow Goddess, The Magnifying Goddess, the 7 original vs. mode playable characters, and the Maid!

- T-Shirts: \$20 each

T-shirt with the Maid's face accompanied by the text "Got it maid!". Comes in sizes small to XXXL.

Downloadable Content:

- **Crasha Cars:** A new playable character for the 2-player vs mode. She has her own full story arc and interactions with the Goddess Candidates. She is looking for motivation for winning her next extreme car race.



- **Excalibur Roach Jackson:** A new playable character for the 2-player vs mode. He has his own full story arc and interactions with the Goddess Candidates. Excalibur wants to unite all universes into a single universe.

- **Ridinghood | Little Red:** A new playable character for the 2-player vs mode. She has her own full story arc and interactions with the Goddess Candidates. Little Red is looking for someone strong enough to spar with to improve her swordsmanship.