# LUNAR EXPRESS

GAME DESIGN DOCUMENT

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# PREMISE

The **Lunar Express** is a space train that only stays alive if it's moving. If it stops, it implodes into nothingness. *That's why it doesn't have passengers*.

Our heroine **Violet de Mercury** was in the back of the train innocently finishing her cleaning routine when a fragment of an asteroid chipped off and hit the Lunar Express' engine car. This has sent the space train loopy, autolocking each car, and worse yet, according to Violet's smart bracelet, the train is slowing down!

As velocity becomes incrementally less, the player must search the car for that level's backup passcard.

This is done by minimizing items into a digital taskbar. The card is behind one of them. Finding each passcard unlocks the door to the next car, but the cards become more challenging to locate as the player moves rightward. And since the space train uses negative energy to travel, the more items that are removed, the slower the train becomes.

Once the speed hits zero, *poof!*

Get Violet to the conductor's car, and win the game. Choo, choo!

# PROJECT

**Title:** Lunar Express
**Engine:** Godot 4.1
**Perspective:** 2D Platformer
**Resolution:** 1920 x 1080

**Project Management:** https://trello.com/b/A7U2kVBc/godot-wild-jam-july-2023
**Repository:** https://github.com/marcelovbcfilho/godot-wild-jam-2023.git

# TEAM

**Artist:** Kyveri (https://kyveri.itch.io/)
**Game Designer / Producer / UI:** Ricky Leone (https://rtleone.itch.io/)
**Programmer:** Versalles (https://verssales.itch.io/)
**Programmer:** DamianLDF (https://damianldf.itch.io/)
**Sound Designer / Composer:** Kalpojeet Dey (https://celestial6sound.itch.io/)

# PROGRAMMING

To realize this vision, we will require the following

- A player controller that walks, runs, and jumps left + right, inputted by WASD + space bar.

- A camera that centers on the player and follows it around the train car.

- A prop generator and random placement system that will place objects in random spots of the level, and place the passcard in a z-index behind them.

- A simple inventory system that allows the player to remove props from the environment (visibility toggle) and add them to their inventory.

- A global variable "train_speed" that will be affected by time and the number of objects added to the simple inventory.

- Level-changing that will retain the global variables and the player's inventory on each transition.

- A "smart bracelet" UI element that shows the train's speed and simple inventory system in the lower corner of the screen.

- A main menu that starts the game, shows controls, lets the player adjust volume, shows credits, and closes the game.

# PLAYER JOURNEY

A step-by-step of how the user will navigate throughout the game.

- Upon pressing "Start" on the Main Menu, a brief introduction explaining the main character's peril will establish purpose for the player.

- The first scene will open: the player standing in the first car of a space train. The train's speed will be shown on the smart bracelet in the corner of the screen, and it will begin to lower immediately.

- Hovering over destructable items with a cursor will create a noticeable outline. When the player clicks (or presses "A"), the prop will disappear, and be added to the simple inventory system. The train's speed will lower.

- This process will repeat until the player has found the passcard behind one of the destructable items. Once they have, the door to the next car will be on the far-right, and will have trigger the level-changing sequence.

- This loop will continue for a total of eight stages until the player arrives in the conductor train, which will initiate the win condition sequence and let the player know they've saved the Lunar Express.

- If the train speed should hit zero, all art except for the space background will disappear, and will trigger a "The Lunar Express is no more" loss condition message, before returning the user to the main menu.

# A R T

## CHARACTER

The character will share colours with the background space environment, and has a sunny disposition that reflects a lightheartedness to match the chill atmosphere established by the music.



## ENVIRONMENT

We are utilizing a purplish / futuristic colour palette conceptualized and illustrated by Kyveri, with a red-to-blue range to highlight the urgency of the player's journey as it relates to speed and time.

## PROPS

As we are working inside a very limited timeframe, the props will be repetitive in each train car and will follow along the same style guide as the character and environment. Furniture, posters, standees, and items will make up a bulk of each train car's props.



# SOUND

## SOUND DESIGN

The futuristic aesthetic will be matched in sound, which will reflect state-of-the-art technologies like induction and flat-humming mechanics. The space environment heard faintly from out the windows will sound suppressed echoes of passing stars and asteroids. Usual player-environment interaction sounds such as walking, jumping, item pickups, level-transitions, and so forth will reflect this tonal consistency.

## MUSIC

The music would best be described as "futurewave," with influences from synthwave and vaporwave. Relaxing, lo-fi synthesized music that immerses the player into a certain state of mind as they're scouring the environment for the passcard.

# WRITING

## INTRODUCTORY MESSAGE

**Shown after player presses "Start"**

*Gosh, can a gal catch a break?*

*I was just giving dust a nicer life in the atomizer when I heard a big bang. Asteroids and their tiny boulder-like rocks have no love for my nicey, spicy space train. Now there are wonky noises coming out of the engine car. Oof!*

*Wait, the train is slowing now too? But... this is a motion machine. If there's no movement, it goes poof, and so do I, lil' Miss Violet De Mercury.*

*Got to get to the front and speed this thing back up, but hold on, the doors are all locked? And I left my masterpass at the front? Could this get any worse?! "Don't leave home without it," they used to say, somewhere... once.*

*But this whole train is my home, and there's a backup passcard in each carriage. Just... where were they again? Got to minimize items into my digital taskbar and find 'em. But can't get rid of everything, or else, less weight, multiplied by negative energy, equals train loses more speed, double-equals Miss Mercury turning to dust with no one to clean me up!*

*Stop narrating, Violet ol' gal, or you'll turn purple. Start lookin' instead!*

## WIN CONDITION MESSAGE

**Shown after player reaches the conductor car**

> *Violet, you lil' genius, you've done it again. Let's speed this thing back up and keep going deeper into the galaxy. Just, where's that masterpass... oh who cares, I'll find it eventually!*

## LOSS CONDITION MESSAGE

**Shown after train speed reaches zero and the sprites disappear; followed by an automatic return to the main menu**

> *The Lunar Express is now expressly lunar. We never existed.*