

Clownin' Around

A Game Design Document for Game Narrative and Concepts

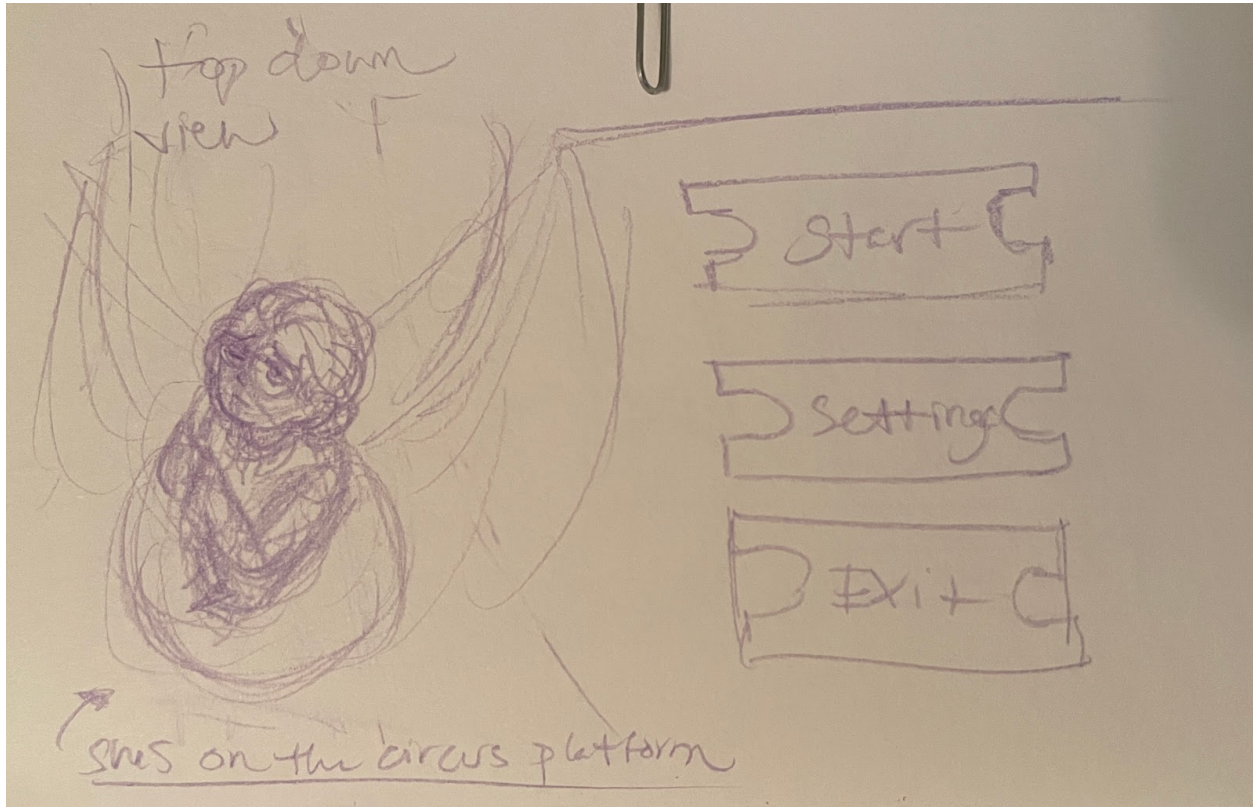
By Tiffany Rojas



Title Screen:

- Title / Art
- Start button
- Settings / Audio adjustment
- Quit/Exit button

W.I.P

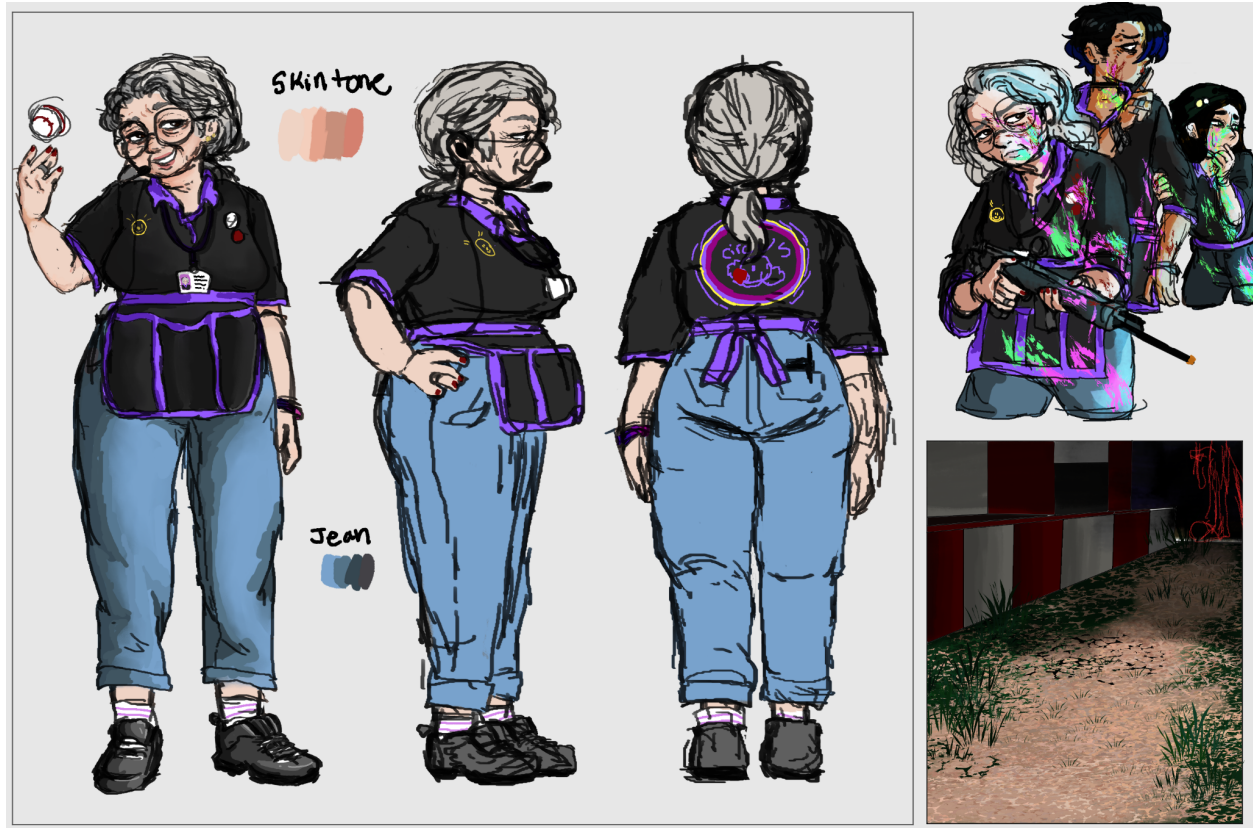


Core Concept:

Part time jobs aren't supposed to include killer clowns and missing youth. Granny refuses to abandon the young coworkers she grew to see as her own kids, so while the others fled and ignored the troubles, it's up to Granny to take out the threats and face her own morality.

Characters:

- Granny (Name to be determined soon!)



- Clown Antagonist one (W.I.P)

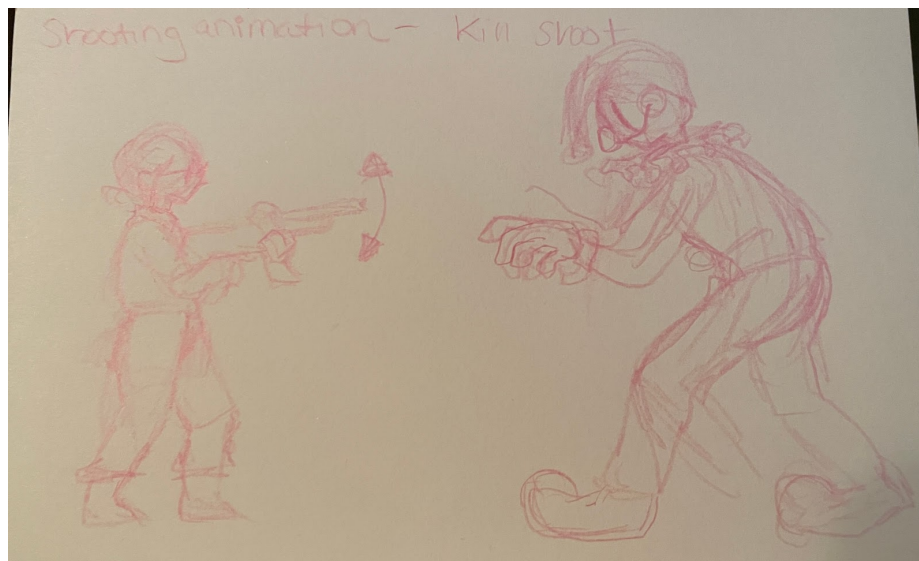
Game Play Mechanics:

Movement cycles | Run & Walk & Idle

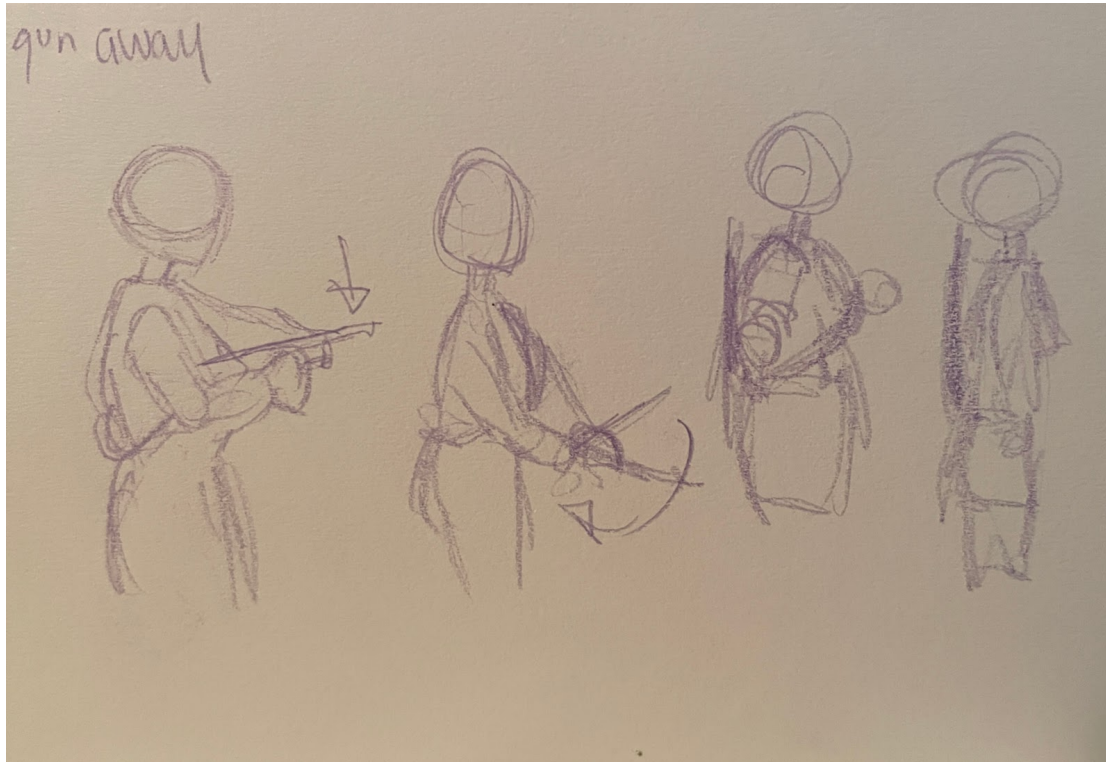


Shooting Cycles | Shoot left & Right/ Up & Down

Shooting Enemy

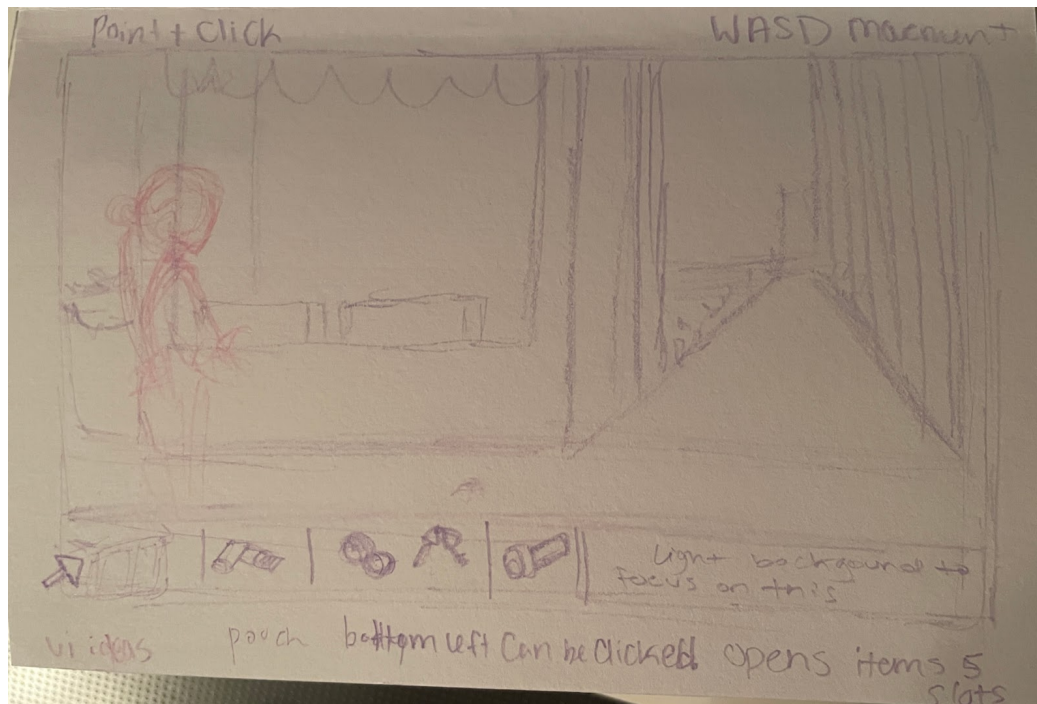
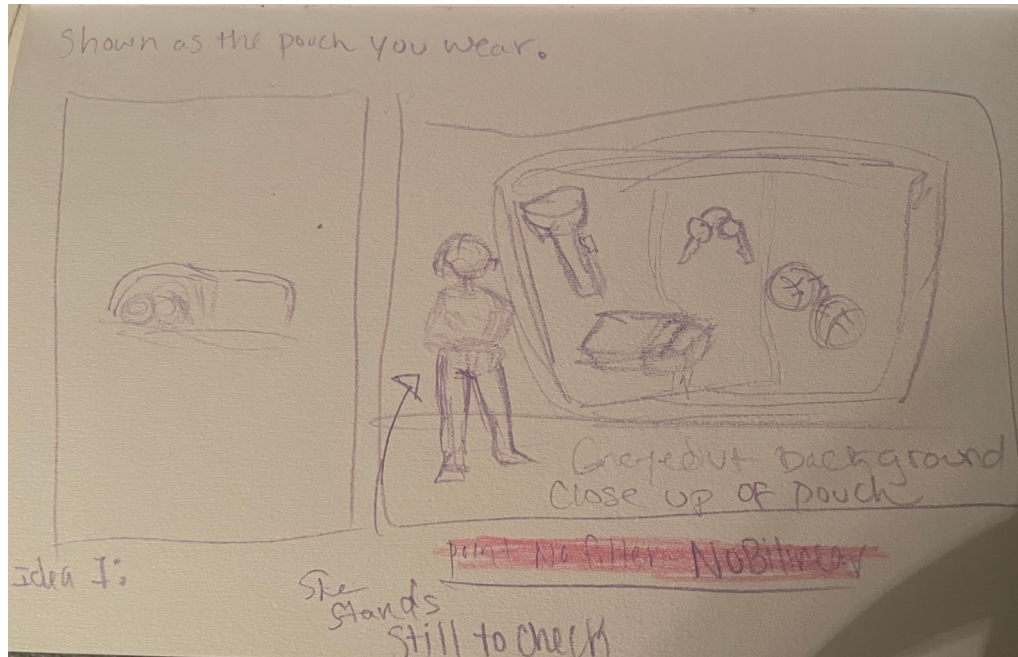


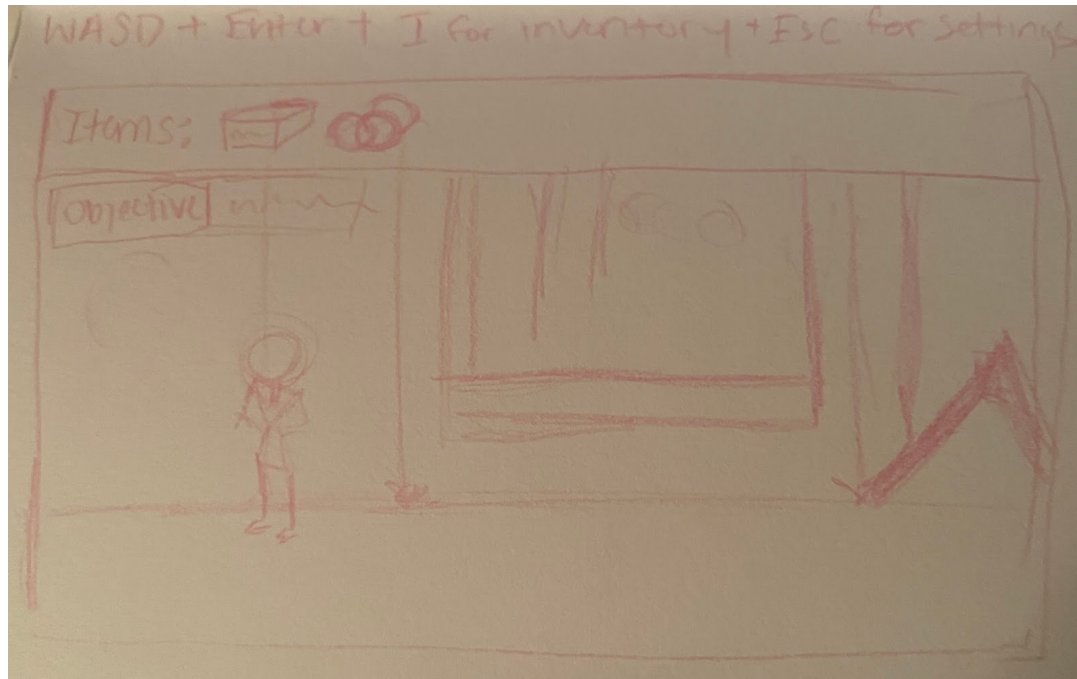
Holster Weapon



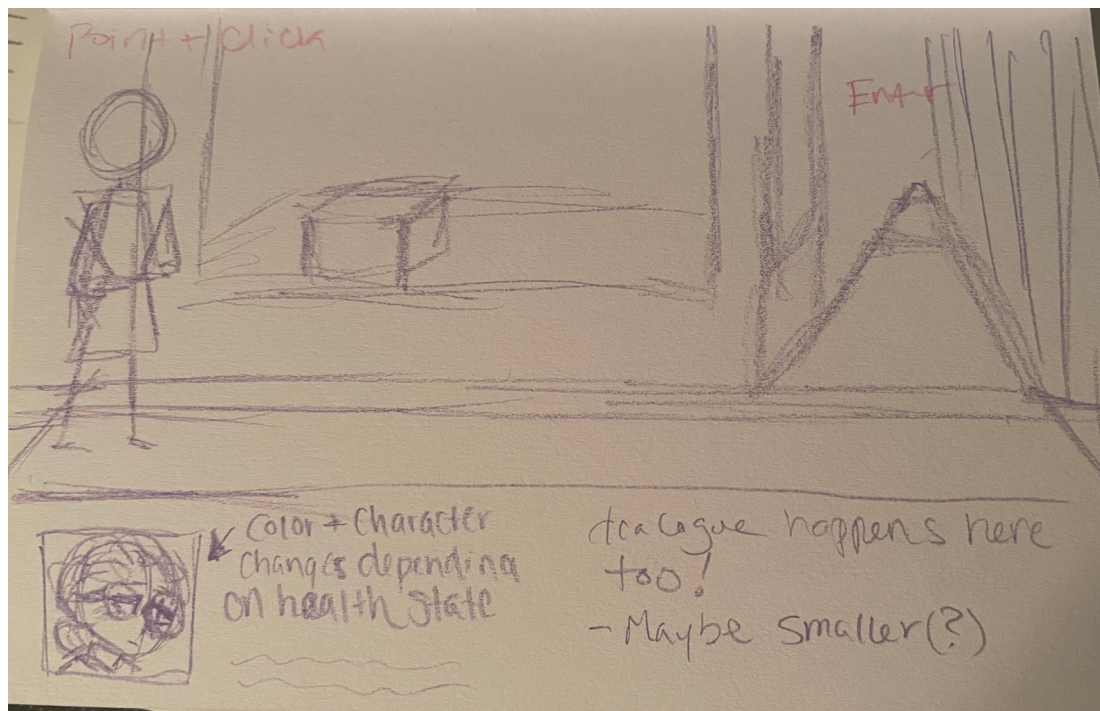
UI Concepts:

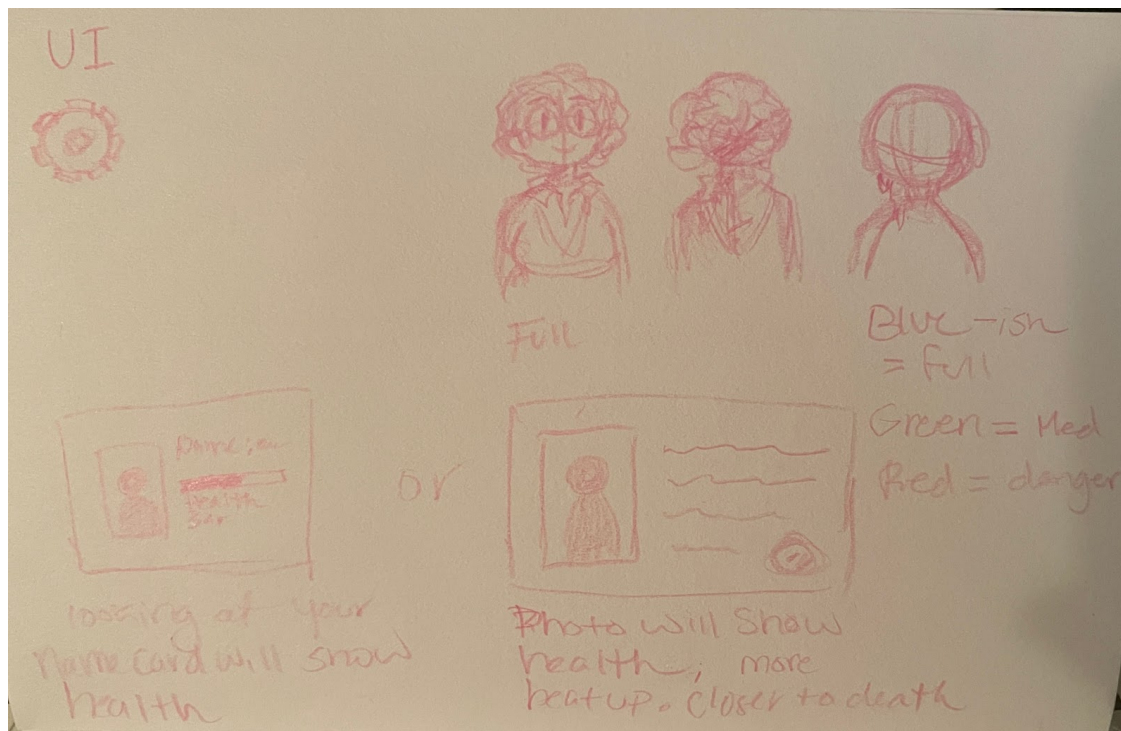
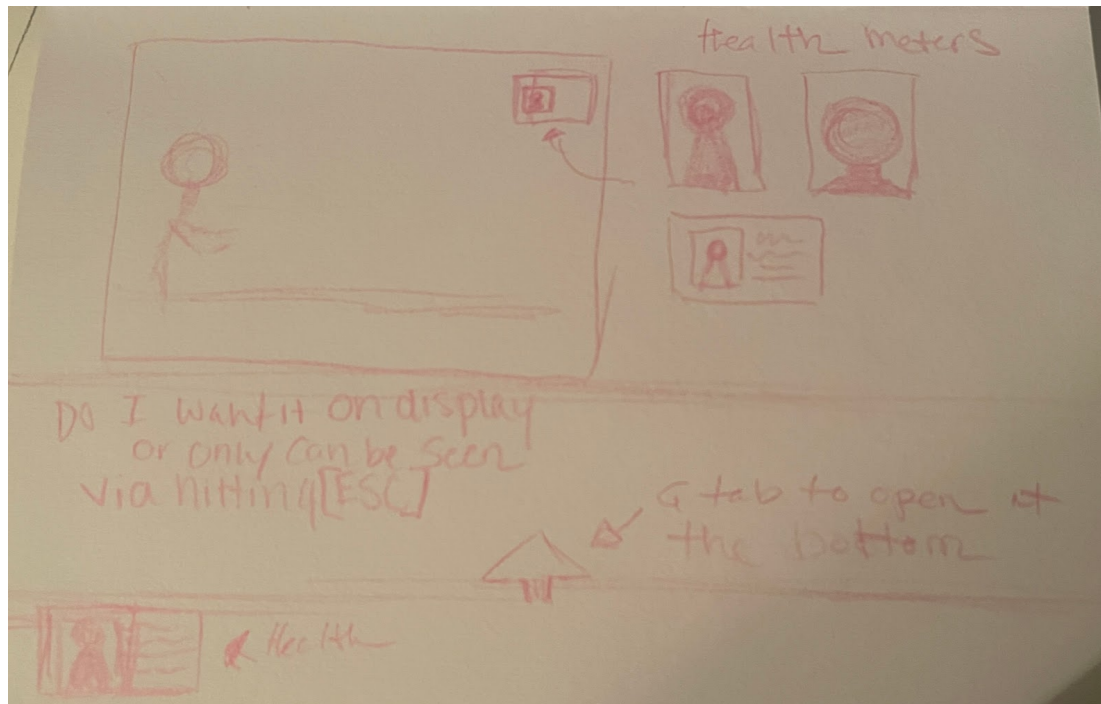
Check Inventory





Check Health | Dialogue Display





- Possibly to show health, the idea would be for the player to be able to check their ID card around their neck. Which would show a hand with the ID card in hand, there you can see the health and drop it down from the neck once you checked. This may also require an animation to show it being checked.