

Spirit Heroes

Game Design Document

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Overview

Description

Spirit Heroes is a single player 2D parallax scrolling game with standard platformer style mechanics. The game scrolls from left to right until reaching the end of the scene. Animations are triggered at different locations in the scrolling scene. Large flashing arrows guide the player in the direction of the next action. Some levels have a boss character. Once the boss character is defeated, the game continues to the next level. Faith experience is gained along the way when monsters are defeated and good deeds are accomplished. Faith experience can be reduced when encountering and battling monsters. Once all faith is depleted, the character is transported back to the start of the level to try again. Faith experience levels directly affects the players score.

All characters and monsters are physics bound and obey normal gravity actions. They have the ability to walk left and right, jump, and climb at specific locations. Translucent touch buttons on left and right of the screen control character movement. Players start by selecting their favorite Spirit Hero from the menu of available characters. Some characters are silhouetted and not selectable until higher levels in the game are achieved. Each character has a bio page that describes their special powers. This page also includes audio voice overs of their assignments. Bible verses and other inspirational text and audio appear throughout the game.

The game is base on a series of children's books written by Erica Bertram. Each book is a separate level in the game. A group of children become anointed by God in the first book to become Spirit Heroes. God gives each of them a special power and assignment. They carry out missions for God to defeat and overcome evil. The monsters they encounter represent deceit, fear, anger, and other negative and harmful emotions. They use their Spirit Swords, i.e. scripture, to defeat monsters.

Audience

Theme: Christian based

Ages: 5-10

Platform

Target platform: iPhone and iPad, Android and other if time permits.

Characters



Spirit Heroes Core Team

All characters in the game, including new characters added per book become Spirit Heroes. These are the chosen children of G.O.D. Commander. They carry out special missions for him. The core team consists of Buddy, Carley, Ada, Chad, Ryan, and Hope.

Buddy

- **Identification:** Boy in light purple shirt
- **Hero Name:** Comrade Captain
- **Relationships:** sister Carley, brother Chad
- **Assignment:** Remind the world that there is a friend that has promised to never leave them and is closer than a brother.

Carley

- **Identification:** Girl in yellow shirt
- **Hero Name:** Freedom Raider
- **Relationships:** brothers Chad and Buddy
- **Assignment:** Bring the absolute truth that sets people free. People are in bondage to fear, anger, doubt, insecurity, and much more, they need hope and deliverance.

Ada

- **Identification:** Girl with blue dress
- **Hero Name:** Princess P

- **Assignment:** Bring Purpose to those that are unsure of theirs and to remind them that if they will continually look to Me they will find the plan that I mapped out before they were ever even born, and within that plan is prosperity in all things.

Chad

- **Identification:** Boy in blue shirt
- **Hero Name:** Spirit Warrior
- **Relationships:** sister Carley, brother Buddy
- **Assignment:** Bring the fruit of My Spirit, love, joy, peace, patience, kindness, goodness, faithfulness, gentleness, and self-control into the world that is so lacking in each of these.

Ryan

- **Identification:** Boy with sandals
- **Hero Name:** PowerForce
- **Assignment:** Break through all of the limitations people have put on Me, through my Spirit there is power to do unbelievable things, just as Jesus did and just as Carley did.

Hope

- **Identification:** Girl with cancer turban
- **Hero Name:** Glory Girl
- **Assignment:** Representative of the glory of God the flesh. Your testimony had the power to change lives.

Supplemental Characters

Elijah

- **Identification:** Boy in orange shirt, seeks the truth

Noah

- **Identification:** Boy in striped shirt, needs help overcoming fear

Mae

- **Identification:** Controlling anger

Monsters

Spirit Heroes Enemies

Each monster has a special purpose and focus. They try to harm others for their agenda. The first level does not have an enemy to defeat. All other levels end with the boss characters doing battle with the Spirit Heroes. These monsters are real and tangible beings in the game, yet they represent various basic emotions and problems we struggle with in our daily lives. Lessons are learned through the storyline and game play.

Sultan of Sickness

This boss character preys on sickness. The Sultan attempts to break the spirit of people who are ill, and make them feel powerless to their situations. His weakness and strengths are directly tied to a person's will to overcome what they cannot control and put their faith in God for their situation.

Weakness: Faith

Strength: Doubt

Dean of Deceit

This boss character tries to manipulate others by telling them lies. His weakness is truth. He can be defeated when shown that his deceit has no influence anymore. He is powerless when the truth is revealed and understood.

Weakness: Truth

Strength: Lies

Titan Terror

This boss character preys on our fears. The more we are scared, the more he wins. Our understanding of reality breaks the bonds that he has on us. Our knowledge and trust overcome his influence. We are less frightened when we understand what is happening. We can then avoid situations that scare us.

Weakness: Knowledge

Strength: Fear

Anger Avenger

This boss character feeds our anger. His powers grow when we are mad. Controlling our emotions and pausing to keep them in check help to slow his advances. When we are happy, this boss character is nowhere to be found.

Weakness: Happiness

Strength: Anger

Environment



Each level in the game maps to a different book. Each book takes place in a different environment. These are the scenes in the game. They scroll from left to right. Animated actions are triggered as the player moves through the game scene.

The Adventure Begins

This story takes place entirely outside. It is in a woodland area near the neighborhood of the Spirit Heroes. To the left of the scene is a house. This is the home of Buddy, Carly, and Chad. The scrolling scene continues to the right to a small clearing, then a wooded area begins and continue right until the end of the scene. Inside the woods is a small treehouse. This is where Ada falls and the children rally around her. Carley lays hands on Ada and prays for her health. Ada is healed and the children give praise to God. They move to the clearing and talk about their experience. Each child is given their Spirit Heroes names and assignments from God in the clearing. There is no boss character to defeat in this first level. The level ends with the children walking together going home to the left.

Story of Hope

This story starts outside of the same house from level one. The Spirit Heroes are talking. Buddy, Carley, and Chad are summoned inside for their fathers birthday celebration. The scene continues in the house. The father talks about his faith and praises the children for leading him to Christ. The scene ends and continues at Mission Control where G.O.D Commander gives the Spirit Heroes a mission. They are to visit a hospital and a little girl with cancer named Hope. They visit the hospital. Chad prays over Hope, then all leave. In the hallway they meet the boss character, the Sultan of Sickness. They battle him with scripture, their spirit swords. When beaten, the scene cuts to the future at Mission Control where Hope visits them. She is give the Spirit Hero name of Glory Girl.

Dean of Deceit

The story begins at a school. The Spirit Heroes visit a classroom where a teacher is showing a video about evolution. Elijah is uncomfortable with the material and steps outside of the room. He and the Spirit Heroes talk about God and their faith. They leave the school and go back to Mission Control and play video games. They are given a new assignment at Mission Control. They need to visit the class

again and save the teacher. On their journey they meet up with Elijah and then the boss character arrives. They battle the Dean of Deceit and defeat him with scripture and their Spirit swords. The level ends.

Titan Terror

The scene begins in a movie theater. Chad, Ryan, and Hope are watching a scary movie. Hope is afraid. Chad calms her fears by talking about God. The Spirit Heroes are summons to Mission Control. They get a message from God to help a boy who is afraid. They go to Noah's house and find him in the backyard hiding in his playhouse. He is frightened from a movie he watched the night before at a fiends house. His mother had warned him not to watch it, but he did it anyway. The Spirit Heroes tells Noah that his mother was trying to protect him. Noah prays with the Spirt Heroes. This give him strength to overcome his fears. The boss character arrives. The Titan of Terror wants Noah to be afraid. The Spirit Heroes battle him with their swords and scripture. Noah commands the Titan to leave in Jesus name. This defeats the boss character. Noah and the Spirt Heroes gather around and talk about the event. Noah becomes a member of the Spirit Heroes team.

Anger Avenger

This level starts out with the Spirit Heroes at Mission Control. They get an order to visit a little girl. Her name is Mae. They are then transported to her house. It is snowing. Mae greets them at the front door. They go to her room to talk. Mae is upset with regrets from saying things to her parents in anger during a fight with them. She wants to control her anger, but is having difficulties. They talk about God and anger, and then go outside. At that moment the boss character arrives. The Anger Avenger is an abdominal snow man like creature full of anger. The Spirit Heroes jump to battle the monster. After several rounds of scriptures, the boss character is defeated. They talk about the event and Ryan confesses that he was also angry at his parents that day. This event has helped him understand his emotions too. The Spirit Heroes then walk home and the level ends.

Gameplay

Storyline

The game has two modes, story mode where the player is guided along to tell the story of each book and battle mode where the player fights a boss character. The story progresses linearly from one animated action to another until reaching the end of the story. A boss character appears at the end of each story. This starts battle mode. The gameplay then changes to tactical skills, with traditional rapid button pressing to defeat an enemy.

The Spirit Heroes work from a secret location called Mission Control. They carry a mobile spirit radio and communicate with G.O.D. Commander. He gives them their special missions. They are instantly transported around the world from Mission Control to the locations that G.O.D. Commander gives them.

Spirit Heroes are each equipped with special weapons. These are conventional weapons such as swords, bow and arrow, etc. However, their physical weapons are primarily symbolic. The Spirit Heroes battle boss characters verbally by reciting Bible scripture verses. These are their spiritual weapons and cause the most damage to monsters.

Levels

Each level represents a different book. This means each level has a different theme and goal too. Levels start anywhere on in the scrolling scene and progress in either direction until the player battles the boss character or completes the last animated action. Flashing arrows point the player in the direction of each of these scenes. The game animations start once they get close to the area where actions take place, treehouse, clearing, hallway, woods, etc.

Battles

Boss characters are the only battle scenes in the game. Players encounter them at the end of a level. Once a boss character is defeated, the game continues to the next level.

Mechanics/Physics

Walking

Standard walking physics apply. This is made up of a series of still images. A player can walk to the left and to the right. They will stop walking when an object blocks their path. Pressing translucent buttons on the main game screen moves the character.

Jumping

Jumping can be straight up, or at an angle to the left or right. A jump left or right has a standard distance for each character. That distance is different for each one. A power jump is achieved by pressing a combination of buttons. This doubles the distance traveled.

Climbing

All characters climb straight up with their back to the player. This is achieved via a series of still images simulating a hand over hand ladder effect. Climbing can only be done a specific hot spots along the scene and stop when they reach a vertical limit.

Falling

A player falls straight down feet first. No injury happens if the distance is small. If the distance is significant, a player can suffer a temporary injury. This injury will be appropriate for the character and scene.

Assets

Cinematics

A single 30 second animated movie clip is shown prior to loading the game. It is part of the splash screen still image logo and artwork routines. This is a 3D rendering of characters in motion and gives a preview of what the game is about. This animation can also be used for promotional purposes as the game trailer, and published with mobile game stores.

Music

There are multiple music themes in the game. Each level should have a slightly different score. The mood should be uplifting and light until a boss character or monster is encountered. The music for battles should be active and fast paced, but not too foreboding or scary to frighten the young game audience. Music tempo and pitch changes happen as appropriate for the action taking place in the scene. A common and recognizable jingle will be heard throughout the game giving it an easily identifiable tune. This same branded music will also be used in the game cinematics.

Sound FX

Standard walking, jumping, and action sounds will be added where appropriate. Sounds for battles, clanking of swords, grunts, and other actions will play as different events occur. These sounds will also happen when gameplay actions occur, like score increasing or decreasing, bonus points being awarded, game level endings and transitions, etc. Single use sounds clips will be short and appropriate for the event they are representing. Short seamless loop sounds are also used for things like environment background effects, rain, night, wind, etc.

Graphics

This game is 2D but will be built using 3D character images over a 2D plane. Several different layers will be created to give it a parallax scrolling effect. Graphics and images should complement the books. Many of the characters, monsters, and other graphic assets are already well defined. The game should reproduce this view as closely as possible. The characters and images in the book should be the same ones in the game. This includes things like character height, hair color, and overall image. Houses, trees, and other objects can be more loosely changed with artistic license.

Voice Overs/Audio

There are several places in the game where real voices are used. The game character selection pages will have the option to listen to each character tell the player a brief overview about themselves. They will explain their special abilities and assignment. Audible scriptures are also added throughout the game at different points of play. These scriptures will highlight the theme of the action that was

completed or the lesson being made for the task. At the beginning and ending of each level, voice audio is added to help give the player details of what is to come, or what they have completed. Short random audio clips of encouragement will be added during battle scenes. This helps coach the player to do well, and will give them the illusion that they are not playing solo.

The voice over panels will be 2-D, comic book, style art displayed on the top left of the screen for each character as they speak.

Level 1

Starting at the treehouse.

Chad - "Let's play pirates. First one captured walks the plank!"

Carley - "Who is going to be ship captains?"

Chad - "Me!"

Ryan - "Me too."

Ada - "I'll be on Ryan's ship."

Carley - "I will too."

Ryan - "Okay, man your ships. Ready. Set. Run!"

Find Ada at a tree to the right.

Chad - "Gotcha!"

Ada - "Oh no!"

Chad - "You loose. Time to walk the plank."

Animation of Ada walking the plank and falling.

Ada - "I think I'm hurt!"

Chad - "What do we do?"

Buddy - "We have to get help."

Carley - "Where does it hurt?"

Ada - "All over."

Ryan - "Carley, she's really hurt. We have to get help."

Carley - "I know someone that can help. Dear Lord please heal Ada, in Jesus name."

Ada - "It worked! I feel great now."

Buddy - "What just happened here?"

Carley - "Jesus is always with you. God has a plan for my life and it all good."

Ryan - "What if I want that? Would Jesus change my life like he did yours?"

Carley - "Of course. He will for anyone that accepts him."

Chad - "Anyone else kind of freaked out here? Ada just fell from the tree and is now healed by prayer."

Carley - "God gives us power from the Holy Spirit. We are able to do amazing things just like Jesus."

Clearing next to the house

Ada - "Lets all accept Jesus into our hearts."

Animation of kids in a circle praying. Ground shakes and a light shines down on them.

G.O.D. Commander - "From now on you will be my Spirit Heroes."

Ryan - "What was that?"

Buddy - "Maybe that was God."

G.O.D. Commander - "I will cloth you in the full armor of God and equip you with power from my Spirit. I will use you to show the world that my power is real, and my will for mankind is always good."

Chad - "This is just weird."

G.O.D. Commander - "Chad you will be Spirit Warrior. Carley you will be Freedom Raider. Ryan you will be Poweforce. Buddy you will be Comrade Captain. Ada you will be Princes P."

Carley - "That was awesome!"

Buddy - "It sure was. God chose us for a special mission."

Chad - "I am super excited about the assignments ahead."

In front of the house

G.O.D. Commander – Find all of the pieces of my amor and you will be equipped to do battle."

Far right of the level – Monsters jump out here once all pieces of armor are collected.

Monster - "I am going to get you."

Carley - "No you will not. We have God on our side."

Buddy - "Leave in Jesus name."

Chad - "Prepare to be defeated!"

Ada - "God's love conquers all evil."

Ryan - "We are the Spirit Heroes!"