

# Galour

## Index

<b>Index</b>	<b>1</b>
<b>High-level Design Summary</b>	<b>3</b>
Essence Statement	3
Summary	3
Features	3
Classic Galaga-style gameplay	3
Colour-based gameplay	3
Lodestars or "Wayfinders"	3
Content progression through discovery and mastery	3
Interesting Colour Interactions	3
<b>Name, Theme, and Style</b>	<b>4</b>
Game Titles and Theme ideas	4
Galour	4
"Colour on Canvas" Sketchpad theme	4
Styles and Effect ideas	4
Fireworks-themed enemies	4
<b>Low-level Gameplay Systems</b>	<b>5</b>
Player Controls and Abilities	5
Moving	5
Colour Changing	5
Lives	5
Special Attacks	5
Enemies	5
Enemy Bullets	5
Coloured Enemy Bullets	5
Level Routes	5
<b>Accessibility Options</b>	<b>6</b>
Colour Modes	6
Colour Profiles	6
Colour palettes	6
<b>Design Direction and Tips</b>	<b>7</b>
<b>Sound Effects</b>	<b>8</b>
References	8
MVP list of sound effects:	8
<b>Music</b>	<b>8</b>
References	8
MVP List of Music tracks	8

# *Index*

<b>Market Research</b>	<b>9</b>
Splatoon	9
Ikaruga	9
Galaga and Arcade Shooters	9
Galaxian and Galaga	9
Gaplus	9
Galaga '88	10
Galaga Legions	10
Monolith	10
Dragon Spirit	10
Bosconian	10
Captain Forever, Captain Forever Remix	11
Xevious	11
Asteroids	11
Gravitar	11

# High-level Design Summary

## Essence Statement

Where Galaga meets Splatoon, drawn on a sketchpad! Galour is a "colour-'em-up" 2D arcade-style space shooter inspired by colour theory to create unique and interesting gameplay.

## Summary

Galour takes the gameplay of Galaga, the multi-aspect player mechanics of Ikaruga, the colour and theme of Splatoon, and slaps them all together to create a beautiful creation of classic arcade-style play with interesting visuals and gameplay.

The player will discover the content of the game by completing runs of the game, and figuring out new routes they can take and how to proceed through those routes. Similar to Galaga '88 with warp crystals, except some routes have unique conditions to be met in order to open the rift to new levels.

## Features

### ***Classic Galaga-style gameplay***

Moving, shooting, and defeating enemies in classic Galaga-style fashion

### ***Colour-based gameplay***

The player can change their colour to one of 3 primary colours and use each colour to damage and defeat enemies by turning them black.

## Lodestars or "Wayfinders"

### ***Content progression through discovery and mastery***

Much like an arcade game, a player's skill dictates their progression. As player's get more skilled, they will discover new content and unseen avenues hidden within the game.

### ***Interesting Colour Interactions***

Using different aspects of colour and their styles to create unique and interesting gameplay

# Name, Theme, and Style

## Game Titles and Theme ideas

### ***Galour***

- Mix of "Galaga" / "Galaxy" and "Colour"

### ***"Colour on Canvas" Sketchpad theme***

- Describes the overall theme of the game, colours on canvas paper
- Uses a term-of-phrase that people can recognize immediately. eg "Acrylic on Paper", "Watercolour on aluminum"
- The art style would be based around the background being canvas, with all the graphics being "painted" on
- A more traditional colour palette would be more intuitive for players to recognize the mixing behaviour
- Far more unique than just a "space shooter"
- The background starts off white, a "blank canvas".
  - Enemies paint the background black as they are killed.
  - Perhaps instead of a white background, it's more of a neutral gray, so that white colours can be seen easier.
  - Maybe give effects a slight 1-2 pixel shadow of black to be seen easily on it.
  - Enemies may need a black outline with their white outline to differentiate on both black and white.
  - Secret ending: Hello Darkness plays if you cover 95% of the play area in black when the game ends
- All sounds, music, artwork, effects, and gameplay would draw from this theme, creating a unique experience

## Styles and Effect ideas

### ***Fireworks-themed enemies***

- On death, enemies have an explosion unique to each enemy type
- bosses and elite enemies explode into much bigger displays
- weak enemies burst into small explosions/fountains
- colour is based on their last body colour

Reference: Vancouver 2019 Canada Day fireworks

Reference: Galaga 88 enemies bursting into fireworks

Reference: Four Sword Adventures enemy death effect, other kinds of celebration fireworks

# Low-level Gameplay Systems

## Player Controls and Abilities

### **Moving**

Player can move along the bottom of the screen on a fixed axis.

### **Colour Changing**

The player can change to one of three primary colours at any time.

### **Lives**

The player is fragile, and will die in one hit, and consume one of their lives. The player can obtain more lives through their current run.

### **Special Attacks**

The player can unleash special attacks on enemies to deal devastating damage.

## Enemies

### **Enemy Bullets**

Regular bullets will damage the player on contact. They can't be destroyed by shooting them, but can be avoided.

### **Coloured Enemy Bullets**

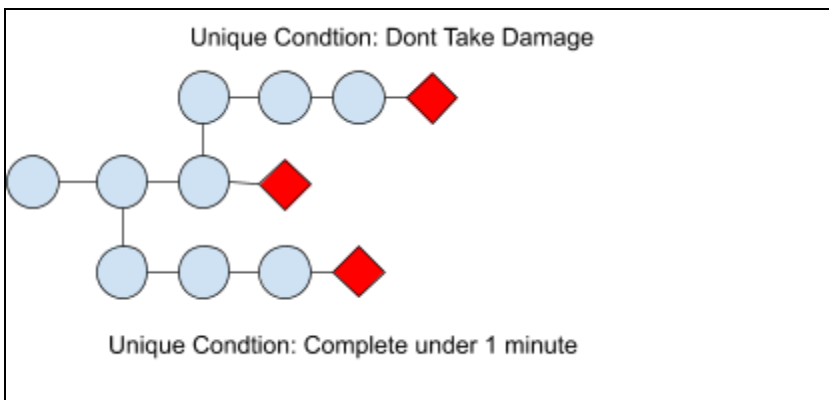
Coloured enemy bullets will be much bigger than regular enemy bullets. These bullets will be one of the three colours the player can change into. These bullets cannot be destroyed, but can be absorbed by the player if they are the same colour as the bullet.

## Level Routes

The player can take branching paths by meeting certain conditions on certain levels in order to open a rift to another branch. Otherwise the player will continue on their current path until they reach the end.

Example of branching routes:

Blue circles indicate levels, and red diamonds indicate bosses / branch ends.



Perhaps have lumens/score tied to going to new levels, you need a certain amount to reach the second area

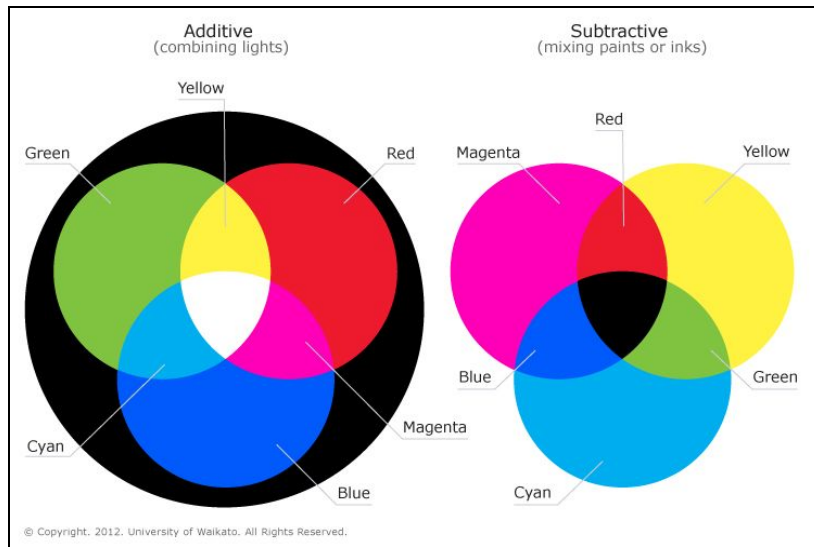
# Accessibility Options

## **Colour Modes**

Possibly, give players the option to choose one of either colour mode, Additive or Subtractive.

Additive Colour (RGB) - Player changes between Red, Green, and Blue, and turning enemies from black to white.

Subtractive Colour (CMY) - Player changes between Cyan, Magenta, and Yellow, and turning enemies from white to black.



## **Colour Profiles**

Colour-blind or colour-disadvantaged people can choose some friendlier options to help them differentiate colours on the screen to help them play.

## **Colour palettes**

Player experience: customizing the flavor of the game to try new and interesting colours.

A White, black, and the regular 6 colour slots. All sprites in game would be imported white so that they can be coloured in-engine.

Sources: Downwell

Palettes could be unlocked through progression, and the player could create their own, too.

Could give backers of the \$10 tier a reward to submit their own colour palette to be included with the game

# Design Direction and Tips

Think about what would make me excited to buy and play this game if it were showcased during a Nintendo Direct

# Sound Effects

## References

Sounds for the game will draw upon the Sketchpad theme of the game. Notable references include:

- School/studying, out in nature, or anything in relation to where you might find a sketchpad or draw on one
- Galaga, Galaga '88. Space, alien bugs, the things that made up the sound of the game. Blips, beeps, boops, synthwaves, etc
- Sounds of Painting, drawing, sketching, brushing, etc
- Splatoon, all painty/ink sounds of ink being splattered, enemies dieing, etc

## MVP list of sound effects:

- Start Menu new game
- Level Start
- Level complete
- Game Over
- Player shooting
- Player bullet hit
- Player damaged
- Player dead
- Enemy wave start / enemy dives towards player
- Melee enemy dead
- Ranged enemy dead
- Armored enemy damaged
- Armored enemy dead
- Player absorbs enemy bullet
- Player charges special attack
- Player uses special attack

# Music

## References

- Colour, or different "hues" of music types or instruments. Certain colours could be have a connection to certain styles, such as Red being more upbeat and fiery, whereas blue may be more solemn and watery.

## MVP List of Music tracks

- Start menu
- Level theme
- Boss theme



# Market Research

Splatoon

Ikaruga

[https://www.youtube.com/watch?v=h\\_26tmbUHK](https://www.youtube.com/watch?v=h_26tmbUHK)

## Galaga and Arcade Shooters

### ***Galaxian and Galaga***

In the Galaxian, the player is fixed to the bottom of the screen, locked to a track going left and right. Enemies arrive in formations while shooting the player, until all have shown up and start attacking the player in waves of formations. 'Boss' galaga can capture player ships which can then be saved by destroying the galaga while swooping, giving the player more firepower at a cost of a larger hitbox.

Gameplay in Galaga is broken up into waves and challenge segments or 'Galactic Dancing'. Waves have enemies fly into a formation from which they attack, and dance stages have formations flying in and out of the stage in tune with the music, and give the player a total score at the end based on how many galaga were destroyed.

Galaxian Wiki - <https://en.wikipedia.org/wiki/Galaxian>

Galaxian Video - <https://www.youtube.com/watch?v=XhYVcwhSWjl>

Galaga Wiki - <https://en.wikipedia.org/wiki/Galaga>

Galaga Video - <https://www.youtube.com/watch?v=WYXVtQYzOxg>

### ***Gaplus***

Gaplus is a lesser known sequel, and officially recognized as 'Galaga 3', which improves upon the gameplay from Galaga, and the precursor to Galaga '88, but also changes a lot of the mechanics. The player is able to move beyond the left/right track, able to move freely up and down the screen on the stage. The 'dancing' or challenging stages are also completely different, in which you 'volley' enemies in order to accumulate hits on them to spell out a word. Example here: <https://youtu.be/2SWqdUfv7J4?t=4m13s>. Gaplus also stages not seen in other Galaga's, wherein the starfield behind the player moves backwards or sideways, with enemies flying aggressively at them and disappearing, with only a few enemies staying to form the wave at the end.

There are power ups unique ONLY to Gaplus which changes the gameplay completely called 'Blaster Heads', such as a tractor beam, rapid fire, slowing enemies, sideways shots, trapping beam which snares enemies which can then be shot for bonus points, and one which turns enemy missiles harmless. These blaster heads are sometimes carried by Boss Galaga, and can be stacked on top of eachother. One such powerup allows the player to capture enemies and use them as extra firepower, see <https://youtu.be/2SWqdUfv7J4?t=7m30s>. These captured enemies can be damaged by enemy missiles and are kept between stages.

Gaplus Wiki - <https://en.wikipedia.org/wiki/Gaplus>

Gaplus Video - <https://www.youtube.com/watch?v=2SWqdUfv7J4>

# [Index](#)

## ***Galaga '88***

Galaga '88 improves upon the formula in Galaga and Gaplus, with some new stages and mechanics. Enemies becomes increasingly more difficult as the player progresses through stages and traverses through dimensions. New enemy types are introduced, with fantastic and new behaviours, which are much harder to predict their movements. Galaga '88 also has 8 different 'worlds' the player travels to, each with 2 stages, and 6 dancing stages, with a total of 29 stages. After the Challenge or 'Galactic Dancing' stages, if the player had 2 crystals, they would be consumed and open a portal to the next dimension.

Two new stage types were introduced, the shmup-like advancing stages, and boss stages; The shmup-like stages have the player advancing forward, avoiding formations of enemies, and asteroids, and usually lead into a wave of enemies like a normal stage. Bosses can also appear at the end of these shmup segments, and take a lot of hits to destroy. This entry into the series has the highest graphical fidelity and sound quality, with great music and animations.

Galaga '88 Wiki - [https://en.wikipedia.org/wiki/Galaga\\_%2788](https://en.wikipedia.org/wiki/Galaga_%2788)

Galaga '88 Video - <https://www.youtube.com/watch?v=62h9LUt3OQg&t=697s>

## ***Galaga Legions***

Galaga Legions is a new take on the Galaga gameplay, much like a schmup, but the player is pitted against hordes of enemies. New mechanics are introduced such as the 'weak point' for hordes which when destroyed, eliminates the entire wave of enemies. The player can also command units to stay in place, shoot in a direction, and command their own horde of ships to fire and dive into enemies. Enemy paths are drawn out at the start of waves for the player to prepare, where the player can position their units and plan their attack. This game focuses less on survival, where it focuses more on combos and high scores. Galaga Legions has flashy graphics, and interesting wave patterns, presenting itself like a spectacle shmup game similar to that of Bayonetta and Devil May Cry of spectacle fighter games.

Wiki - [https://en.wikipedia.org/wiki/Galaga\\_Legions](https://en.wikipedia.org/wiki/Galaga_Legions)

Video - <https://www.youtube.com/watch?v=g1nYvdUFbdA>

## ***Monolith***

Roguelike / Shmup / Bullet-Hell

Video - <https://www.youtube.com/watch?v=DVgNs6NPgA4>

## ***Dragon Spirit***

A classic shmup-style game, where the player is a dragon shooting fire at enemies. Players can get powerups to increase the damage of their fire, increase the number of heads on the player which also increases the size of the hitbox, and other powerups. This game employs foreground and background play as seen in Xevious, but also has environmental hazards like crushing walls, and barriers or walls to create diverging paths.

Dragon Spirit Wiki - [https://en.wikipedia.org/wiki/Dragon\\_Spirit](https://en.wikipedia.org/wiki/Dragon_Spirit)

Dragon Spirit Video - <https://www.youtube.com/watch?v=p6TDQ6nLDcU>

## ***Bosconian***

Player flies in a screen-wrapping map of various sizes and fixed placement of enemy bases to destroy. Player moves around with linear and constant movement, shooting in front and behind them at the same time. Different enemies appear including formations and spies which all behave differently; enemies will become aggressive after a time or when the spy escapes. The player must also avoid enemy missiles, asteroids and mines that litter the area.

# [Index](#)

Wiki - <https://en.wikipedia.org/wiki/Bosconian>

Video - <https://www.youtube.com/watch?v=2AKdzgjoLKQ>

## ***Captain Forever, Captain Forever Remix***

Captain Forever and the subsequent remix have physics based movement system, with free-form ship building via module attachment of body, weapon, and thruster pieces. Pieces can be attached on any side of the cockpit, and other pieces. The player can destroy other ships and collect the scraps of the other ships. The game also has a 'Lawful' system, which will attract the attention of stronger peace-keeping AI when destroying civilian ships but not on pirates. This game took inspiration from Battleships Forever, which in turn was inspired by Warning Forever.

Captain Forever Wiki - [https://en.wikipedia.org/wiki/Captain\\_Forever](https://en.wikipedia.org/wiki/Captain_Forever)

Captain Forever Game - <http://www.captainforever.com/captainforever.php>

Captain Forever Video - <https://www.youtube.com/watch?v=-oA7dHdKk9U>

Battleships Forever Wiki - [https://en.wikipedia.org/wiki/Battleships\\_Forever](https://en.wikipedia.org/wiki/Battleships_Forever)

Battleships Forever Video - <https://www.youtube.com/watch?v=ggbtsgJTfjw>

Warning Forever Wiki - [https://en.wikipedia.org/wiki/Warning\\_Forever](https://en.wikipedia.org/wiki/Warning_Forever)

Warning Forever Video - <https://www.youtube.com/watch?v=N16lWf5qjAQ>

Captain Forever Remix Video - <https://www.youtube.com/watch?v=D8wnt4Z2Xls>

## ***Xevious***

The player assumes a plane in shoot 'em up gameplay to destroy foreground and background enemies with missiles and bombs respectively.

Wiki - <https://en.wikipedia.org/wiki/Xevious>

Video - <https://www.youtube.com/watch?v=VpyFHvPizYM>

## ***Asteroids***

Player flies around in a screen-wrapping view-sized map shooting asteroids which break into smaller asteroids. Realistic thrust and flight physics in space. Simple and straightforward gameplay.

Wiki - [https://en.wikipedia.org/wiki/Asteroids\\_\(video\\_game\)](https://en.wikipedia.org/wiki/Asteroids_(video_game))

Video - <https://www.youtube.com/watch?v=WYSupJ5r2zo>

## ***Gravitar***

Wiki - <https://en.wikipedia.org/wiki/Gravitar>

Video - <https://www.youtube.com/watch?v=PLmAlYTOqGQ>