Guardian Nimbus: Design Document

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Story: The game surrounds the story of Nim, the nimbostratus cloud, the stoic protagonist of the game who rushes to the aid of Sunny, a lone sunflower in the midst of a hoard of hungry and villainous bunnies that wish to devour him for his petals and leaves. Utilizing his ability to influence and control the weather, Nim must protect Sunny by fending off the waves of maniacal rabbits with lightning, snow, and tornadoes until the evil gang of bunnies finally realize that the simple plant-like snack isn't worth starting a natural disaster for.

Outline: The player essentially controls the abilities of Nim throughout the gameplay. The player is given a screen that shows Nim, the cloud, covering the entire top layer of the screen. Near the bottom of the screen there is a flat piece of terrain with Sunny, the sunflower, sitting in a pot in the very middle. Game statistics are shown below the terrain component. Another set of platforms, on the left and right sides of the screen, can be seen placed on each side at about the halfway point of the screen's height. At the start of the game the enemies, the bunnies, will start to enter into the player's field of view from the four entrances on the extremes of the screen. More specifically, enemies will spawn either on the ground level from the left or right side, or on the elevated platform from the left or right side. The enemies will make their way toward the flower and attempt to begin eating it if the player cannot stop them in time. The flower will lose health as the bunnies are allowed to feast on the flower. Therefore, the player must use Nim's abilities of lightning, tornadoes, and snow to fend off the bunnies and prevent them from reaching the flower until the time limit runs out.

Gameplay:

- The player will utilize the keys (1,2,3) to control the lighting, tornadoes, and snowstorms.
    - Key 1 (lightning) will allow the player to strike the target the mouse is currently hovering over.
        - It's ability is on a short cool-down and is the player's main ability.
    - Key 2(tornado) will allow the player to summon a tornado that will remain at a position for a few seconds, hovering over the area and eliminating nearby enemies that are passing by.
        - It's ability is on a medium cool-down and can be used to defend certain sides when the player is feeling somewhat overwhelmed.
    - Key 3(snowstorm) will allow the player to change the falling rain into snow, greatly slowing all enemies on the screen for several seconds.
        - It's ability is on a long cool-down and can be used to severely limit large groups of enemies while the player regroups.
- For a certain time limit the player will have to utilize their abilities to protect the flower and prevent its health bar from reaching zero.
    - Upon reaching zero the player will receive a death screen and be prompted to continue playing or return to the menu screen.
- At the end of the time limit the player will have won the game and will be rewarded with a victory screen, prompting them to play again or return to the menu screen.
- The game will have a menu screen, an instructions screen, a language selection screen, an options screen, and a start button.
- Gameplay will have a pause screen that will allow the player to quit the game or edit some options.

- Enemies will likely be of a single type and will be able to move toward the flower, exhibit realistic falling when moving off the two platforms, and will also display various animations depending on the players interaction with them.
- Some sound effects will be created for various components of the game.
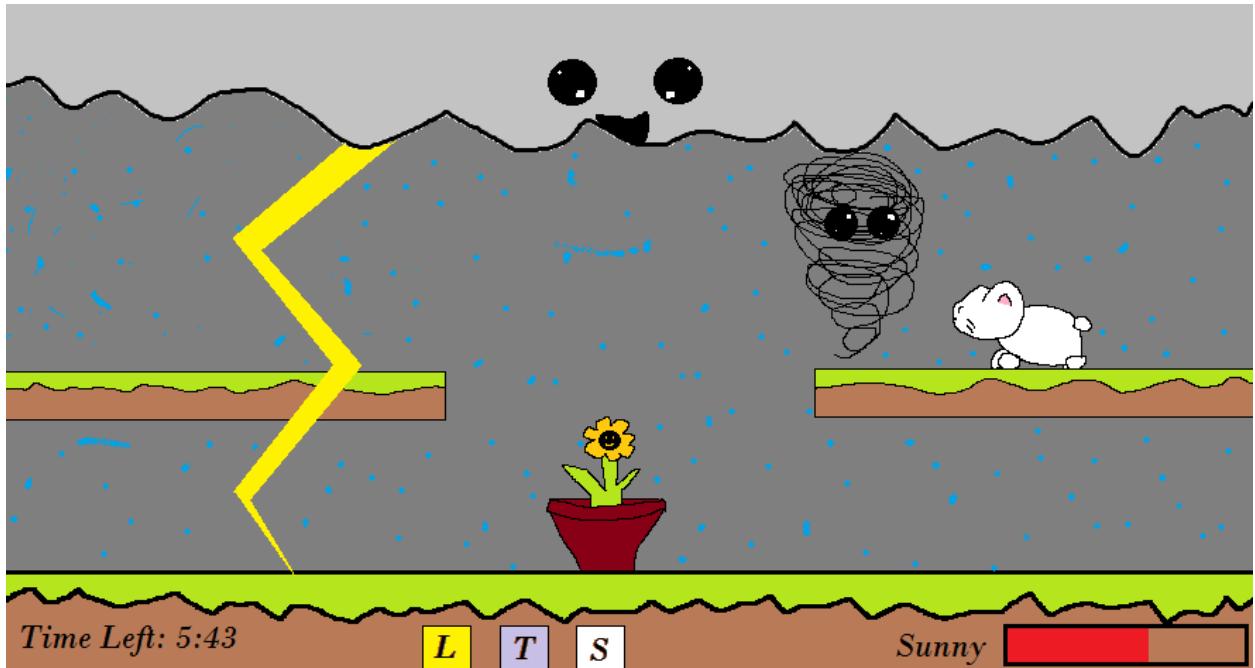
Bonus Additions

- Extra abilities (Wind, Snowballs, Hail, Heat)
- Story addition (Cut scenes, dialogue)
- More levels, difficulty options, endurance
- Music
- More enemy types