

Sam Lewis - Game Design Document

by Sam Lewis

Submission date: 20-Jan-2026 01:57PM (UTC+0000)

Submission ID: 273846773

File name: 66198_Sam_Lewis_Sam_Lewis_-_Game_Design_Document_717857_1111829298.docx (3.41M)

Word count: 1943

Character count: 8983

Sam Lewis - 2501827 - Game Design & History

Streets of Rage



Contents

Intended Platforms	3
Target Demographic	4
Design elements	5
Art Style	6
ESRB/PEGI Rating	7
Competitors	8
Story	9
Level Structure	10
Contents	11
Characters	12
Characters	13
Enemies	14
Bosses	15
Controls	16
Bonus material	17

Streets of Rage

Intended Platforms

Streets of Rage is going to be released on the Sega Mega Drive; we want this game to compete with similar games like The Simpsons arcade game or Final Fight from Capcom, so we will only have this game be released on the Sega Mega Drive so consumers can play a side scrolling beat em up in the comfort of their own home on a Sega Mega Drive.

Target Demographic

The target demographic for Streets of Rage will be older teens to young adults as this game will contain mild violence. This type of game will cater towards those who enjoy fast paced side scrolling beat em ups, this game will also cater towards those who want a more mature, punk rock type of game and art style compared to other beat em up games like The Simpsons arcade game or Final Fight

Design elements

The design elements for Streets of Rage will contain core game mechanics such as movement, jumping and punching or use weapons, there will also include a story told through text during the beginning cutscene.

Streets of Rage will include enemies and bosses for the player to fight during the game and one final boss at the end of the game for the player to fight.

Streets of Rage will use the traditional life system found in various games and include a scoring system that increases based on several things such as level completion and defeating enemies.

Art Style

The art style for this game will be gritty and atmospheric in the look of the 16-bit other Sega Mega Drive games have. We will capture a lot of detail in all the sprites for the characters, buildings, levels, enemies and more so we can make the atmosphere gritty and like it has had a criminal organization take over a city.

ESRB/PEGI Rating

Streets of Rage is going to have a T rating, aimed at teens to adults, this game contains like of mild violence throughout, with it all happening from the actions of the player, along with the grittier atmosphere of this game compared to similar games, this game will not be rated as something a younger audience should play.

Competitors

The main competitors for Streets of Rage are Vendetta and The Simpsons arcade game; these 2 games will be the main competitors for Streets of rage since they are both very similar and the same genre as Streets of Rage.

To stand out from Vendetta and The Simpsons arcade game, we will use a darker and grittier colour palette and more intense music for Streets of Rage, compared to the brighter and more playful atmosphere of both The Simpsons arcade game and Vendetta.

Story

The story of Streets of Rage will take place in a city, it was once a happy and peaceful city but one day a criminal organization took over everything in the city, the government and even the police force were all taken over, with the city going from being happy and peaceful to full of crime that no one was able to stop.

There are 3 young ex-police officers among the residents who have had enough of these criminals who took over the city, they swore to each other that they would help stop this criminal organization, bring down whoever is in charge of all this and bring the city back to its happy and peaceful state, no matter what happens to them along the way.

They will fight through various parts of the city taking down multiple criminals, punks and whoever else gets in their way to get the city back the way it was, they will eventually find the mastermind behind the criminal organization who will need to be brought down and stop what happened to the city.

Level Structure

The level structure of Streets of Rage will be side scrolling to the right of the screen, having multiple enemies trying to attack the player as they progress through the levels of Streets of Rage.

Each level will take place somewhere in the city, but the environment will not be too similar so there is lots of variety with the level design, one level will take place in the streets, while one will take place on a cargo ship, each level should be different from the last.

The colour palette used for the levels should remain similar, we will use darker colours for a darker and grittier style of levels that match with the urban city the game takes place in, colours such as blue, red and green will be used more since they look the best for a grittier aesthetic and atmosphere for Streets of Rage.

Contents

The contents of Streets of Rage will include multiple characters the player can choose from with different statistics for different types of gameplays, the levels will contain different types of enemies, and the player can choose from a variety of attacks to defeat the enemies with. The player will also be able to find weapons scattered in levels to attack enemies instead of using punches, kicks or throws.

At the end of each level a boss will appear which the player has to defeat to continue, after each level completion the player will receive goals added to a score counter, which goes up based on various actions the player does throughout Streets of Rage.

Streets of Rage will also contain multiplayer, in which the player can have a friends fight alongside them and help defeat bosses with them too. There will also be multiple endings, which happen through dialogue at the end of the game and is affected based on the players response.

Characters



Name	Adam Hunter
Age	23
Sex	Male
History	Ex-Cop
Hobby	Bonsai
Ability	Boxing



Name	Axel Stone
Age	22
Sex	Male
History	Ex-Cop
Hobby	Video Games
Ability	Martial Arts



Name	Blaze Fielding
Age	21
Sex	Female
History	Ex-Cop
Hobby	Lambada
Ability	Judo

Characters

These will be the 3 main characters and the 3 playable characters the player can choose from; each character will play slightly differently than the others so that the player will have a different way to play the game each time.

One of these characters will be an all-round balanced character with middle of the road power and speed, one of the characters will be slower than the others but will be stronger than them too, finally one will be faster than the others but will be weaker to balance it out.

We will have the characters like this to cater towards different skill levels of the players, having one character be the middle ground gives casual players a fun time, while the other 2 characters can challenge more serious players with weaker characters in one aspect of their kit while stronger in another.

Enemies

Streets of Rage will contain a variety of enemies with different mechanics and ways they will attack the player. One enemy will be very common and attack the player with punches and kicks; these will always appear in groups and can sometimes wield a pipe or a knife like the player.

Another enemy that will be found in Streets of Rage will also be a common enemy, acting like the first enemy but they will more often try and throw things at the player to damage them instead of solely relying on melee attacks.

The designs of the enemies will be brighter colours such as red, yellow and blue, this contrasts with the darker and grittier look and feel of the levels and atmosphere of the game, which is on purpose so the player can easily identify the enemies from the background, otherwise they could blend in too much.

Bosses

Streets of Rage will also include bosses for the player to fight, each one appearing at the end of every level, these will most often be stronger than the enemies the player encounters before them, but during these boss fights the player will need to also fight a small amount of normal enemies too.

The first boss the player will encounter will be physically strong, have lots of muscle and they will be wielding a large boomerang for ranged attacks, while also being able to kick the player when in proximity.

Another boss that the player will encounter will be a very muscular man inspired by the late WWF professional wrestler, The Ultimate Warrior, they will wear some red underwear, orange boots and some hand gloves to further show the inspiration. This boss will exclusively use punches to attack the player and have a grab move like the ones the player can use on enemies.

The final boss of the game will be the mysterious criminal overlord who started the corrupting of the city, they will use a tommy gun both from range and when up close, this boss will also summon previous enemies the player encounters that can be shot by the final boss, emphasising how corrupt they are.

All the bosses will be much larger and opposing when compared to the player and the other enemies found in Streets of Rage, showing the player that they are much more dangerous and more serious than the enemies they have encountered before. The bosses will share similar colour palettes to the enemies and player, being brighter colours than the environment so they stand out and are easily identifiable.

Controls

Here is a diagram of what each button on the Sega Mega Drive controller will do when playing Streets of Rage. The B button will be used for basic punches or kicks; the C button will be used for jumping to allow jumping attacks, the A button will be used for special attacks, and the directional pad will be used for movement. There will also be combo inputs the player can choose to use to fight with stronger and better attacks or using a specific attack for the character they will play as. Below is a diagram of the Sega Mega Drive controller with each button labelled for better understanding.



These will be the only controls needed for Streets of Rage, we will keep them easy and simple to understand for new and casual players, while also allowing combos to be achieved for more skilled players of the game.

Bonus material

Streets of Rage will have different ending based some dialogue the player answers before the final boss fight of the game and if there are multiple people playing, this will encourage the player to replay the game with someone to see the unique ending, along with being able to play as a different character as each one will play slightly different than the others.

We will also include a secret options menu when using a second Sega Mega Drive controller, which will allow the player to select different secret options like changing the difficulty to easy or hard, making the player invincible, making scrolling faster. They can also access a sound test in this menu to select voice samples, listen to the various soundtracks in the game or listen to different sound effects. This will require the player to make a specific input while using a second controller, but this will add some replay value as the player can mess around with all these settings to have some more fun with the game after finishing the main story.

Sam Lewis - Game Design Document

GRADEMARK REPORT

FINAL GRADE

67 / 100

GENERAL COMMENTS

This Game Design Document provides a clear and well-organised retrofit of Streets of Rage, making consistent use of the Ten-Pager structure to document mechanics, characters, enemies, levels, and controls.

The document demonstrates good understanding of the game's core systems and genre conventions, with thorough coverage of gameplay elements and progression. Overall, it functions effectively as a practical design reference.

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5

PAGE 6

PAGE 7

PAGE 8

PAGE 9

PAGE 10

PAGE 11

PAGE 12

PAGE 13

PAGE 14

