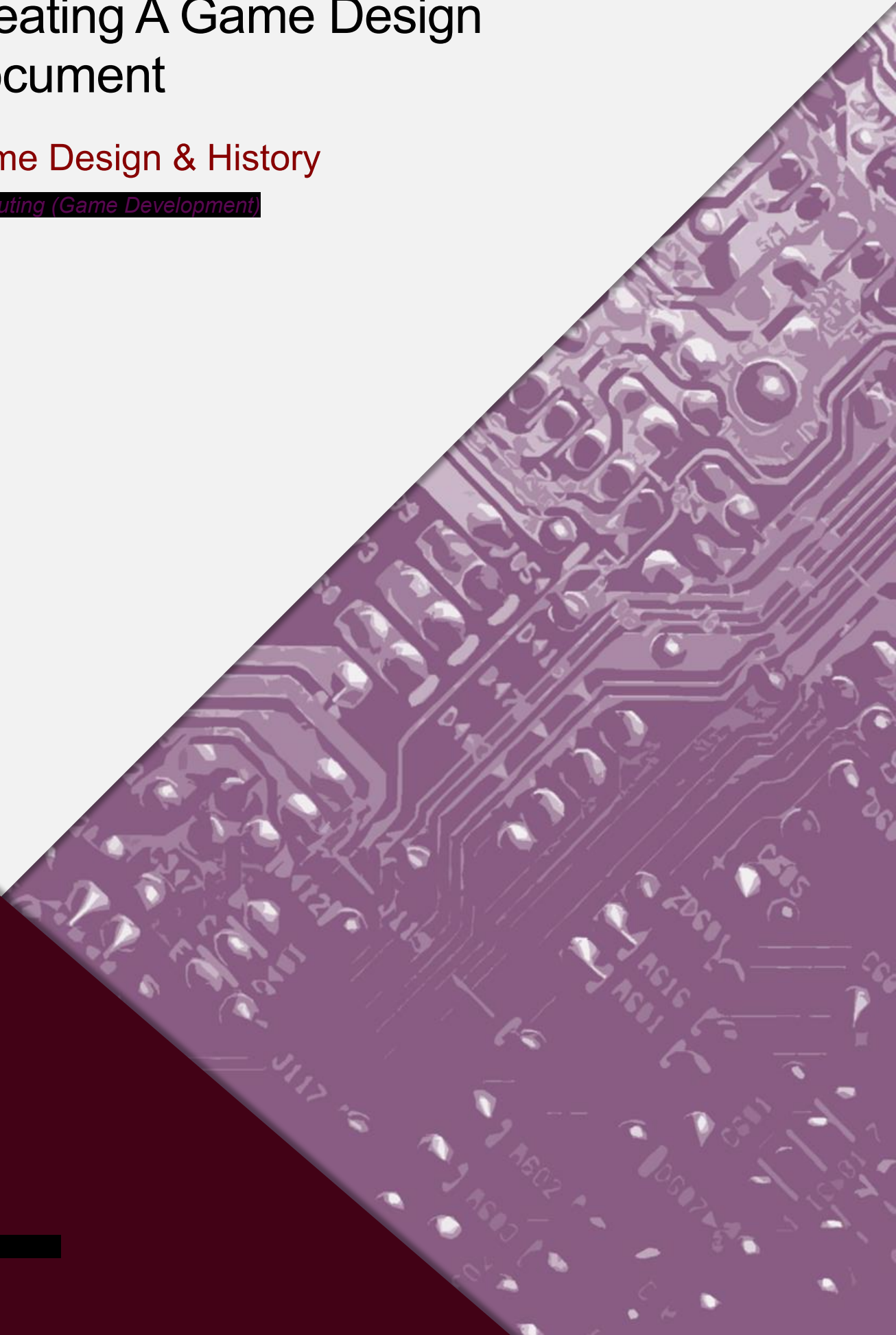


Retrofitting Existing Games: Creating A Game Design Document

Game Design & History

Computing (Game Development)





STREETS OF RAGE

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Intended Platforms

We intend to develop for PC with controller support and release on Steam to reach a wide audience across the globe.

Target Age

We aim to target those who grew up playing games other fighting games like Street Fighter or Mortal Kombat, also aiming to target teens and young adults with mild adult themes and young protagonists. We will be using a retro graphics style and electronic dance synth music.

Intended Age

We aim to achieve a PEGI rating of 12. The game will feature mild violence towards human characters and some sexual themes. There will be no bad language.



Section 2 : Game Outline



Game Story Summary

The City has fallen under the control of a crime syndicate led by a man called Mr X. The government and the police force are now under the control of the syndicate and crime is rising rapidly.

The three protagonists, Adam Hunter, Axel Stone, and Blaze Fielding have sworn to clean up the city. All of them left the corrupt police force to combat crime on the streets and take down the evil crime syndicate.

They are ready to risk everything...

even their lives...

on the...

Streets of Rage.

Game Flow

Streets of Rage is a side-scrolling beat 'em up. You can select one of three available characters to fight through the city defeating different crime bosses on your way to take down the leader of the crime syndicate. Most of the combat is hand-to-hand, however, the player can pick up various weapons like bottles, knives, and drainpipes. Each level ends with a boss fight and each boss has different mechanics which the player has to figure out to defeat them. As you progress through each level enemies will get tougher which will be denoted by a change in their colour scheme.



Section 3 : Main Characters & Player Controls



Character Profile – Adam Hunter

Appearance

Adam Hunter is a black man with short dark hair. He wears a yellow tank top, black fingerless gloves, black trousers, and black boots.

General Image: Mike Tyson, Motorcyclist



Character Dossier

CHARACTER DOSSIER

Name:	Adam Hunter
Gender:	Male
Age:	23
Faction:	Ex-Cop Vigilante
Known	Axel Stone
Associates:	Blaze Fielding
Hobbies	Bonsai
Fighting Style	Kickboxing
Power	A
Jump	A
Speed	B

Character Backstory

Adam is a former member of the Wood Oak City Police Department he quits the corrupt police force to fight crime and hunt down the leader of the crime syndicate.

Adam has high attack damage, jump distance, stamina, and endurance but is slower than the other two playable characters. He uses a kickboxing fighting style with strong punches and kicks.

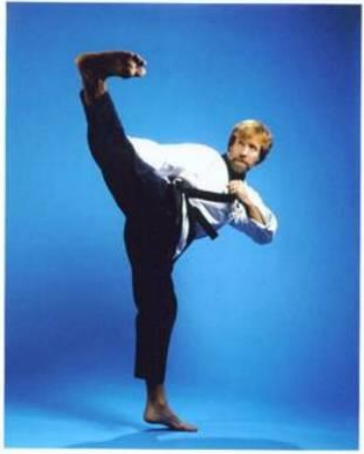


Character Profile – Axel Stone

Appearance

Axel is a white man with blonde hair. He wears a white shirt, blue jeans, red fingerless gloves, and a blue headband.

General Image: Young Chuck Norris, surfer dude



Character Dossier

CHARACTER DOSSIER

Name:	Axel Stone
Gender:	Male
Age:	22
Faction:	Ex-Cop Vigilante
Known Associates:	Adam Hunter Blaze Fielding
Hobbies	Video Games
Fighting Style	Martial Arts
Power	A
Jump	B
Speed	A

Character Backstory

Axel is a former member of the Wood Oak City Police Department he quits the corrupt police force to fight crime and hunt down the leader of the crime syndicate.

Axel has high attack damage and speed. His fighting style is karate, mainly using quick punches with occasional kicks.

Character Profile – Blaze Fielding

Appearance

Blaze Fielding is a white woman with long brown hair. She wears a short red dress with black fingerless gloves.

General Image: Meisha Tate, Barbara Matić



Character Dossier

CHARACTER DOSSIER

Name:	Blaze Fielding
Gender:	Female
Age:	21
Faction:	Ex-Cop Vigilante
Known Associates:	Adam Hunter
Hobbies	Axel Stone
Fighting Style	Lambada
Power	Judo
Jump	B
Speed	A

Character Backstory

Blaze is a former member of the Wood Oak City Police Department she quits the corrupt police force to fight crime and hunt down the leader of the crime syndicate.

Blaze has high range and speed but lower attack power than the other two playable characters. Her fighting style is judo and consists of throws and jump attacks.



Player Controls

Keyboard Layout

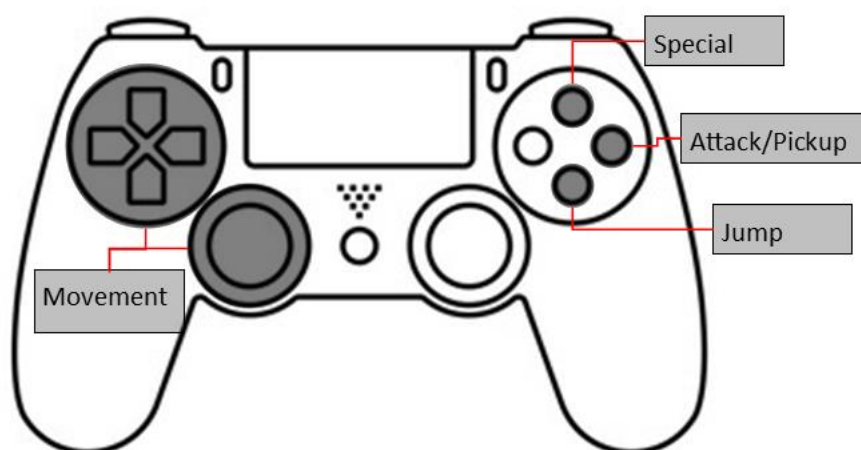
W, A, S, D – Movement

Space – Jump

Left Click / J – Attack/Pickup

Right Click / K – Special

Controller Layout



Combat Moves

COMBO	Press Attack up to 4 times
JUMP KICK	Jump then Attack
REAR ATTACK	Press Jump and attack at the same time
GRAB	Get close to the enemy
FURY	Grab the enemy from the front and press Attack repeatedly
THROW	Grab an enemy then press Attack while holding the opposite direction
BACKDROP	Grab from behind then press Attack
VAULT	Grab then press Jump
TEAM ATTACK	Only available in 2-player. Grab the other player then hold the opposite direction and Attack at the same time
LAND	Hold up and Jump after being thrown
SPECIAL ATTACK	1 is given each player life, can also be found. Press Special , a police car will shoot a rocket launcher and damage all enemies around you



Section 4 : Gameplay



Sequence of Play

The game is split into 8 rounds, at the end of each round there is a boss battle. During each round, there are certain points at which the side-scrolling stops and enemies will ambush you, there can be multiple waves. Once the enemies are defeated the player can move on. At the end of the round points are calculated before moving to the next round.

The game takes place in a large city at night each round takes place in a different area of the city, eg. streets with shops, a warehouse district, a beach, a boat travelling around the city, a bridge under construction, a factory, and a penthouse. The view of the city is always visible in the background or reflections in the windows.

Unique Selling Points (USPs)

The game features a drop-in drop-out co-op system allowing a second player to join the game from the start or during gameplay. They will not be able to pick the same character as player 1 and will have to pick one of the two other playable characters.



Section 5 : Game World



Game World

Locations are linear, after defeating the boss you will be moved to the next level and will not be able to return to previous levels.

LOCATION DETAILS

NAME:	City Street
WHAT DOES IT LOOK LIKE?	Grey brick streets and the city skyline is reflected in the shop windows. Neon signs of various colours and streetlights are the only sources of light. Parked cars and fire hydrants are dotted along the side of the road. Trash cans and phone booths are destroyable props. 
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	The atmosphere is very dark and cold, and the buildings, streets, and cars are all grey. The only source of colour is the neon signs, fire hydrants and phone booths. The scene should be reminiscent of walking down a city street at night with the only colour and light being that from the street lights and shop signs.

LOCATION DETAILS

NAME:	Condemned City Street
WHAT DOES IT LOOK LIKE?	The streets are dirty, the walls and buildings have broken bricks and windows. The walls are covered in graffiti and posters. Newspapers and trash will occasionally blow across the screen. The city skyline is viewable through metal fences that are between buildings. Old metal barrels are destroyable props. 
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	This area is run down and empty, there are no working street lights and this would be an area where you would typically encounter criminals. You would typically not want to wander into this environment.

LOCATION DETAILS

NAME:	Beach
WHAT DOES IT LOOK LIKE?	A beach with white sand and waves lapping at the shore. Palm trees grow on the beach and the green field behind it. The city skyline is viewable behind the hedges and treeline behind the beach.



WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	Stacks of old tyres are destroyable props.
	
	The beachfront is quite calm, the waves will continuously lap at the shore, and you will occasionally be splashed. The palm trees and beaches are reminiscent of a city like Miami, making you think that this city has a similar climate.

LOCATION DETAILS

NAME: WHAT DOES IT LOOK LIKE?	Bridge
	A bridge that is still under construction, there are holes in the ground that will kill the player or enemies if they fall into them. The city skyline can be seen in the background over the water. Traffic cones are destroyable props.
	
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	This level introduces environmental hazards that will provide the player with a new challenge. Walking on an under-construction bridge would be hazardous in real life and this level should emulate that.

LOCATION DETAILS

NAME: WHAT DOES IT LOOK LIKE?	Ship
	You are on the wooden deck of a moving ship, you can see the water and the city skyline moving in the background through the ship windows as you travel across the water. Metal vent exhausts are destroyable props.
	
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	The screen bobs up and down giving you the feeling that you are on a boat moving across the water.



LOCATION DETAILS

NAME:	Factory
WHAT DOES IT LOOK LIKE?	The interior of a manufacturing plant. You walk across metal-grated floors. There are occasional conveyor belts that will move you in the opposite direction. There are also metal hammers that will damage you if they fall on you. In the background, there are wires and caution signs. Wooden crates are destroyable props. 
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	This level features more environmental hazards which reflects the hazardous nature of walking through a factory.

LOCATION DETAILS

NAME:	Freight Elevator
WHAT DOES IT LOOK LIKE?	The player is on a freight elevator, the level now progresses by the elevator moving up rather than the player moving from left to right. The elevation is metal with railings and moving up the side of a building.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	This changes the way the player moves through the level. The elevator will move from floor to floor and when it stops enemies will board the elevator and fight the player.

LOCATION DETAILS

NAME:	Syndicate Penthouse
WHAT DOES IT LOOK LIKE?	The player now moves from right to left. Red-walled hallways with red carpets and golden pillars and sconces. Resembles a mansion. As you walk along the corridor there is an occasional window with a view of the city skyline. Hostess trollies will occasionally roll down the corridor and damage you if you don't avoid them.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	This is the final gauntlet before the final boss. It should be intimidating, it is a show of the power and wealth of Mr X as you face waves of enemies.

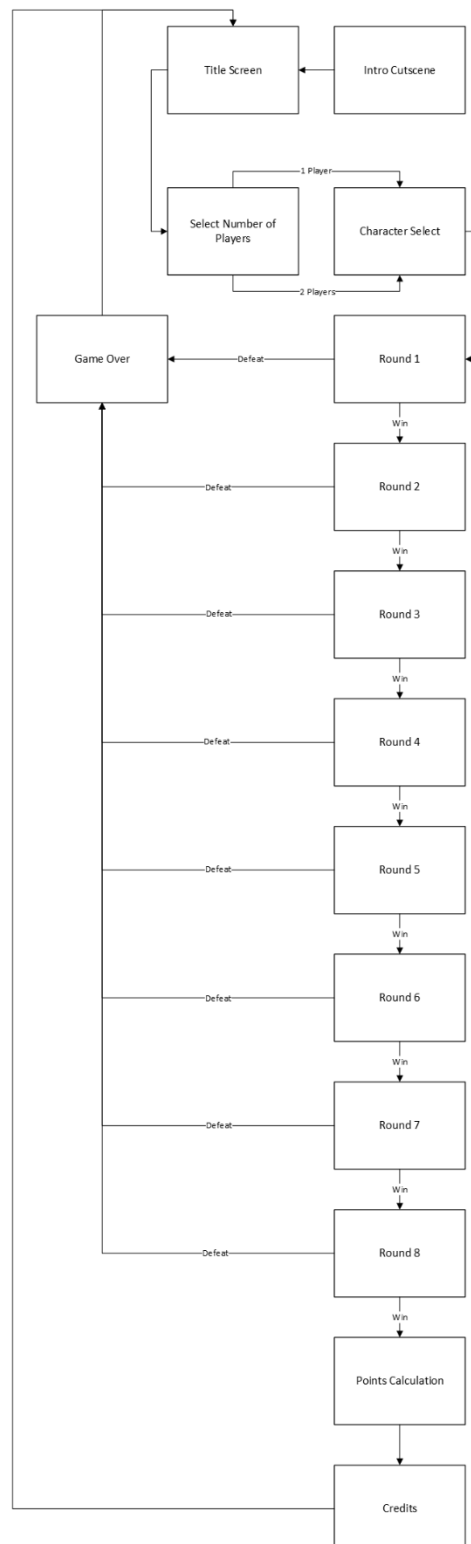


LOCATION DETAILS

NAME:	Mr X's Throne Room
WHAT DOES IT LOOK LIKE?	A dark room with a throne in the centre looking over a view of the city.
WHAT MOOD IS BEING INVOKED IN THIS LOCATION?	This should inform the player that this is the final stage of the game. When entering the room you are greeted by Mr X sitting on his throne.



Game Flow





Section 6 : Game Experience

Game Experience

The game is focused on action and the thrill of fighting and taking down a massive crime syndicate. The game features mildly sexy themes with an enemy that is based on a dominatrix.

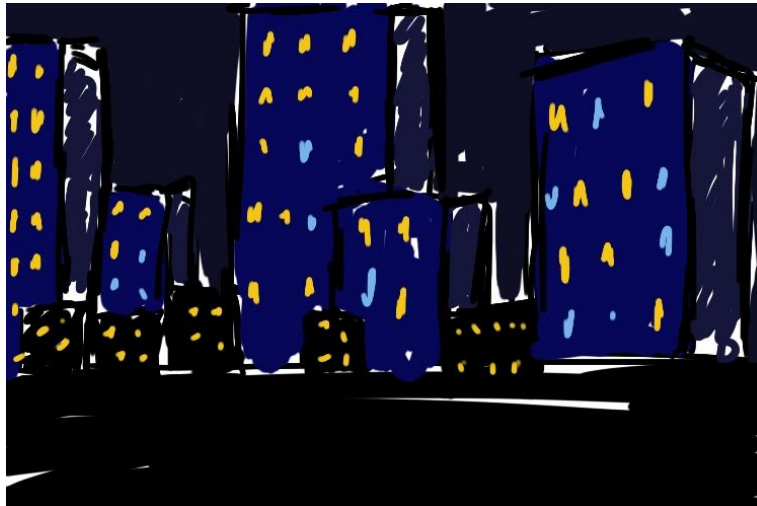
You will be faced with wave after wave of thugs and crime bosses as you fight your way to the top. The game will invoke a feeling of thrill in the face of danger, the whole city is relying on you to take down the crime bosses and free the innocent people.

Music will be fast-paced electronic dance to help keep the momentum of each fight going until you defeat the boss at the end of the round.

Music like this: https://youtu.be/rmkhm2u0mLc?si=qPJA_dtAhOf_4U3B

What Does The Player First See When They Start The Game?

The first thing the player will see is the intro cutscene which can be found [here](#).



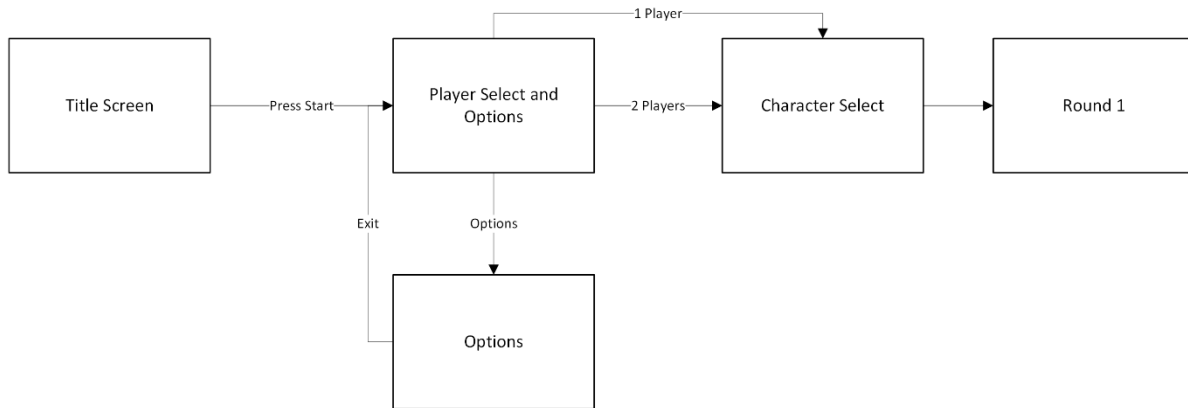
They will then view the title screen before they start the game.





Shell Menus

There are only two interactive shell menus in the game. One after launching the game and watching the opening cutscene that allows you to view the options and then start the game.



The other is after you complete the game where you can view your score and enter your name to be saved to the leaderboards. After which you will be taken to the credits screen.



Section 7 : Gameplay Mechanics



Mechanics

MECHANIC DETAILS	
NAME:	Glass Bottle
WHAT DOES IT LOOK LIKE?	Brown glass bottle
EFFECT ON PLAYER:	Pick it up and hit enemies with it to knock them down
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

MECHANIC DETAILS	
NAME:	Knife
WHAT DOES IT LOOK LIKE?	Black army knife
EFFECT ON PLAYER:	Pick it up and hit enemies with it to knock them down can also throw it
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

MECHANIC DETAILS	
NAME:	Baseball bat
WHAT DOES IT LOOK LIKE?	Metal baseball bat
EFFECT ON PLAYER:	Pick it up and hit enemies in a wide area
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

MECHANIC DETAILS	
NAME:	Pipe
WHAT DOES IT LOOK LIKE?	Pipe segment, around the length of a baseball bat
EFFECT ON PLAYER:	Pick it up and hit enemies in a wide area, more range than the baseball bat
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards



MECHANIC DETAILS	
NAME:	Conveyor Belt
WHAT DOES IT LOOK LIKE?	Tan conveyor belt on the floor
EFFECT ON PLAYER:	Moves them backwards if stationary and slows movement
WHEN WILL IT FEATURE IN THE GAME?	Round 6

Hazards

HAZARD DETAILS	
NAME:	Bridge Hole
WHAT DOES IT LOOK LIKE?	A dark square on the floor
EFFECT ON PLAYER:	If they move into it they will fall and lose a life
WHEN WILL IT FEATURE IN THE GAME?	Round 4

HAZARD DETAILS	
NAME:	Factory Press
WHAT DOES IT LOOK LIKE?	A large piston with a plate on the end, underneath is a black and yellow warning pattern
EFFECT ON PLAYER:	Will continuously move up and down, if the player is beneath it when it moves down it will damage them
WHEN WILL IT FEATURE IN THE GAME?	Round 6

HAZARD DETAILS	
NAME:	Hostess Trolley
WHAT DOES IT LOOK LIKE?	Metal frame trolley covered with a white tablecloth with a silver cloche on the top
EFFECT ON PLAYER:	Will roll across the floor towards the player, damaging them if they don't move out of the way or attack it
WHEN WILL IT FEATURE IN THE GAME?	Round 8



Power-Ups

POWER-UP DETAILS

NAME:	Apple
WHAT DOES IT LOOK LIKE?	A red apple
EFFECT ON PLAYER:	Refills a small amount of health
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

POWER-UP DETAILS

NAME:	Beef
WHAT DOES IT LOOK LIKE?	Cooked meat still on the bone
EFFECT ON PLAYER:	Fully refills health
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

POWER-UP DETAILS

NAME:	1Up
WHAT DOES IT LOOK LIKE?	A small doll of the three protagonists standing together
EFFECT ON PLAYER:	Gives you an extra life
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

POWER-UP DETAILS

NAME:	Special
WHAT DOES IT LOOK LIKE?	A small police car
EFFECT ON PLAYER:	Gives the player an extra use of their special attack
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards



Collectable Items

COLLECTIBLE DETAILS

NAME:	Money Bag
WHAT DOES IT LOOK LIKE?	Small tan pouch with a dollar sign on the side
BENEFIT FOR PLAYER:	Gives the player 1000 points
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards

COLLECTIBLE DETAILS

NAME:	Gold Bar
WHAT DOES IT LOOK LIKE?	A small golden bar
BENEFIT FOR PLAYER:	Gives the player 5000 points
WHEN WILL IT FEATURE IN THE GAME?	Round 1 onwards



Section 8 : Enemies



List of Enemies

ENEMY DETAILS	
NAME:	Garcia
WHAT DOES IT LOOK LIKE?	Male with orange hair wearing a black top, denim jacket with no sleeves, and jeans.
VARIANTS	Blue, Green, Red
ATTACKS:	Punches, Rapid Punches (later variants), can pick up and use weapons
WHEN WILL IT FEATURE IN THE GAME?	Blue - round 1 onwards Other variants appear later depending on difficulty
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, later variants will give more points

ENEMY DETAILS	
NAME:	Signal
WHAT DOES IT LOOK LIKE?	Male with pink spiked hair wearing a yellow biker jacket and shoes.
VARIANTS	Yellow, Purple, Orange, Green
ATTACKS:	Punches, Slides
WHEN WILL IT FEATURE IN THE GAME?	Yellow - round 1 onwards Other variants appear later depending on the difficulty
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, later variants will give more points

ENEMY DETAILS	
NAME:	Nora
WHAT DOES IT LOOK LIKE?	Blonde Woman dressed in red leather with thigh-high boots. Wields a whip.
VARIANTS	Red, Black, White
ATTACKS:	Whip strike, some crouch and become invulnerable while the player is close
WHEN WILL IT FEATURE IN THE GAME?	Red - round 1 onwards Other variants appear later depending on the difficulty
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, later variants will give more points



ENEMY DETAILS

NAME:	Hakuyo
WHAT DOES IT LOOK LIKE?	Male dressed in grey and blue kung-fu clothes
VARIANTS	Blue, Red, Black
ATTACKS:	Flying kicks, runs and jumps around the player, can jump in from behind scenery
WHEN WILL IT FEATURE IN THE GAME?	Blue - round 1 onwards Other variants appear later depending on the difficulty
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, later variants will give more points

ENEMY DETAILS

NAME:	Jack
WHAT DOES IT LOOK LIKE?	A crazed male circus performer wears a leotard with a spiked collar and shoulders. Juggles torches, knives, or axes
VARIANTS	Red, Grey
ATTACKS:	Can throw the item he is juggling, walking into him while his is juggling will damage the player
WHEN WILL IT FEATURE IN THE GAME?	Red - round 2 onwards Other variants appear later depending on the difficulty
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, later variants will give more points



List Of Boss Characters

BOSS CHARACTER DETAILS

NAME:	Antonio
WHAT DOES IT LOOK LIKE?	A large muscled male in a denim jacket with a fur collar and jeans. Wields a boomerang.
ATTACKS:	Kicks, throws a boomerang
WHEN WILL IT FEATURE IN THE GAME?	Round 1 Round 8 as an enemy
HOW DOES THE PLAYER DEFEAT IT?	They have to avoid the boomerang throws and approach from above or below to attack him
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, allows progression to next stage

BOSS CHARACTER DETAILS

NAME:	Souther
WHAT DOES IT LOOK LIKE?	A large hunched man with spiky blonde hair. Wears a red top, blue sleeveless jacket and trousers. Uses claws like wolverine or Edward Scissorhands.
ATTACKS:	Claw slash, afterimage dodge
WHEN WILL IT FEATURE IN THE GAME?	Round 2 Round 6 and Round 8 as an enemy
HOW DOES THE PLAYER DEFEAT IT?	Will move towards the player when they are facing the other way, player has to approach from above and grab before attacking
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, allows progression to next stage

BOSS CHARACTER DETAILS

NAME:	Abadede
WHAT DOES IT LOOK LIKE?	Very tall muscled man wearing an orange WWE esc wrestler uniform.
ATTACKS:	Charges at the player
WHEN WILL IT FEATURE IN THE GAME?	Round 3 Round 5 and Round 8 as an enemy
HOW DOES THE PLAYER DEFEAT IT?	Attack to interrupt the charge
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, allows progression to next stage



BOSS CHARACTER DETAILS

NAME:	Bongo
WHAT DOES IT LOOK LIKE?	A bald fat man wearing jeans with red suspenders and a yellow t-shirt.
ATTACKS:	Charges at the player breathing fire
WHEN WILL IT FEATURE IN THE GAME?	Round 4 Round 6 and Round 7 as an enemy
HOW DOES THE PLAYER DEFEAT IT?	Avoid the charge and then attack from behind
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, allows progression to next stage

BOSS CHARACTER DETAILS

NAME:	Onihime & Yasha
WHAT DOES IT LOOK LIKE?	Both are white women with brown hair in a short green dress and a green bandana.
ATTACKS:	Jump kicks, Punches
WHEN WILL IT FEATURE IN THE GAME?	Round 5 Round 8 as an enemy
HOW DOES THE PLAYER DEFEAT IT?	These bosses are very quick and acrobatic and will constantly backflip away from the player. The player must stand facing away from them and use Rear Attack when they get close enough
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, allows progression to next stage

BOSS CHARACTER DETAILS

NAME:	Mr X
WHAT DOES IT LOOK LIKE?	A white male with long black hair, a relatively large man wearing an olive suit and wielding a machine gun
ATTACKS:	Charge, Machine gun spray that damages the player and enemies
WHEN WILL IT FEATURE IN THE GAME?	Round 8
HOW DOES THE PLAYER DEFEAT IT?	Approach, grab and then attack Will always have 2 Garcias in the room with him, if the player defeats them they will respawn
WHAT DOES THE PLAYER EARN FOR DEFEATING THEM?	Will give points when defeated, Final boss of the game will trigger points calculation and credits



Section 9 : Cutscenes



Cutscenes

Intro Cutscene

CUTSCENE DETAILS

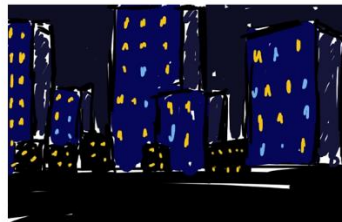
VISUAL STYLE: 2D-pixel art cutscene with scrolling text

BRIEF DESCRIPTION OF SCENE: There is a backdrop of the city at night, you can see towering skyscrapers along with a main road that goes through the city. Text will scroll up from the bottom. When the text has left the screen the dossiers of the three playable characters will show. The screen will then return to the city backdrop and the three characters will be shown together in front.

WHEN WILL IT FEATURE IN THE GAME? At the very beginning when loading the game. Is skippable.

PURPOSE: To narrate the story and provide an introduction for the three playable characters

STORYBOARD:



Cutscene starts with a view of the city at night.



Text narrating the games story moves up from the bottom of the screen, like star wars.



The next scene is the character dossiers with information like: picture, name, age, hobby, fighting style, and stats.



Final scene is the city view with the characters in the centre of the screen.



Section 10 : Bonus Materials



Replay Value

You can replay the game as a different character learning their moves and combos or as a 2-player team. There is a final choice when confronting Mr X, he will ask you to become his right-hand man. In single player, if you select yes, you will get sent back to Round 6 and have to fight back to Round 8. If you select no you will fight Mr X and take down the crime syndicate. If you are in multiplayer, and one player takes the deal and the other refuses, both players then fight each other with the victor fighting Mr X and taking over the crime syndicate.