

'TIM'ROUS BEASTIE'

GAME DESIGN
DOCUMENT

October 2023
CTWright



INTRODUCTION

PROJECT OVERVIEW

Tim'rous Bzastig is a 3-D third-person action-platforming 'collectathon' game, in which the player controls a timid mouse who is coerced into venturing out into the human world to find food and their lost siblings.

Logline: *The oldest child of a large tree-living mouse family must travel into the human world and navigate platforming challenges to collect food for their household, and attempt to reestablish equality in the natural world.*

PROJECT INSPIRATIONS

While the hope is that **Tim'rous Bzastig** will feel like a comfortable yet unique experience to prospective players; the many mechanics, perspectives, and tone of the title have been determined from a host of varied titles from drastically different studios and genres.

PERSPECTIVE



TONE



GENRE



SETTING



MOVEMENT



While the **PERSPECTIVE** of **Tim'rous Bzastig** is to be that of a third-person title, the scale of the world is to be designed as such that the point-of-view of the character – and the player – shall be at the level of a real-to-life rodent, akin to the pint-sized perspectives of Nintendo's **Pikmin** franchise.

The **TONE** of **Tim'rous Bzastig** is to be one of light-hearted humour and exploration, similar to the tongue-in-cheek writing of Rare's **Banjo-Kazooie** titles – and other projects that have taken on a similar atmosphere such as the **Yooka-Laylee** titles.

The **GENRE** of **Tim'rous Bzastig** is to be an exploration & puzzle-focused 'collectathon', similar to the aforementioned **Banjo-Kazooie** titles and likeminded platformers such as Insomniac Games' original **Spyro the Dragon** games. Similarly to these experiences, while combat is an integral element of **Tim'rous Bzastig**'s gameplay it is never expected to be the crux of a player's enjoyment of the title.

The **SETTING** of **Tim'rous Bzastig** is to be that of a commonly found Western garden, particularly that of those found in Great Britain. Similarly to that of some of the environments found in the aforementioned **Pikmin** series, these environments would focus on a stylistically consistent yet narratively somewhat barren garden and household area to create a level of recognisability and homeliness to the title.

The **MOVEMENT** of **Tim'rous Bzastig** is to be fluid yet somewhat grounded, using the natural abilities of a mouse – such as burrowing, running, and scurrying – while retaining a level of cartoonish squash and stretch found in classically-styled animation. This style of grounded abilities with a level of cartoonish movement can usually be found in family-friendly platforming titles such as Playful Studios' **Super Lucky's Tale** titles.

PLAYER EXPERIENCE

The atmosphere of **Tim'rous Bzastig** is designed to be warm and hospitable, with a homely aesthetic and occasional moments of cartoonish darkness and tension throughout.

Considering the average run time for titles used as inspiration for **Tim'rous Bzastig** - notably **Spyro the Dragon**, **Super Lucky's Tale**, and **Banjo-Kazooie** – it is expected that this title will run for around seven to eight hours. This is somewhat dependent on the amount that **Tim'rous Bzastig** integrates the 'collectathon' elements of **Banjo-Kazooie** (11.5-hour average runtime) compared to the more streamlined action-platformer experience found in **Super Lucky's Tale** (six-hour average runtime).

Accessibility options are being treated as paramount to the creation of *Tim'rous Beastic*. While the integration of options such as colourblind toggles, input remapping, and sensitivity controls will most-likely be fully implemented near the conclusion of development, they will most likely be touched on somewhat earlier in development. Although some accessibility criteria will naturally come to mind through cultural osmosis, accessibility-first initiatives such as *AbilityPoints Initiative's Can I Play That?* resources are to be referenced when integrating said accessibility features.

TARGET AUDIENCE

Children, who are still learning to navigate the intricacies of videogame hardware, may find the real-life setting and protagonist's natural appeal to be more accessible. As a 'collectathon', platforming challenges and combat scenarios are not to be the focus of the gameplay, and as such may provide a more accessible platforming challenge than something like Mario or Rayman.

The genre – of a third-person 3-D action-platforming 'collectathon' – may also attract older players as it is a genre which saw a large amount of influential titles during the fifth console generation . Nostalgia for the trope of an anthropomorphic animal protagonist, and the chosen genre, should increase sales from the adult market.

SOFTWARE

Proposed game engine: **Unity**

Proposed 2D art software: **Inkscape**

Proposed music creation software: **LMMS**

- Above proposed video game creation software is expected to be bolstered by the use of assets taken from music, SFX, animation, and model libraries such as that found on **itch.io**.



GAME NARRATIVE

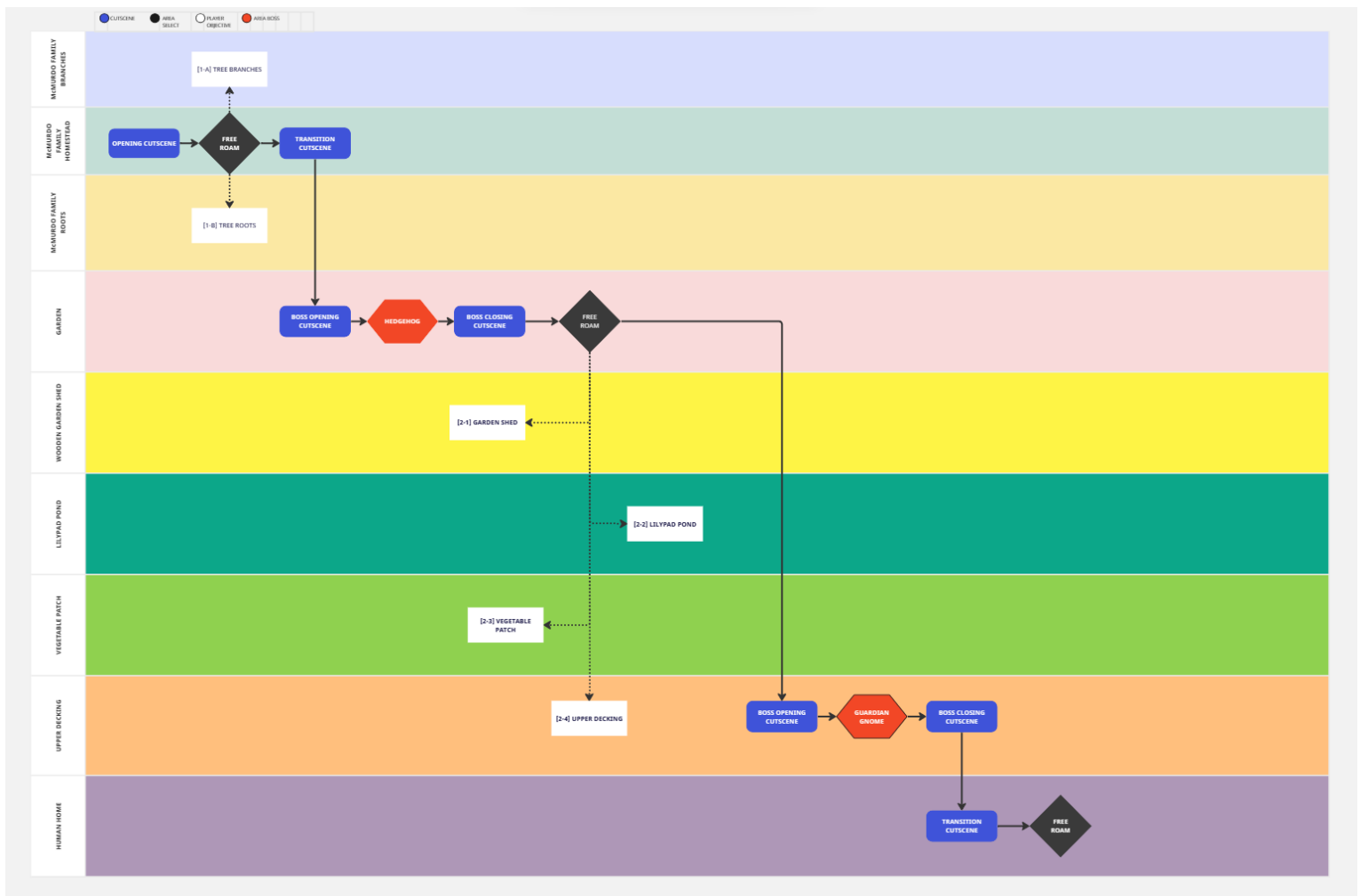
STORY SYNOPSIS, TONE, THEME

SYNOPSIS:

Player controls the main character of 'Margo' – a timid, anxious mouse – who resides in her family home with her parents within the hollowed-out innards of an old Oak tree in a human's garden. As the garden has become overrun by antagonistic rats and other creatures, the family have been unable to gather food and Margo has been tasked with venturing out to find food for her family and to find answers as to the rising tension within the natural order.

Navigating through a selection of 3-D platforming gauntlets in her journey to collect food for her family, and to discover why there has been a disturbance in the natural order of the garden, Margo at first travels around the branches and roots of her home. Once she leaves her tree-house she is faced by a boss-fight in the form of a airborne hedgehog, which – once defeated – opens up the garden as a hub world to access multiple other levels themed on areas of the garden.

Once all levels are finished, the player is able to access another boss-fight in the form of a garden-gnome who attacks through breaking their body in attempts to damage Margo. Once defeated, the human home opens up – room by room – in a similar fashion (group of themed levels > a boss-fight > other hub-world opens up) until the final antagonist is revealed. This final antagonist is the queen of all the fleas of the garden; who have been turning all the creatures of the garden they bite aggressive towards the protagonist; and this shines a new light on the player's actions in defeating the 'enemy' characters of the game.

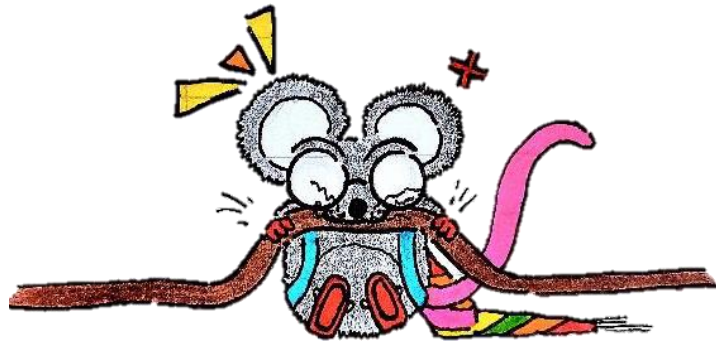


GAMES' SPECIAL FEATURES

PARTICULAR MECHANICS:

Margo, our protagonist, has not only been forced out into the great unknown of the garden due to the disparity of the ecosystem's situation, but she also has a selection of particular, peculiar abilities on her person to aid in this exploration.

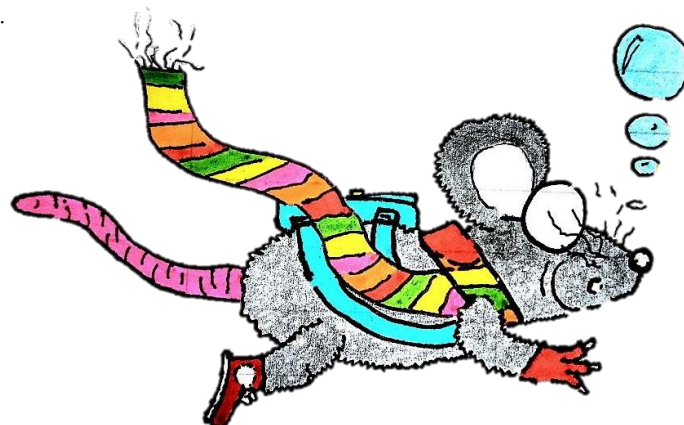
- **Mouse Bite:** Mice are renowned for their ability to chew through all manner of material (often to the chagrin of their human co-inhabitants). This natural ability is presented in 'Tim'rous Beastie' through Margo being able to chew through certain items in the environment and as an attack towards antagonistic creatures.



- **Mouse Dig:** Mice are also able to use their mouth and claws to move soil in a way to dig through the earth. To incorporate this into the game, Margo's digging ability will often come into play in altercations with enemies, movement around the game-world, and also to work within simple puzzles.



- **Mouse Swim:** Though they be small, Mice can also swim in and under bodies of water for a short period of time. As a gameplay mechanic, many game protagonists cannot touch water – let alone swim around in it – yet Margo can not only swim across the surface of water but dive for short periods of time. This ability will come into play in altercations with enemies, movement around the game-world, and also to work within simple puzzles.

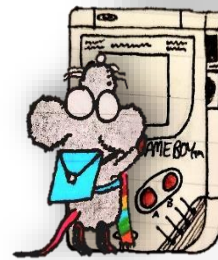


THE SETTING AND ITS INHABITANTS:

The world in which our game takes place is the one in which we currently live, yet from the perspective of our mouse protagonist. Given the precarious situation in which Margo finds herself, and the exploration she must endeavor to find her way through the game, the setting is paramount to the game's execution.

The characters of the game vary; from the antagonistic environmentally themed rats, and boss-characters of an airborne hedgehog and a garden gnome who is so zealous in its attack on you that it damages itself. NPCs don't just view Margo as antagonistic, but there are those who do wish to see the garden back to its former state of harmonious living.

The humans of the world pay Margo no heed, as she is too small to be easily visible and her speed / agility make her too speedy to capture. Being outdoor-dwelling mice, her family have never had much interaction with the human world – and , as such, the items they leave behind are endowed with a strange fascination.

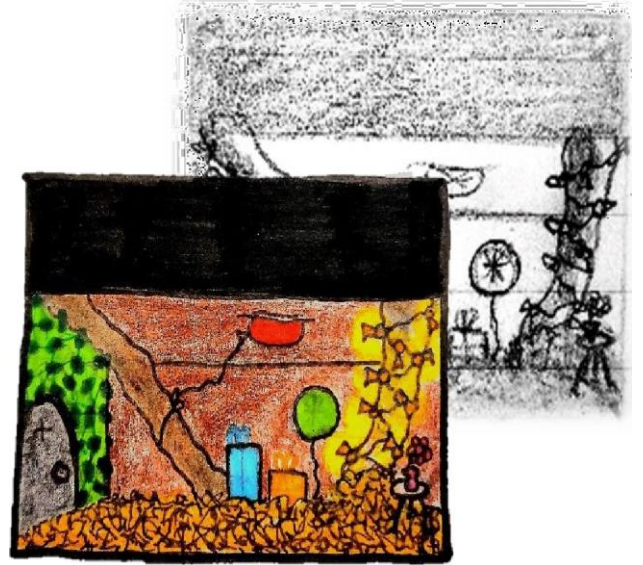


STYLE AND STYLE FEATURES:

- The game is made in a somewhat stylized version of our own world, with more similarities to reality than differences.
- Characters are not fully voiced, yet do emit a few key mumbles to set the tone of the box of text which is being shown. Alongside musical cues, and facial expressions from the closer images of the characters when in dialogue, we are able to grasp the tone of the situation.
- The protagonist is not silent, and dialogue is conveyed through gameplay barks and cutscene interactions to create a more solid, defined sense of personality and character with our protagonist.

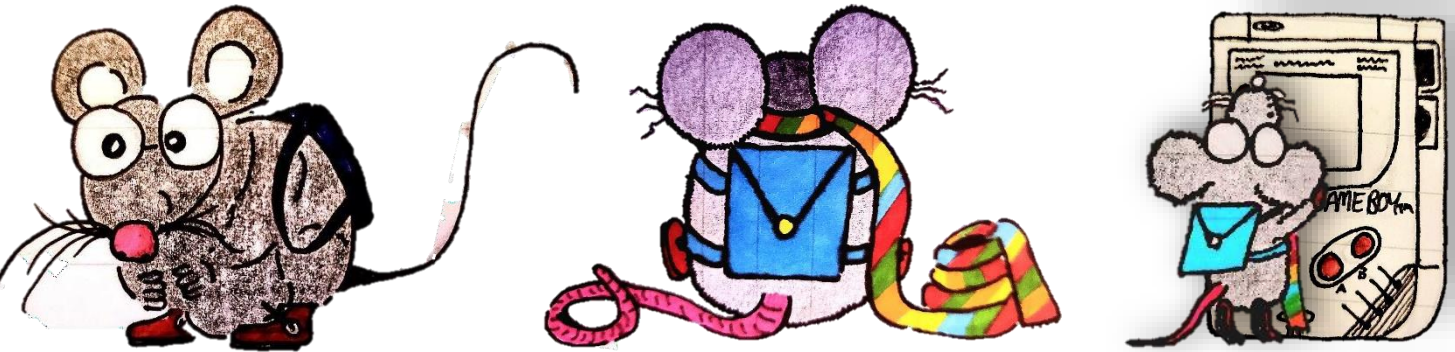
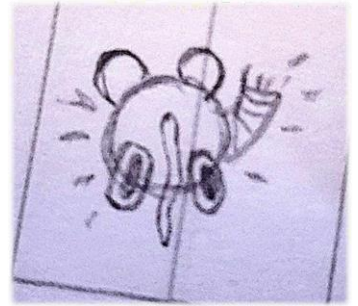
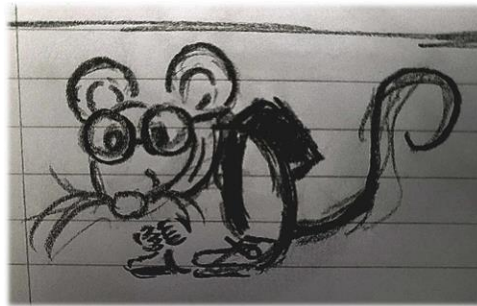
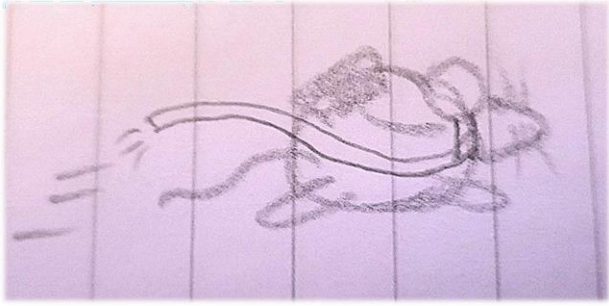
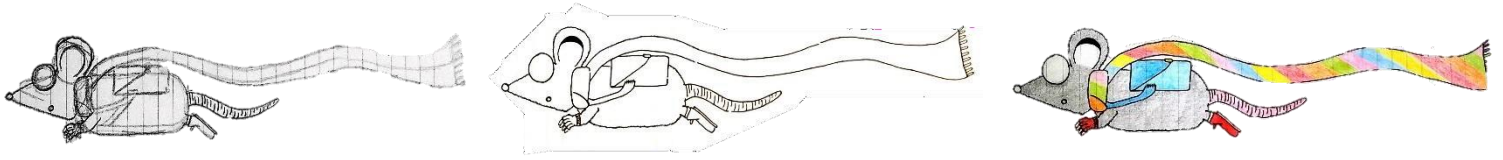
GAME INFLUENCES::

- As mentioned with reference to the market audience; 'Tim'rous Beastie' is a 3-D action-platforming collectathon and, as is common with the genre, takes genre inspiration from games such as *Banjo-Kazooie* (Rare), and *Spyro the Dragon* (Insomniac Games).
- The perspective and setting of the game – from a minute scale, by exploring a life-like version of 'real life' is highly adapted from the *Pikmin* (Nintendo) series of games.

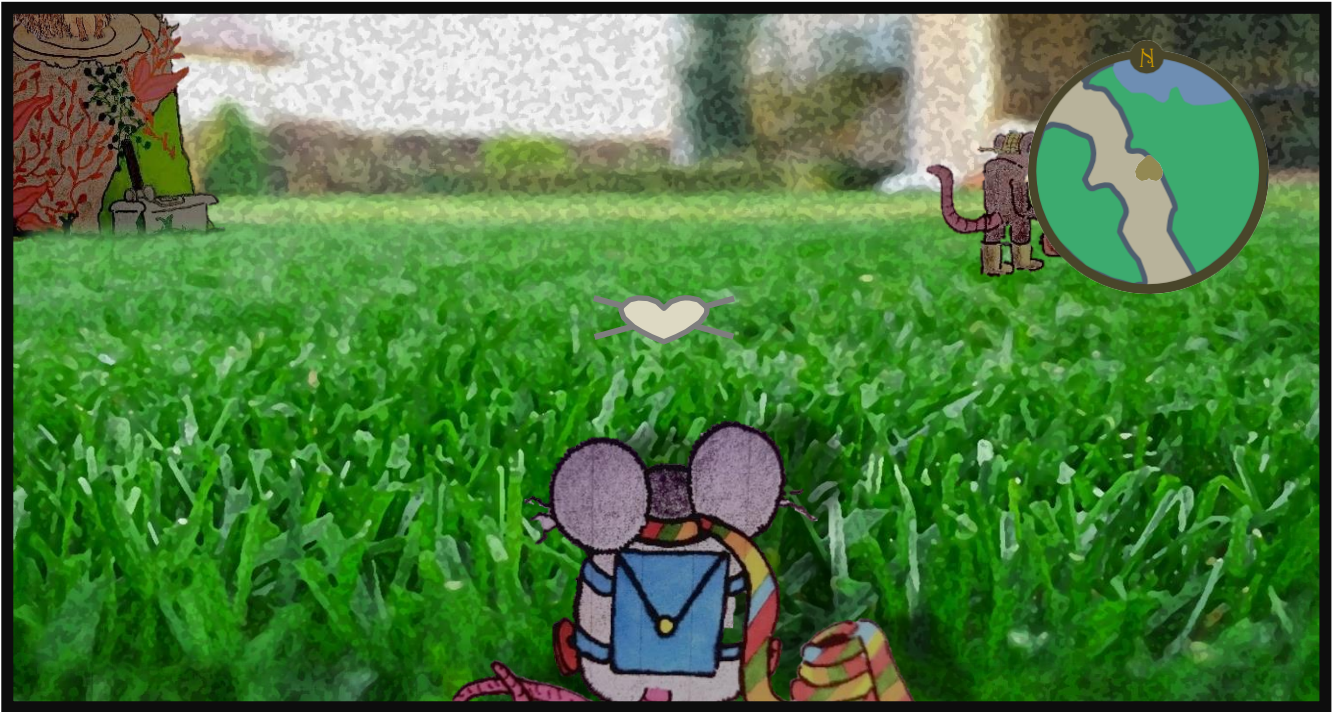


CHARACTER CONCEPT ART:

CHARACTER DESIGN (MARGO THE MOUSE (PROTAGONIST)):



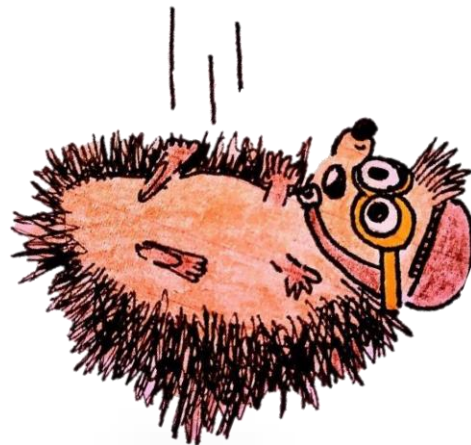
USER-INTERFACE DESIGN (HEAD'S UP DISPLAY (HUD)):



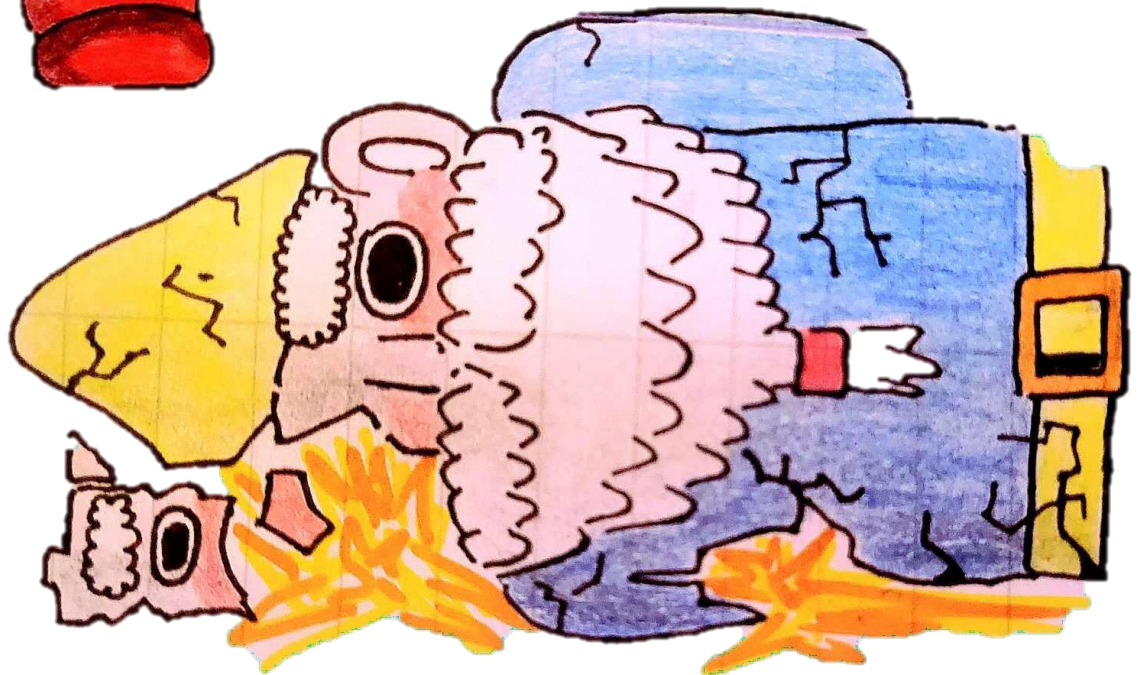
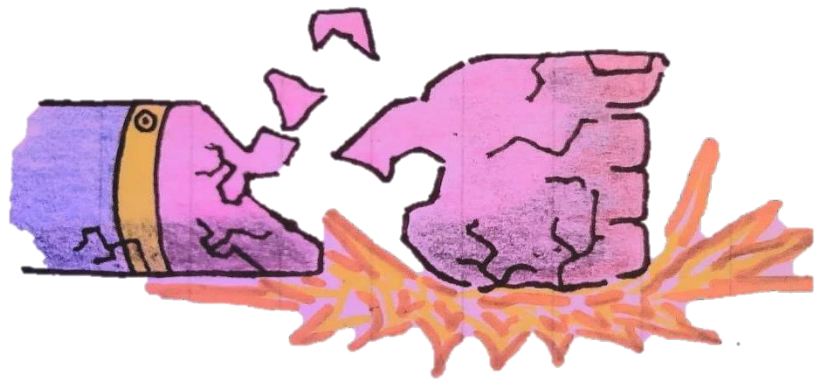
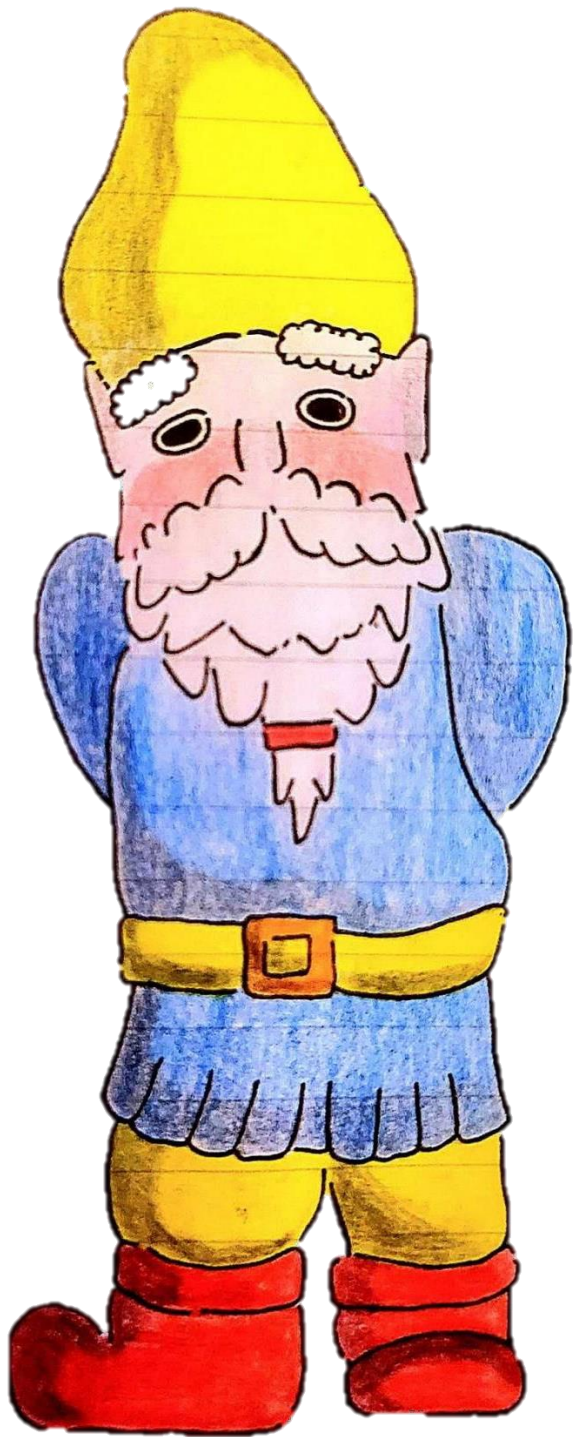
USER-INTERFACE DESIGN (DIALOGUE WINDOW):



CHARACTER DESIGN (AMELIA THE HEDGEHOG (WORLD ONE BOSS)):



CHARACTER DESIGN (THE GUARDIAN GNOME (WORLD TWO BOSS):



CHARACTER DESIGN (ENEMY DESIGNS (WORLD ONE):



RAT [2-1 GARDEN SHED]



RAT [2-2 LILYPAD POND]

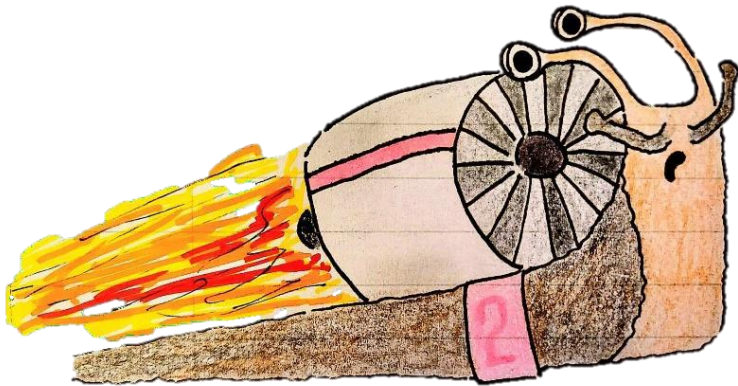


RAT [2-3 VEGETABLE PATCH]



RAT [2-4 UPPER DECKING]

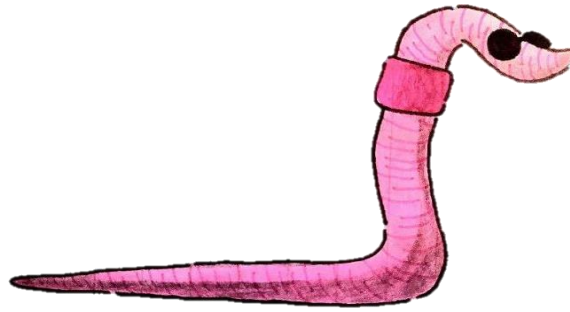
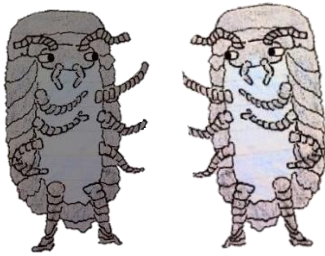
SLUG ENEMY TYPE FROM LEVEL [2-3]:



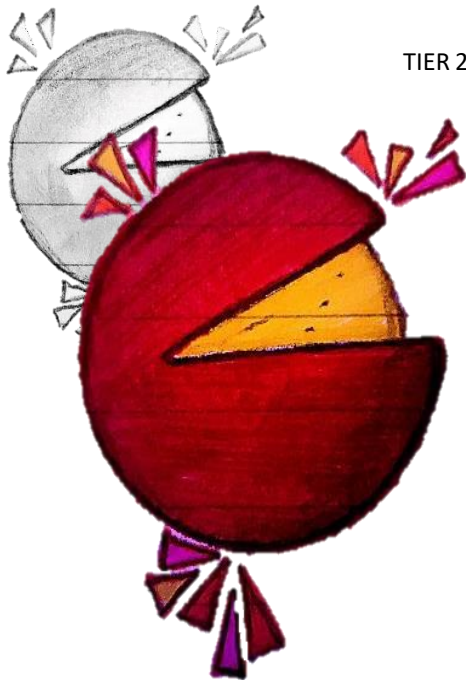
FROG ENEMY TYPES (SPAWN, TADPOLE, TOAD) FROM LEVEL [2-2]:



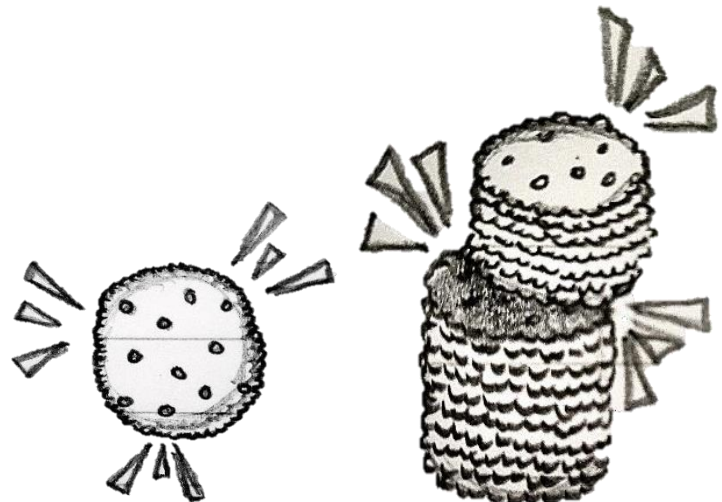
CHARACTER DESIGN (NPC DESIGNS (WORLD ONE))



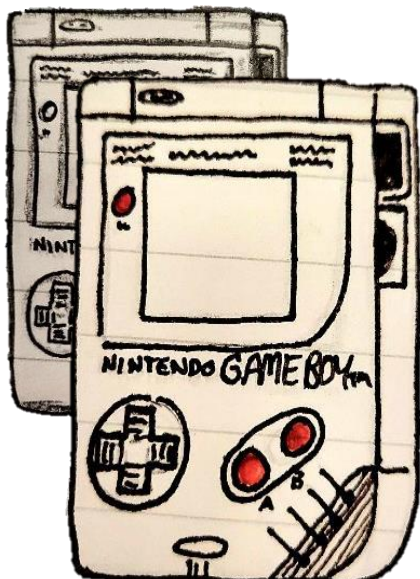
ITEM DESIGN (POSSIBLE COLLECTABLES DESIGNS)



TIER 2 COLLECTABLE (FOR OPENING NEW WORLDS) – *CHEESE WHEEL*



TIER 1 COLLECTABLE (FOR PURCHASING) – *MINI CRACKERS*



TIER 3 COLLECTABLE (FOR DECORATION/AWARD %) – *HUMAN RELIC*