

BUILT

Platform: PC

Target Age: 7+

Intended PEGI rating: 7

BUILT

GAME DESIGN DOCUMENT

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OUTLINE

The year is 2142. Technology is incredibly advanced, so much so that robots are doing most of the work. One such work is construction. Louis is one such construction robot designed to build scaffoldings and other foundational structure for other robots to climb on and use it as platform.

One day an accident, and explosion at the worksite cause Louis to be thrown off the construction site. He falls so far down he reaches all the way at the bottom of the City. Lost in the depths and unable to contact his Overseer at the surface, Louis uses his skill of building to build his way back up to the surface. Throughout his journey he must overcome the perilous journey of climbing this deep chasm while avoiding getting shot by security robots who consider him as trespassing.

At one point in him journey, Louis meets with another unfortunate accident as he steps of a weak ledge and falls down again, this time into a mineshaft. Hurt and hot, Louis must bear the sweltering heat and find his way through to get back out of this place. Fortunately, Louis finds a cargo elevator that takes him much closer to the surface than where he fell off. From here, he continues on with his quest to reach the surface.

BUILT is a 2D puzzle platformer with a unique twist that there are almost no predefined platforms or paths for the player to take. Instead, the game provides the player with tools and encourages them to apply their creativity to build their own path and solve problems in the game in their own unique way. As the player progresses through levels, they will get opportunities to upgrade their character and unlock items that they can use to better handle future challenges. In some stages, the player will have to pass through checkpoints that are heavily guarded by enemies. Being unequipped to fight back, here the player will have to plan their platforming not to cross chasms, but to navigate around the enemies and reach the checkpoint unscathed. The end goal of the game for the player to reach the top of the City and reunite Louis with is co-worker and the workplace and help him get back to his work.

CHARACTER

The character is a 'Light Construction Droid'. His name is Louis. He was the 117th robot off the factory that produced them, therefore his official designation is LCD-117. Louis' primary function is to set up scaffolding structures for other robots to climb. Louis has a humanoid structure and can walk and run like a human being. However, given his job description, he has a greater level of agility than most other robots. Louis can jump higher compared to other robots and can also hold onto flat, vertical surfaces for brief moments, allowing him to climb short distances. Louis is fully autonomous and has a short range radio built-in to communicate with nearby robots and also uses it to report to the Overseer.



GAMEPLAY

The game is split into several levels, divided into two Worlds. The primary objective for the player is to reach the other side of the level. However, unlike typical platformers, there are very few platforms laid out on the level. For the most part the levels are blank, and the player is challenged to create a route by placing platforms in front of them. Within a world, groups of levels are separated by Security Checkpoints. To get through these checkpoints, the player will need to collect Access Card Fragments that can be found in the levels. Several Access Card Fragments make one Access Card that the player spends at the Security Checkpoint to gain access to further levels. The sequence of play is as follows:

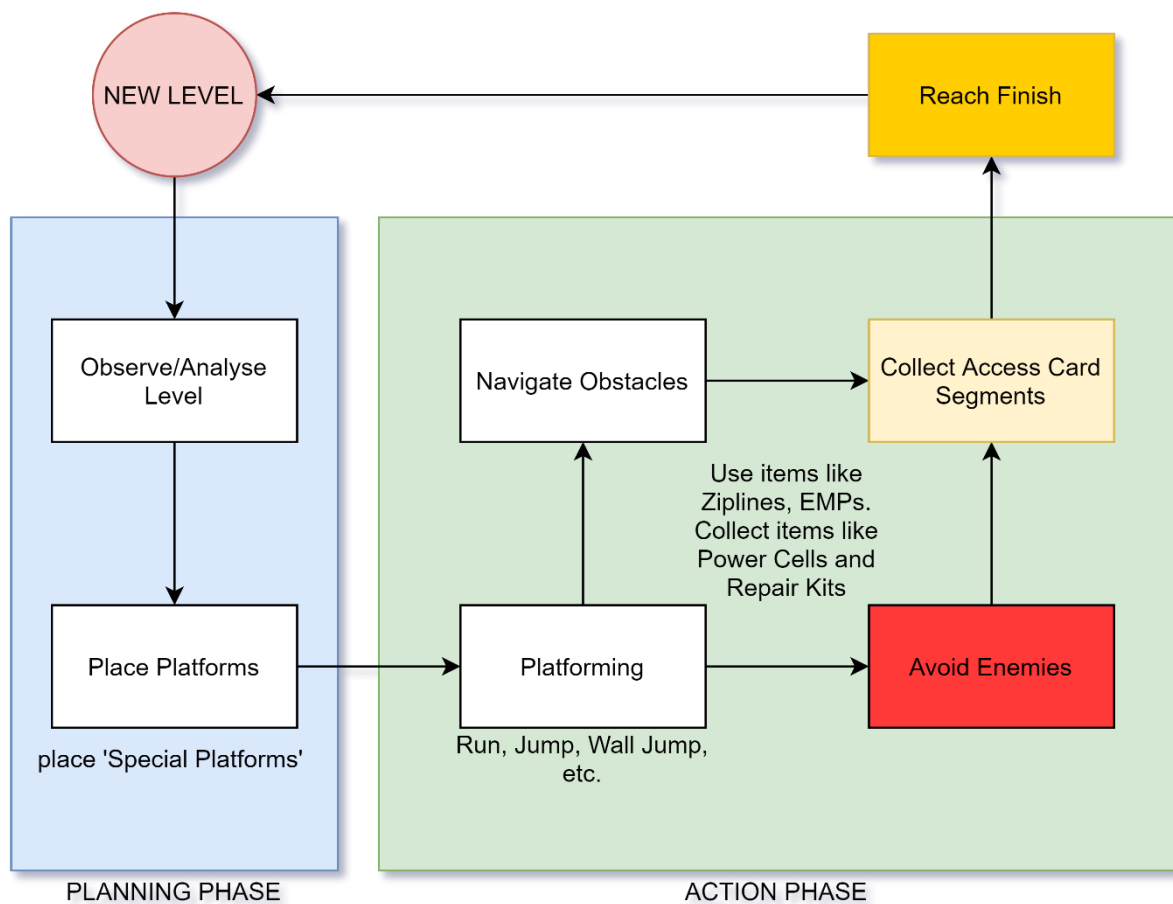
- At the start of the game, the player is presented with an empty level. There is platform at the start of the level, on which the character stands and there is one at the end of the level, where the finish is.
- Play is split into two phases, the Planning Phase and the Action Phase.
- The Planning Phase is when the player must observe the level.
 - Players must lookout for additional platforms and where they are placed, as they can use these to plan their route. Some platforms may have enemies on them. The enemies can be stationary or moving. The player can view their patrol path by clicking on them. Some platforms can also have consumables that the player can collect and use to briefly enhance their abilities or aid in platforming.
 - The player has access to a selection of platforms to choose from. These are the platforms the player can place in the level to create a path. Sometimes in this selection may contain some 'special platforms'. These platforms contain additional mechanics which may either aid platforming or harm the player.
 - Once a platform is selected, the player can move the mouse over to where they want to place the platform. An outline of the platform will appear where the mouse is to show how the platform will appear once it is placed. The player can also rotate the platform to explore more ways the platform can be used. Once the player clicks, the selected platform will be built at the position of the mouse.
- The player then moves on the Action Phase. This phase plays out very much like a typical platformer.
 - The player must avoid falling great heights, as they will take damage and the height is too great, they will die.
 - Enemies have a cone of vision, and the player will have to stay away from their vision to avoid being attacked. If they are seen by a moving enemy, they will be chased. Depending on how the platforms are placed, the player can hide behind them to avoid being seen.
 - In some levels, the player may have to place some special platforms. Depending on what the mechanic is, the player can either benefit from it or avoid it. For example, the player can place a platform containing a ladder, which they can use to reach higher places. Or, the

player may have to place an electrified platform, which they must avoid stepping on, but can use it as a trap to destroy enemies.

- Some levels may have Access Card Fragments, a Workbench terminal, pickups, etc. and depending on how the platforms are laid out, the player can reach and collect them.

During their playthrough, the player will come across several 'Special Levels'. These levels increase the challenge by introducing the element of temperature. These levels are set in a hot or cold setting and the player is challenged to use the available tools to survive the environment and cross the level. The player will also come across several pickups throughout the levels. These pickups are consumables that improve/enhance the players health and abilities. Some levels may also contain a Workbench, where the player can upgrade their character and unlock consumables for use later. They can also unlock special platforms that can be used in the later levels.

GAME FLOW



GAME WORLD

The year is 2142. Humans have achieved great technological feats. With the help of technology, they have been able to rapidly expand all over the planet. After the war of 2091, humans have developed a newfound sense of peace, unity and harmony. As a result, borders have dissolved, and all the nations merged to form one great conglomerate. Technology in this world is so advanced, nearby all manual labour is replaced by robots. Humans still hold managerial,



leadership and creative roles. In this game world, there is only one city, which spans the entire planet. In this planet, simply called the 'City', The building are incredibly tall, often several kilometres in height. No more room for expansion causes many districts to be densely packed. The city structure in this world very much resembles the different layers of a rainforest today. These layers are portrayed in the game with varying level composition and changing colour schemes.

- The City Floor: The bottom-most layer in this world. Nothing lives here. It is believed that anything that falls this far down may never come back out. Sunlight almost never reached this far down, therefore it is almost always dark. Most levels belonging to this level will have dark, cool coloured environments and often monochromatic colour scheme.
- The Understory: The next layer, above the City Floor. Though nobody lives this far down, one may find a few sentry robots scattered around this region, patrolling the chasms. Sunlight barely reaches this layer and only lights the region for a few hours. The region has light fog. It is often cold down here too. The levels belonging to this region will often have hazy environments, and brief sunlight will cast warm glows in the background.
- The Canopy: We start to see more life the higher we go. In the game, the player will reach this region during the night and will see the first sight of the neon life. The poor, unfortunate and the exiled live in this region. The player will see high presence of sentry robots here. Because it is night-time, the colours chosen will be deep shades of blue and bright colours for the neon signs.
- The Emergent: The top-most layer of the city. This region is very "utopian" in appearance and lifestyle. Most of the population lives on this layer. The player will see many humans, and robots in the region. As the player reaches the final levels of the game, time progresses from night to day and is shown by changes in background lighting. As the sun comes, there is less and less neon sings and more natural light shining on the city, showing off the vibrant colours of the people and buildings.



Each layer of the City is separated by Security Checkpoints. These checkpoints prevent unauthorised entities - humans or robots – from illegally crossing over to another layer without an Access Card. Naturally, these checkpoints are heavily guarded by sentry robots to ensure the safety of the checkpoint.

Under the City is a large network of underground mineshafts. These mines produced much of the raw resources the world needs to function. Due to the extreme temperatures in this area, humans are not allowed here. Hence, all work is done by specialized heavy-duty robots designed to withstand the harsh conditions. Warm colour schemes with bright shades of oranges and reds will be used to express the heat the character will experience in this region.

GAME EXPERIENCE

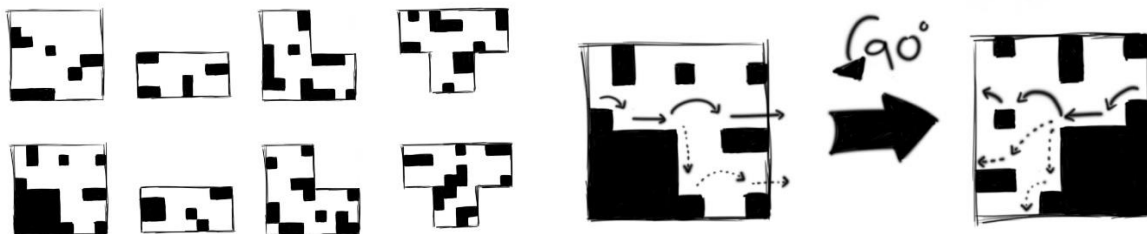
The game aims to spark curiosity through the environments and levels and encourage the player to creative freedoms provided by the game to overcome challenges in the game. When the player starts playing the game for the first time, they are welcomed by a blank level. They see a start and an end but nothing in between. They will see the tools they have and be curious about their function. As they explore and learn the tools and their purpose the player will understand the possibilities in the game, they will understand to apply their creativity and to create a solution and fill out this blank canvas of a level with the tools given by the game.

Help Louis rise through the depths of the City and get to his job at the construction site. Louis' sole purpose in life to 'build' will help him in this mission, and it is up to the player to help Louis bridge gaps and chasms and rise to the top. In this puzzle platformer, there are very few predefined platforms and the players are empowered to create a path of platforms by allowing them to choose and lay down platforms on the levels and strategize how they will tackle the challenges posed by the level.

GAMEPLAY MECHANICS

CREATING PLATFORMS – CORE MECHANIC

The whole game is centred around placing platforms to create paths. The platforms come in groups packaged inside a larger 'block'. The blocks can have different shapes, which defines how many platforms can be inside the block. The arrangement of platforms within a block can vary, depending on the level. During the Planning Phase, the player selects a block from a pre-defined list. They can then click with their mouse on an empty space and all the platforms within the block are now placed in the level. If the player rotates the block, the platforms inside rotate with it.



The blocks are a visual representation of the space the group of platforms will occupy in the level, they themselves do not possess any physics properties. The blocks will help the player understand where the boundaries of other platforms lie and how they can stack new platforms in the level.

SPECIAL PLATFORMS

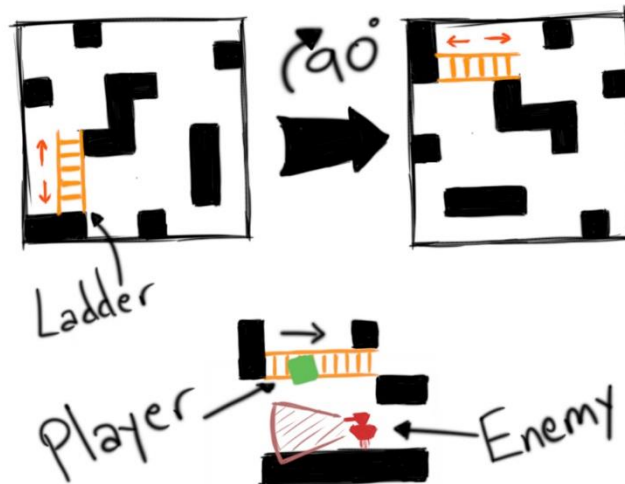
Some blocks may contain platforms that have a special purpose. Some platforms will hurt the player while others will provide new platforming opportunities. These platforms are rare, meaning they do not show up in every level. However, the player can unlock them in the Workbench so that they can use these whenever they want. It is not typically mandatory to use the blocks containing these platforms, but some levels may be designed in a way that encourages the use of these special tools.

Once a special platform is unlocked through the workbench, the player will be able to use them at least once (or more if the particular was designed to already provide one) in every level from there on. Though the player unlocked the special platform, the type of block and the formation of the platforms inside it will be

randomised. This is done to add an element on unpredictability and keeping the player interested and curious to see what block they get and plan how they are going to use it in the level.

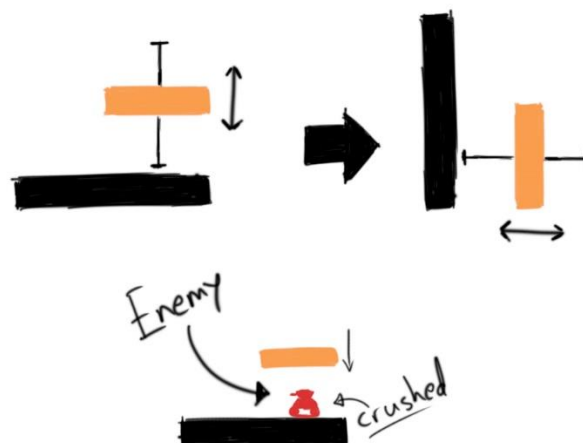
LADDER PLATFORM

A platform with a fixed ladder. Acts like a regular ladder when used for its traditional purpose to go up/down. However, if the player rotates the block, they will be able to rotate the ladder too, allowing the ladder to be used horizontally. When the player uses the ladder in this state, gravity does not affect them, and they can move laterally along the ladder whether or not there is a platform under it. The player can use this to not only climb heights but also to cross gaps and maybe even get past enemies undetected.

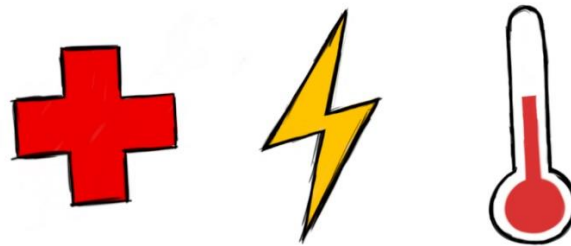


ELEVATOR PLATFORM

Standard elevator platform. Depending on how it is applied, it can raise and lower or block and push things out of its way. Though static enemies do not move, they can be moved by this platform. The player can also use this platform as a trap and crush enemies under it.



KEY ECONOMIES

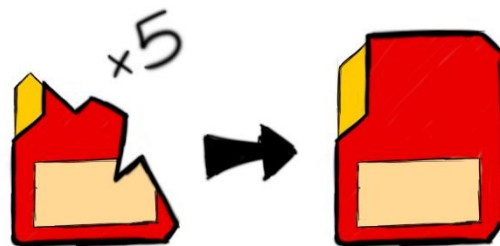


These are some of the key economies the player will be interacting with through their playthrough. First three are player statistics.

- Integrity: In other words, this is the player health. It is affected by attacks from enemies, fall damage and heat. It can be regained by using Repair Kits. The game ends if Integrity drops to zero.
- Power: Since the character is a robot, it can only function as long as there is power in its batteries. Power drops at a fixed rate and is affected by cold temperatures when it will drop faster. Power dictates player actions as they will need to optimise their route and act according to how much power they have left. If the Power drops to zero, the character is considered dead and the game is over. The player can regain Power by collecting Power cells.
- Temperature: This is a situational statistic and only appears in levels where extreme temperature is a factor. Temperature affects the player differently depending how hot or cold it is. If the temperature bar shifts to 'hot', it will only begin to affect Integrity once it fills up. On the other hand, when the temperature shifts to 'cold', the player movement will get slower and slower the colder it gets. When Temperature reaches max 'cold', the player will completely freeze, and game will be over.

ACCESS CARD FRAGMENTSS AND COMPLETE ACCESS CARDS

As mentioned before, Security Checkpoints separate each layer of the City. To get through a Security Checkpoint the player will need an Access Card. However, Access Cards aren't readily available in the game world. There are many Access Card Fragments lying around the world that have broken off of other older, obsolete robots. The player must **collect** enough Fragments to **assemble** them into one Access Card. This can then be traded at a Security Checkpoint to gain access to the next region.

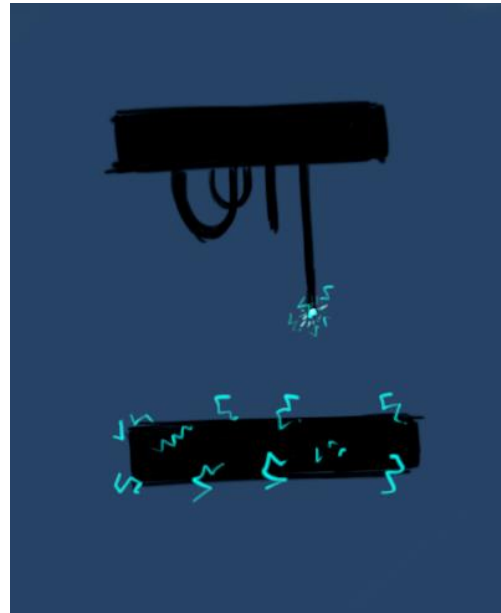


HAZARDS

LIVE WIRES AND ELECTRIFIED PLATFORMS

Some platforms inside a block may have faulty, loose wiring hanging from under them. These are harmful as the player will **lose Integrity** (health) the longer they are in contact with the wire. The player will have to plan their route avoid these. Live wires are also harmful to sentries. Sentries will avoid live wires in an 'unaltered' state, but when they are chasing the player, they will ignore the wires. Hence, the player can 'bait' the sentries to drive/fly into the live wires.

If the platforms are placed in such a way that the 'open' end of a live wire is in contact of another platform, the wire will electrify the entire platform. Since, the player can turn the platforms 360 degrees, the 'open' end of a live wire may even come in contact with the 'origin' platform (i.e. the platform the wire is hanging from). In such cases, the wire will electrify this block. Electrified platforms have the same properties as the wire and have the same effects on the player and enemies.



*Live wires and electrified have a small side effect that when a player comes in contact with one of these, they will **regain** a small amount of **Power**. However, it is up to the player if they want to take the risk of trading their **Integrity** (health) for a little bit of **Power**.*

EXTREME TEMPERATURE

Some levels in the City and most of the Mines will have extreme temperature as an added challenge to the players. Playing as a robot, temperatures too high or low are not 'unhealthy' for them. In these levels the best way to ensure the players survival is to move fast and take shelter wherever possible.

HEAT

When the player is experiencing high heat, their internals begin to malfunction. The player will notice their character's Temperature rise and notice their HUD glitching and flickering, making it harder to read information. They will also take Integrity (health) damage the longer they are exposed to the heat. Exposure to heat depends on where the player is. Player will experience less heat the further they are from the heat. They will experience the highest heat when crossing gaps that have no platforms underneath.

The player can manage heat by interacting with items that are exclusive to these types of levels. The player may come across **Coolant** throughout their journey. Coolant are items that **absorb heat** from the player, restoring their temperature. It will also grant **immunity** to heat until it wears off. The player can collect Coolant from levels or unlock them from the Workbench and can use them whenever they want. **Air Vents** found throughout these levels let out cool air. The player can use these as resting points to cool down and lower their Temperature.

COLD

In some levels in the City, especially from the Understory region, the player will face extreme cold weather conditions. In cold conditions, the character's joints begin to freeze up. The player will notice their character's Temperature dropping and experience **slower movement** the longer they are out in the open. In cold conditions, the character's internal heating systems will also be working harder to keep the internal systems from freezing, thus consuming more power. The player will experience a faster **Power** drain the longer they are exposed to the cold.

The player can **combat cold by taking shelter** under platforms to regain Temperature. They regain Temperature faster if the platform above is closer to the character. This effect is stronger with longer platforms. **Radiators** are found in some levels that give off heat. The player can use this as a resting point to regain Temperature before heading out into the cold again.

UPGRADES

The player can unlock upgrades for their character. These will improve their vitals and enhance their abilities.

BATTERY PACK

Battery Pack is an upgrade the player can apply to increase the **Power** of their character. Upon applying this upgrade, an icon of the battery pack will appear next to the Power bar. The icon represents the spare battery pack. When the Power bar is depleted, the icon is removed, and the bar is refilled to max. A 'pinging' sound plays to indicate that the character has changed batteries.

PLATE ARMOUR

With this upgrade, the character applies plates of armour over the limbs and chest to increase their **Integrity**. With this they are able to sustain more damage from sentries and survive falling from greater heights.



IMPROVED MOTOR

Improving the motor of the character's limbs will allow it to **move faster** through levels. A faster movement speed naturally increases the distance the player can jump.



HEAVY DUTY JOINTS

This upgrade increases the power in the legs and replaces the standard joints with new, stronger joints. With this upgrade the player can **jump higher** and survive greater heights by taking less fall damage.

CORE CASING

Cover the vitals in a protective insulating case. The casing seals all the core components inside and improves the heat management system inside the body, allowing it to increase insulation in cold temperatures and open cooling vents in hot situations. With this upgrade the player can better **survive the harsher temperatures**.

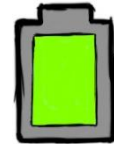
CONSUMABLES

Consumables are items that are either found in the levels or can be purchased in the Workbench. Some items boost player stats while others help in platforming. Some items are instant use and are applied immediately while others can be stored in the player inventory.

BOOSTERS

These items will restore small amounts of player stats or briefly enhance them. They are only found scattered in levels and cannot be bought in the Workbench. Once picked up, boosters are applied immediately.

- Power Cells: When picked up, they restore a small amount of Power. If the player's Power is already full, they gain a percentage of their max Power as an 'overcharge' short time. When the player is overcharged, their movement speed is slightly increased.
- Repair Kit: Picking up a Repair Kit fixes some damage and restores some Integrity. If the player picks up this item while already at full Integrity, this item will instead grant immunity to fall damage and attacks from enemies. This item will not grant immunity from damages suffered due to extreme temperatures.
- Coolant: This pickup is exclusive to 'hot' environments. When picked up, the Coolant lowers Temperature, but does not completely eliminate heat.

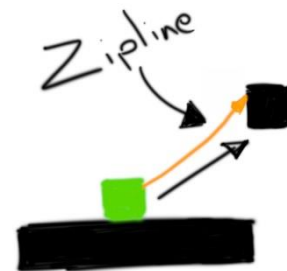


LADDER

A ladder can be stored in the player inventory and can be placed on the level to go up or down without having to place additional platforms. When the player presses the 'Use' key, the ladder is placed at the character position. Unlike platforms, ladders cannot be rotated.

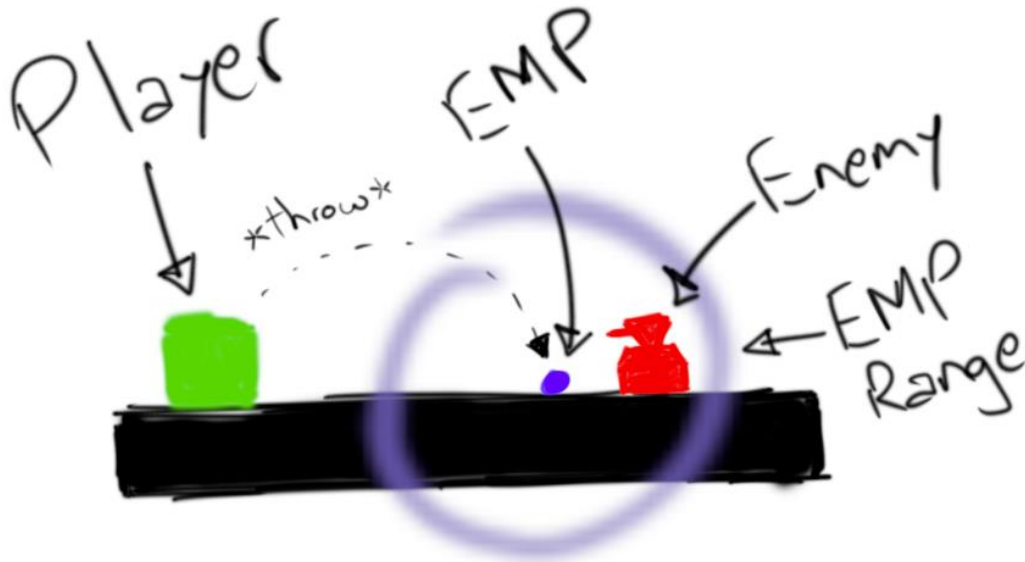
ZIPLINE

Like a ladder, the zipline can also be stored in the player inventory and used whenever the player wants. The zipline allows the player to instantly reach any platform within its range. This is especially useful because the zipline can allow the player cross wider gaps that a player jump cannot. The zipline is also very fast and can be used to escape sentry robots.



EMP

EMPs are throwables that temporarily disables all electronics in its vicinity. The player can use this item to momentarily disable sentries or shut down live wires and electrified platforms. The player will need to keep in mind to stay away from this device as it will also disable them.



ANNOYING MUSIC PLAYER

Used as a distraction, the Annoying Music Player is a radio-like device that plays loud music. The player throws the device at the desired location. When it lands, the music starts playing. This creates a distraction and attracts enemies to the position of the device. The distraction is temporary, and the enemies will eventually destroy the device and resume their patrol.

WORKBENCH

The player can unlock upgrades for their character at the Workbench. They can also unlock special platforms from here so that they can use them in future levels. Workbenches are leftover remains from construction projects and buildings that existed years or maybe even centuries ago. In the game world, our character uses these workbenches to create new items and tools from scrap found in the world to better the chances of its survival. All items unlocked at the workbench are permanent and will stay with the player for the remainder of the game.

INVENTORY

The player inventory will show all the platforms and consumables they have available for use in a level. Here they will be able to see all the platforms, special platforms, and consumables such as ziplines and EMPs. They will also be able to number of each item they are left with. Though the player will be able to view all items in the inventory at any time, depending what phase the player is in (Planning or Action), specific items will be usable. For example, the player can interact with Special Platforms only in the Planning Phase while a Zipline is only interactable in the Action Phase.

ENEMIES

There are two distinct types of enemies in BUILT, Static type and Patrol type. In the game world, all types of robots are called a Sentry even though some do not have it in their name.

STATIC

SENTRY TURRET

Standard issue robot. Without the ability to move around, these robots have a very long battery life and the lesser number of moving parts make it more reliable, thus having them most commonly deployed in the lower depths of the City. Equipped with a standard issue military rifle, Sentry Turrets deal moderate amount of damage to the player. However, they will stop shooting if they lose sight of the player.

SENTRY LOOKOUT

Equipped with a High Definition camera and better sensor arrays, Sentry Lookouts can detect the player from a greater distance. The job of the Lookout is to alert other enemies of your location. When the player is spotted by the Lookout, other enemies rush to the player. If the player breaks line of sight from the Lookout, the enemies will still approach the last known position spotted by the Lookout. When this robot spots the players, Sentry Turrets will also shoot at the player even when the player is beyond their range.

The Sentry Lookout is also equipped with a taser and will shoot the player if they are very close to it. This will disable the player, allowing other enemies to catch up and shoot them.

PATROL

TRACKED ENFORCER

These robots have tank treads, or tracks to help them move. They are equipped with a standard issue machine gun commonly used in the game world. This gun allows the robot to deal high damage rapidly. Though the tracks allow this robot to move around, it can only patrol the patrol it is on and cannot climb up/down or jump across to other platforms.

JET ENFORCER

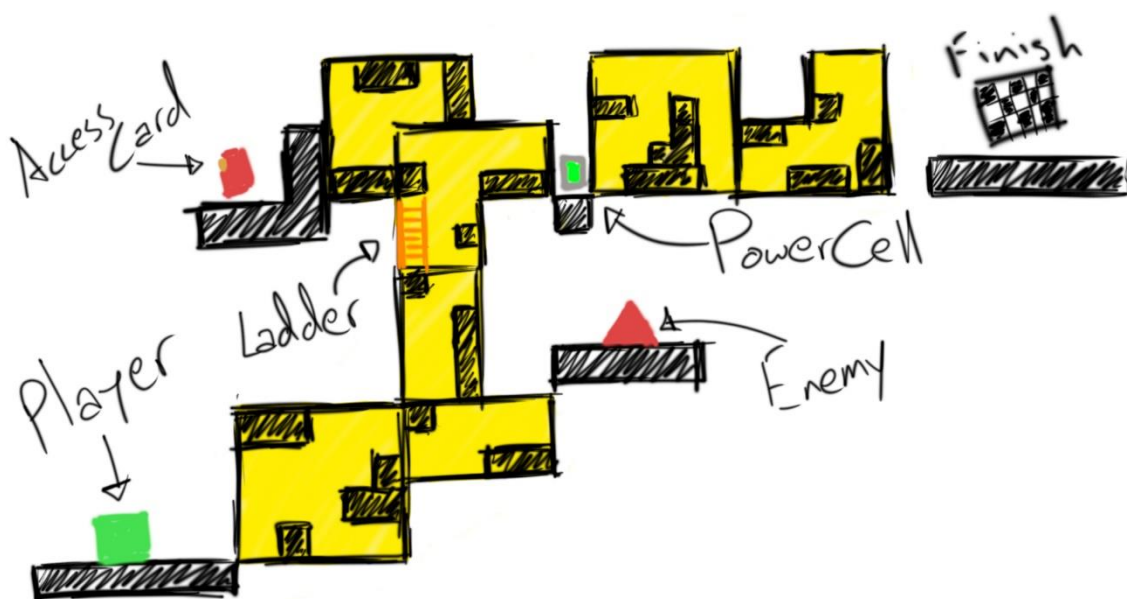
The Jet Enforcer is a jet propelled robot able to hover/fly over gaps and platforms. However, the need to be able to fly means this robot cannot carry heavy weaponry. Therefore, Jet Enforcer are equipped with a small pistol. This weapon deals lower damage than the Sentry Turret but at a quicker rate. Upon spotting the player, the Jet Enforcer will fly towards them and shoot.

SENTRY SCOUT

The Sentry Scout is a non-lethal version of the Jet Enforcer but with similar High Definition cameras as the Sentry Lookout. It is also equipped with a taser which it can use on the player when close enough. If the Sentry Scout loses sight of the player, it will approach the last known location of the player and wait a while over there before resuming its patrol.

LEVEL DESIGN

The player will usually start at the bottom of the level (exception: Mines) and off to one side. Their goal will be generally be, but not limited to the corners of the level. In the level, the player may find consumables like Power Cells lying somewhere between the player and the goal. Access Cards Segments will usually appear in places that are harder to reach. This is to create an additional challenge, encouraging the player to really work for it. Some Access Card Segments may even appear near enemies. A level may already have some Special Platforms in it by default, giving the player an opportunity. Overall, interactive objects in the level will generally spawn away from each other, so that the player has ample liberties to fill in the gaps. However, this is not a rule and really depends on the situation.



FUTURE PLANS AND BONUS MATERIAL

The plan is to continuously support the game post launch, taking community feedback to make necessary changes and improvements. The game has potential to dive deeper into other environments that co-exist within this world.

MINES EXPANSION

Dive deeper into the scorching mineshafts with this update. This expansion will dive deeper on the Mines, the Temperature mechanic and the downward gameplay. A new set of levels will be added with a new storyline to support it. Along with that, new mechanics and maybe even new enemy types and hazards.

SEWER EXPANSION

Louis is recruited to go down into the sewers and help fix damaged and broken networks of the drainage system running under the city. This expansion will introduce water and how it interacts with the player and other elements in the world. New game objective will be such as stopping water from flowing out by plugging up holes will be explored with this update.

MULTIPLAYER CAMPAIGN

The player can team up with one other friend to solve puzzles together. The multiplayer campaign will be separate from the main story campaign and will be designed specifically to be played with two players. In this game mode, the level is split from the middle of the screen and both players must help each to reach the top (or bottom or left or right) of the screen. Both players have a different set of blocks they can use and can place these blocks, but only on their friend's side of the level. Though the level is split the space is still shared, meaning both players can cross over to the other's side when running but cannot build there. This adds a level of complexity where both players must communicate and coordinate with each other to create a complete path to the goal which is at the opposite end of the level.

ENDLESS

This game mode can be played alone or with a friend. In this mode. The player can move and place blocks at the same time. The challenge is to keep building blocks and getting higher and higher as the ground underneath slips into oblivion. As the player survives longer the rate at which the level falls rises, and goal is to survive as long as possible.

MONETIZATION

BUILT will be sold as standalone, digital purchase available on third party digital storefronts (such as Steam and Epic Games Store), with paid expansions added later in future. The sale of the base game will fund the development of future updates and expansions. The base is complete by itself, without buying the expansions. However, the expansions bring new stories and new mechanics for the player to experiment and use in the expansion levels and the main story levels. Another area of monetization is Art Packs. Art Packs, that change the appearance of the game can be purchased to give the game a new look. Some examples of Art Packs are the 'Realistic Shaders Pack', that replace the standard pixel art lighting style with realistic lighting, shadows and volumetric fog. Another Art Pack can be 'Toon Pack' which completely replaces the base art of the game with 'comic book' style graphics, giving the feeling of playing inside an old comic book. All expansions and Art Packs will be available for purchase from the store page of the game on the digital storefront.