

# Grime Fighters:

## *Battle for the Grout*

A game about grout, designed by Alejandro R. Sedeño for MAS.490.

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## **Introduction/Overview**

Grime Fighters is an action packed side-scroller in which the Agents of C.L.E.A.N. do battle with the evil Masters of G.R.I.M.E. The player ventures deep into enemy territory, freeing the Lands of Grout from the control of G.R.I.M.E.

## **Game Mechanics**

The player will guide his character through an essentially two dimensional world, similar in style to games such as Super Mario Bros.

### ***Basic Controls***

The character's range of movements is essentially limited to left and right movements, controlled by the left and right buttons. For each of these, the player will press and hold the direction to move the character. There is a fairly short buildup in speed, allowing the player to tap the directional buttons for small movements and hold them for a more sustained walking movement.

In addition to walking, the character may run by holding down the run button and one of the directional controls. This will increase the movement rate of the player by about a factor of 2.

The characters will have the ability to jump, allowing them to overcome obstacles such as pits. On average, a character will be able to jump to about 1.5 times its height, though this may be modified by items.

If the character jumps while standing still, their range of motion in the air should be limited in distance. When moving, a jump should take the character approximately the same distance as he would have moved in the same amount of time if he hadn't jumped.

### ***Attacks***

The player initiates an attack by pressing the Attack button. Attack methods vary with characters, but are commonly straightforward, left or right directional attacks. Both missile and melee attacks are possible, again depending on the character. All normal attacks of the same types will have equal strength, with modifiers when applicable. Characters will typically have only one of these types of attacks as their primary.

### **Missile Attacks**

Missile attacks proceed away from the character in a generally left or right motion; most may also fire along the diagonals. Range can vary from half a screen length to just beyond the screen's edge.

## **Melee Attacks**

Melee attacks are only useful in close quarters and can be directed in any of the eight cardinal directions. These attacks will be slightly more powerful than missile attacks to counteract the close-quarters requirements.

## ***Character Selection***

The player will have a number of characters to choose from, each with their own abilities and attacks. By pressing the Menu button, the player can bring up a character selection menu, allowing the player to change characters at certain points of the game. Some areas might be better suited to different characters, requiring unique abilities to make parts of it easier. After selecting a character, the player presses the menu button again to return to gameplay.

## ***Inventory***

Along side the character selection will be an inventory of items collected throughout the game. Here the player can store a number of special items for later use. When the player selects an item, the player returns to game play with that item activated.

## ***Enemy Encounters (Life Meter)***

Enemy units will damage a character on contact or using missile weapons, causing the character to lose a bar (or more) on his life meter. When the character's life bar is depleted, the character is incapacitated until the next level. If the option to switch characters is available to the player at that time, the character selection menu automatically comes up and the player continues with a new character from a nearby start location. If the player cannot switch characters for any reason, then the player is returned to the beginning of the level and has to start over. Such reasons include falling into pits or losing all the characters.

## **Characters (C.L.E.A.N. Agents)**

### ***Soap Samurai***

An agile agent with a soap sword that will cleave any grime, this character is an excellent jumper with decent speed and melee attacks.

### ***Agent Shine***

Shine is a sharp shooter who fires potent cleaning sprays at his foes. He is less agile than Soap Samurai, but is better suited at working from a distance.

## **Artificial Intelligence (Enemies)**

### ***Basic Baddies (Minions)***

These are the generic enemy units, which will be used often. Unless otherwise stated, these baddies follow a very simple moving pattern, in which they enter on one side of the screen and work their way across to the other side, or down a pit if encountered and a land unit.

### ***Spotty***

These hard water spots aren't nearly as tough as they look. They are the easiest of G.R.I.M.E.'s forces and will be found most everywhere. Spotty is a medium speed land-based baddie that just runs into the player.

### ***Bacteria Bill***

This is the basic missile-based enemy unit. Bacteria Bill is slower than spotty, but shoots bacterial bullets in the direction of motion in a consistent manner (such as every three steps).

### ***Sally Spore***

Like Bacteria Bill, but air-borne. She fires spores down at the characters and is more clever than Bacteria Bill, aiming at the characters instead of straight ahead.

### ***Boss Baddies***

These baddies are more powerful and intelligent than the minions listed above. They are encountered at the end of each level.

### ***Grout Golem***

This boss is what happens when grime gets so bad that the grout comes alive. Under the control of Master Mildew, these golems are tough but slow, and will throw grout boulders at the characters. This boss is not unique and can vary in strength.

## **Calcium Carl**

A hard water spot, like Spotty, only much larger and more intelligent. Calcium Carl tosses calcium spots at the characters. If they miss, they coat the ground for a limited amount of time, slowing the player if he steps on them.

## **Mildred Mildew**

Queen of G.R.I.M.E., she attacks the characters up close, and leaves a slick trail behind her, causing the characters to have less traction. She may try to knock players into various obstacles causing more damage than normal impact would.

## **Master Mildew**

The supreme leader of the Masters of G.R.I.M.E. this is one tough baddie. He throws mildew bubbles at the characters, and will spawn Sally Spores when he gets desperate.

## **Game Items**

Various items may be found scattered throughout the levels, giving the player special abilities for a limited time.

### ***Soap Bubble***

These allow the player to jump longer distances by decreasing the character's decent rate. They can be used for at most 10 jumps and will pop after 30 seconds.

### ***Antibacterial Agent***

These fortify a characters attack with antibacterial power for 30 seconds, doubling the damage dealt. (does not stack)

### ***SuddShield***

These provide a character with invulnerability from standard attacks for 30 seconds. They don't protect against falling down pits.

## **Game Progression**

The game begins near C.L.E.A.N. HQ and takes our characters through the Land of Grout, ending in G.R.I.M.E.'s fortress. The game is broken up into eight levels, which are grouped in twos. The odd numbered levels end in battles with a Grout Golem, while the even ones end in a battle against the area master. The Golems in later levels are stronger than those earlier on.

### ***Level 1-2***

These levels are fairly straightforward, warm colored, and intended as an introduction to the game. Obstacles include some small pits and a number of platforms to allow the player to get the feel for the controls. Spotty and Soap bubbles are introduced in level one, Bacteria Bill and Antibacterial Agent are introduced in level two.

Both of these levels end with a battle against a Grout Golem; each Grout Golem is stronger than the last.

### ***Level 3-4***

These levels bring our players into Calcium Carl's domain. These levels are grey-heavy with regards to the color palette. They are heavy on Spotty's and have a rocky terrain with many pits. Soap Bubbles will be useful here.

Level four ends in battle with Calcium Carl himself.

### ***Level 5-6***

The characters are now nearing the fortress, and things are looking greener. Appearances should be medium-light greens, and some patches of slick floor. These levels are platform heavy and introduce Sally Spore.

The master of this area is Mildred Mildew.

### ***Level 7-8***

Level seven takes place outside the fortress, level eight inside. These levels are darker than the last set, with the fortress being darkest. The layout of these levels should be more complicated than those before, incorporating elements from all the previous levels.