

The Binding of Isaac: Rebirth: Game Design Document

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High-Level Concept (one sentence to describe your game): Fight through dungeons filled with monsters as an adolescent boy that weaponizes his tears and hides from his homicidal mother.

Game Goals:

- Fight your way through each floor by killing monsters and death traps
- Choose whether you ascend to the heavens or descend to the underworld
- Destroy and conquer the most powerful figures based in Christianity
- Obtain 1 of multiple endings
- Repeatedly play through and continue unlocking more content

Story Overview:

Isaac is a kid who lives with his overly religious mother. One day, she hears voices from God commanding her to do deeds that endanger and/or harm Isaac, like taking away his belongings and locking him away in his room. His mother receives a final command from God to make Isaac a sacrifice to him to prove her loyalty and devotion. As she bursts into his room with a knife, Isaac escapes through the basement by a trap door. From there, his imagination runs wild as he fights against monsters and demons and other figures from the Christian religion while trying to survive.

Game Controls

Keyboard:

- WASD: walking up, down, left, and right
- Arrow Keys: shooting up, down, left, and right
- Bomb: E
- Item: Space
- Pill/Card: Q
- Drop: L CTRL (hold)
- Swap Items: CTRL (tap)
- Map: Tab

- Fullscreen: F
- Restart: R
- Mute: M
- Pause: P

Controller:

- Left Joystick/directional pad: walking up, down, left, and right
- Right Joystick/standard buttons: shooting up, down, left, and right
- Bomb: Left Bumper
- Item: Right bumper
- Pill/Card: Q
- Drop: Right Trigger (hold)
- Swap Items: Right Trigger (tap)
- Map: Select
- Restart: N/A
- Mute: N/A
- Pause: Start

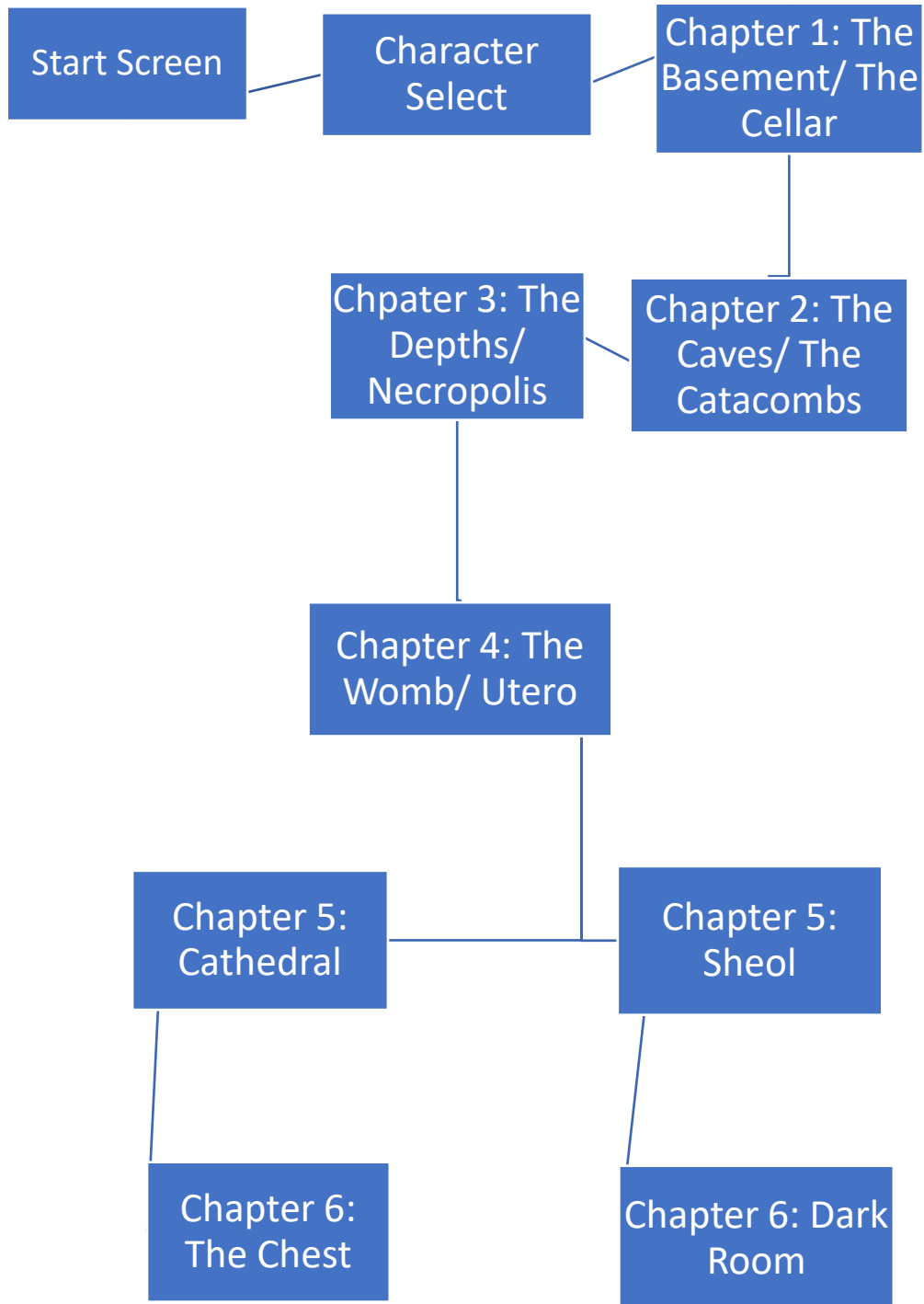
Scoring

The score you earn is dependent on every action you do to either increase or decrease the score. It's based on time spent, enemies killed, damage taken and received, items picked up and which specific bosses you kill.

Universal Game Mechanics

- Standard controls such as walking, shooting, and using both consumables and active items that are on hand
- Collecting power ups and synergizing them
- Collecting items and either utilizing them or trading them for other rewards
- Potentially unlock secrets like hidden passageways, time-based rooms and passages, and items hidden in the environment

Game Progression



Economy

- Health: This is your standard measure of life; once you run out, it's game over. For veteran or seasoned players, if they have the skill and extra hearts, they can find a blood donation machine, devil rooms for devil deals, or traders to sacrifice life points or overall life point slots to reap more sinister and/or powerful rewards. If they were to get one-time life point alternatives like soul hearts, they could use those too, but 3 instead of the standard 1 heart. This is advised for players who want more of a challenge or more of an advantage. Finally, blood donation machines give coins and sometimes traders can give you any of the currencies and one of a few powerups.
- Coins: This is your standard currency. You use it at shops, donation machines, fortune teller machines, and traders. Some active items and power ups are also dependent on coins as well, such as raising your power the more coins you have or having a little slot machine on the go incase you need a quick fix for something. You can also use this in certain situations to buy more bombs and health supplements through normal transactions
- Bombs: This is your standard alternative of attack. Incase you need some extra damage dealt or want to destroy the environment; you can do so with a bomb. Unlike shooting, bombs are a finite form of attack unless you buy more or have a bomb powerup, but powerups will not help you use them as currency because only non-active bombs are acceptable, not active ones. Their only use as currency is that you can trade them with traders. The more reliable strategy for gaining something out of using bombs is to blow up structures and kill enemies. This will allow you to access more rooms and chests that contain hearts, keys and coins than if you were to spend them.
- Keys: This is your standard item to enter special rooms. Aside from that use, you can trade keys with traders. They are more useful when used on chests and doors, which will allow you to obtain any one of the currencies to varying degrees. They are like bombs in the sense that they have more applications when used practically rather than for trading.

State Modifier:

Your main method is collecting powerups and items. The changes can be big, small, useful, useless, convenient, disadvantageous, etc. These powerups can have any affect from affecting your regular character stats, increasing, or decreasing your currencies and items on hand, or activating passive or temporary effects. For example, getting the mutant spider passive ability lets you shoot 4 tears at a time while reducing your shot time; getting Libra gives you 6 coins, bombs and keys; and getting compass reveals special rooms on the map such as stores, boss rooms and hidden rooms. The only way you could not change your state is to not collect a single item because there will be some affect that will alter your playstyle whether passive or active.

Technological Requirements

MINIMUM:

OS: XP

Processor: Core 2 Duo

Memory: 2 GB RAM

Graphics: Discreet video card

Storage: 449 MB available space

Sound Card: Yes

RECOMMENDED:

OS: Windows 8 / 7 / Vista / XP

Processor: 2.4 GHz Quad Core 2.0 (or higher)

Memory: 8 GB RAM

Graphics: Intel HD Graphics 4000 and higher, ATI Radeon HD-Series 4650 and higher, Nvidia GeForce 2xx-Series and up

Storage: 449 MB available space

Sound Card: Yes

Art Style Guide (include several images for each header)

Overall Art Style



The art style will consist of 2d pixel sprites with strong bold outlines and facial features that stand out when needed such as bulbous eyes and an expressive mouth. The item sprites will be the smallest and look very blocky, so the outlines will need to be bolder and the shapes will be very varied. The characters and general enemies will be bigger and more detailed; the other aspect is that since players will grab powerups, their looks will sporadically change to have anything from new components, extra limbs, or stains on them. Then the big boss characters will be much bigger and have plenty of room for details, curves, and body parts; their attack patterns will also have more attention to them. Characters specifically will have more bulbous body features and 2010s Newgrounds style influence as well. Everything else from rooms, items, UI, etc. will also be pixelated as well to keep the theme consistent and the influence of 2d Zelda more apparent.

Color Palette



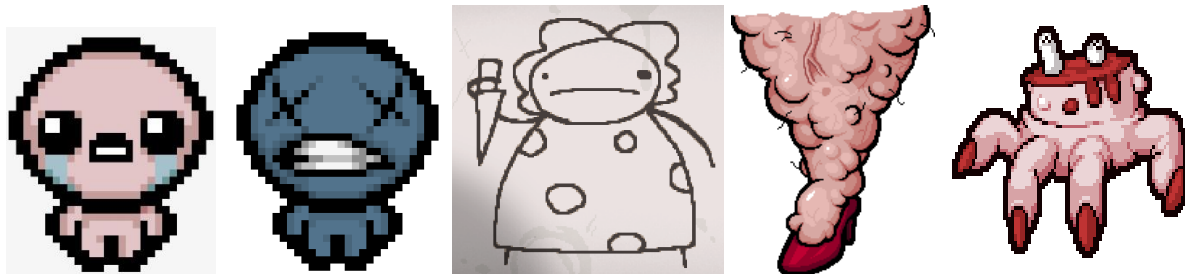
The game will utilize most, if not all, possible colors for most of the sprites. The major theme of the game is very dark, so most of the sprites will utilize darker colors, black and a mixture of both. Characters like Azazel and Isaac (boss fight, not playable character) keep a consistent color choice but mostly stay dark. Other ones like Gabriel and Mother use lighter shades and more vibrant colors. There are literally hundreds of different locations, items, and characters, so colors will have many different applications like either having sprites stand out from one another or blend in with each other. It will keep the game fresh, keep it varied, and allow us to experiment more with different style choices.

Game World



The game will take place in Isaac's mind. Because he is mentally scarred and is currently hiding from his mother who's trying to sacrifice him to God, his mind runs wild and is filled with religious upbringing. This cause the locations to be anything from his own basement, a mysterious location called Utero, a cathedral, or this world's version of heaven and hell. Each chapter will structurally stay the same being randomly generated with different rooms and art styles. The Basement is brown, drab and has wood all around. The cathedral is light blue, vibrant and is comprised of stone. The chest is brown with yellow, has metal structures, and mostly comprised of wood. This style is reminiscent of Isaac's actual toy chest and the chests in the game. The further the player goes, the more distorted and/or possibly disturbing the journey might become.

Characters



- Isaac: Isaac is a young adolescent boy who lives with his single mother and is raised in a Christian household. Isaac's life inside and outside his home is filled with torment, humiliation, and pain. His peers pick on and humiliate Isaac, he has nightmares and fears of dying, and he is neglected by his parent. Eventually, his mom started stripping Isaac of his belongings and freedom. He starts to view himself as some source of sin or the embodiment of it. The tipping point was when she tries to chase after Isaac with a knife, so he hides in a chest with dark thoughts and

nightmares running through his mind until he. During his time in the chest, scenarios run through his mind of him trying to survive monsters, demons, and other religious figures that cause him harm. Before he passed, he leaves all his belongings to his cat, Guppy, who was in the chest with him as well.

- Mom: Mom is Isaac's mother and doesn't have any other alias available. She tried to raise Isaac as her husband walked out on them during Isaac's adolescence. Since then, she's been melancholy until she started to watch Christian broadcasting and found peace with it. Eventually, she starts to hear voices from above and God talks to her. He starts asking her to carry out certain deeds to prove her devotion to him, so she starts taking away Isaac's belongings and eventually locks him in his room to hide him from the evils of the world. The final deed was to offer God a sacrifice by killing Isaac to prove her loyalty, and she agrees. She takes a knife and barges through Isaac's room to kill him. She can't find him anywhere and starts to put up missing posters until she eventually finds Isaac's remains in his chest in his room.

There are many other characters that have some influence in the story, connections to either Isaac or Mom, or take different forms of Isaac or Mom. However, they are not significant enough to warrant their own character entry because you interact and get to know them more during gameplay rather than the backstory, main story, or the endings. These include Guppy, Satan, Isaac's dad, different forms of Isaac, different forms of Mom, all playable characters, all familiars, all transformations, all enemies, and all boss characters.