Game Name Here

Game Design Document

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Game Design

## Summary

My game is a music guessing game. A song will play at random and the player must choose the right answer.

## Gameplay

The gameplay is pretty simple because one song will play and there will be 4 choices to choose from and if the right answer is chosen then the player receives a point. If the player gets up to 7 points then they have one the game. If they get one wrong they lose and straight at zero points. And there will be a timer and if it runs out you also lose and the time to chose becomes shorter and shorter as the amount of points the player gets increases.

## Mindset

I intend in provoking the emotions of frustrated, nervous, and hurried. They are provoked because they the timer will make them feel nervous and hurried. The player will also become frustrated because if they get one song wrong they will lose the game and losing in general makes people frustrated.

Technical

## Screens

Think about and draw each screen of you game.

1. Title Screen (red with white text)
   1. Instructions (basic due to being simple game)
2. Game Screen (4 sections, each having a song choice),
3. Correct Answer Screen, when the right answer, timer runs out, or the player chooses the wrong answer a picture of the artist will show showing the correct answer and either go onto the end credits or next round.
4. End Credits (say that the player either lost or won)

## Controls

The player will interact with the controls by when they want to choose an answer they wil choose the button with there guessing song choice.

## Mechanics

There aren’t any interesting mechanics in this game besides maybe a bar decreasing at the top showing the amount of time left to answer and the timer decreasing as the players earn more points to intensify the game.

## Game Flow

1. Starts with the starting screen and shows the instructions
2. Player will press enter to start game
3. A song is chosen by random and is played
4. The player must choose the correct answer
5. If the correct answer was chosen or not, the correct answer is shown
6. If player is correct they will go on playing until they have reacted 10 points or loses, but if the player lost then they will be shown the end credits.

## Graphics Needed

1. Blocks saying answer to choose from
2. A correct screen showing artist and song

## Sounds Needed

1. Effects
   1. Wrong answer sound
   2. Correct answer sound
2. Music
   1. Single ladies by Beyonce
   2. Stairway to Heaven by Led Zeppelin
   3. Billie Jean by Michael Jackson.
   4. Bohemian Rhapsody by Queen
   5. Birthday Song
   6. Mary Had a Little Lamb
   7. Yellow Submarine by The Beatles
   8. I Will Always Love You by Whitney Houston
   9. Wanna Be by Spice Girls
   10. Baby One More Time by Britney Spears
   11. Don't Stop Believing by Journey
   12. Thank u, Next by Ariana Grande
   13. Lost in Japan by Shawn Mendes
   14. I Like It by Cardi B
   15. Shake It Off by Taylor Swift
   16. Fake Love by BTS
   17. Humpty Dumpty
   18. Finesse by Bruno Mars and Cardi B
   19. Toxic by Britney Spears
   20. Post Malone something
   21. Donald Mclovin something

Schedule

1. Develop skeleton of game (try to finish in first week)
   1. Start screen
   2. Game screen (game panel, 4 buttons, etc)
   3. End screen
2. Music screens (2 to 3 weeks)
   1. Make clips of each song (probably need to make class for each song)
   2. Make answer possibilities
   3. Make correct screen
3. Create Timer
4. Timer to countdown
5. Timer decreasing when player earns more points

4. Piece Together Parts

1. If get song; wrong go to end screen
2. If get right; score goes up, timer decreases
3. Make game run multiple rounds
4. Create score

5. Finishing Touches

a. Graphics

b. Game runs smoothly