

Lil Sim Demo

Game Design Document

Version	Date	Description	User
1.0	29/06/21	Initial version of GDD	Alex

Game Overview

A Clothes shop in a rural town.

Game Concept

An interactive shop where the player can buy and sell clothes and edit their appearance.

Features

Main Features

“Talking to the shopkeeper, buying/selling items, item icons, item prices as well as equipping the bought outfits. The outfits that are equipped should be visible on the character itself.”

Dialogue

There will be conversations to be had with the shop keeper and other patrons.

Shopping

Money and Trading. Item Prices and Icons.

Equipping

Equipping clothes and seeing them on the player.

(For this to work the player needs both a bandana and cape equipped.)

Secondary Features

Intractable

Items in the scene want to be interactable, so they can be moved around.

Customizable

Clothes Items can be customised with different colours (or effects).

Gameplay and Mechanics

Movement

Characters will move via physics and colliders.
Controls are WASD.
Walls will use colliders.

Interaction

The player can use E to interact with most objects.
The player can use Q to customise certain items.

Inventory

Inventory will be a simple grid in a scrolling window. Different tabs info and inventory.
Inv and Equip will be combined, start with a simple click to equip, maybe move to drag and drop.

Shopping

Pick up items from the store and move them to the counter to pay.
Counter has a trigger area for items inside it.

Talk to the shopkeeper to open up the shopping menu.
Purchase items in cart.
Option to sell items back.

Items

On the shop counters.
Can be picked up and moved with E
Can change color with Q
Will extend from item and has a class for equipment type. (Torso, Bottom Hat, Boot)

Environment & Levels

Map

Start with a simple shop and get the mechanics working.
If there is time, work on moving between areas.

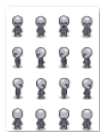
Art and Animation

Art Style

Got base images for free from the Unity Store and itch.io.

Editing sprites sheets and creating/editing icons in photoshop.

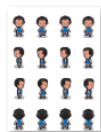
Reference Images



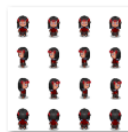
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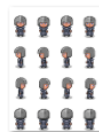
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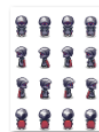
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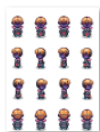
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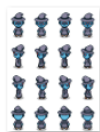
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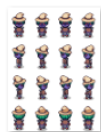
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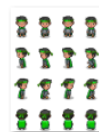
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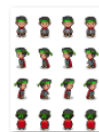
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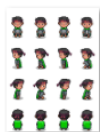
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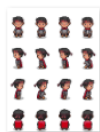
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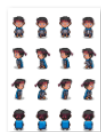
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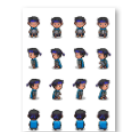
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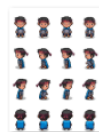
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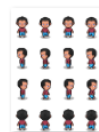
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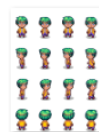
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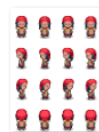
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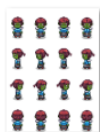
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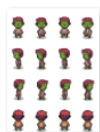
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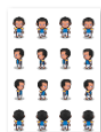
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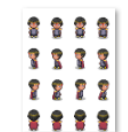
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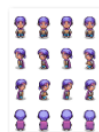
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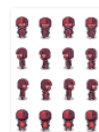
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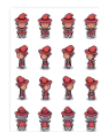
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Animations

- Idle
- Walk
- Interact

User Interface (UI)

Main Menu

Game Screen

No need for health etc right now.

Money Counter

Show money at top of screen.

Inventory

Tab for stats, showing item info.

Tab for equipping with dedicated equipment slots.

Audio

Audio Bible

BGM

Some BG music would be nice.

SFX

Text sound for dialogue, footsteps, and maybe interaction sounds if time.

Dialogue

No Speech only written dialogue.

Notes

So to try and answer the guidelines laid out:

1. I have kept it top-down view like Stardew Valley.

2. A player character is able to walk and interact with the game world.
3. Features
 - a. Talking to the shopkeeper
 - b. Buying(not selling though) items
 - c. Item icons
 - d. Item prices
 - e. Equipping the bought outfits
 - f. Equipped outfits are visible on the character itself
4. I have used premade UI assets but my own UI design.
5. I have used premade Art assets but I have edited and created new images from them for this project.
6. All code I have written is brand new for this project.
7. I have uploaded the full project along with this document and an executable.
8. This is my GDD for this section. This is part of my explanation of the project, my personal thoughts are below.

So initially I was a little overwhelmed with the size of the task, given that I've been working full time this week (today is my last day today actually haha) hence why I would have liked to have done this on the weekend.

But even with just evenings I am quite happy with how it turned out.

It had it's challenges but overall I found this to be a creative project.

Although all the features I wanted aren't fully implemented, I think from my code and design, you can see where I intended it to go.

Whilst working on this test I have enjoyed it a lot, despite sleeping 4 hours a night haha.