Tintin The Treasure Traveller

Lucid Entertainment Ltd

GDD Written By Anthony Taite

Theme / Setting

This game takes place a faraway universe with multiple colourful worlds.

Core Gameplay Mechanics

* Running
* Collecting Pickups
* Jumping
* Dodging And Defeating Enemies

Targeted Platforms

* Windows
* Android

Monetization

The game will be offered as a free demo and will cost to get the full version.

The game will make use of micro transactions and charge people to buy power ups that increase their players capabilities.

Project Scope

Expected Cost

It will cost 200 – 250 thousand dollars to build the complete game with all functionality included.

Expected Time

It will take 6 – 8 months for the game to be finished.

Expected Time Each Stage Will Be Completed

Planning/Ideas/Game Design

Expected time: 1 Month

Development

Expected time: 4 Months

Visuals

Expected time: 4 Months (will be done alongside development)

Testing

Expected time: 1 Month (starts during last 2 weeks of development and visuals)

Marketing

Expected time: 2 Weeks Before launch and 1 month after

Teams List

* Ideas Team (1 person)
* Development Team (4 people)
* Visuals Team (2 people)
* Testing And Maintenance Team (2 people)
* Marketing Team (2 people)

Ideas Team

Team Member 1: John

John will be working on the plot of the story. Strategizing the game’s story, levels, characters etc.

For the first 4 weeks John will be employed full time at $50 an hour and working 40 hours a week. John will work another 3 weeks after that improving on ideas. He will work 5 hours a week.

Total Cost To Employ John: $8750

Development Team

Team Members 1, 2 and 3: Peter, Ross and Chandler

They will be in charge of the development and completing each item that’s been added to the backlog. Creating Scripts and implementing all aspects of functionality. They will continue until the game is ready for testing. They will each be working for 4 months, 40 hours a week at $50 an hour.

Total Cost To Employ Team Members: $96,000

Team Member 4: Lucy

Lucy will take the scrum master role facilitating the rest of the development team and making sure they are following the correct principles. She will each be working for 4 months, 40 hours a week at $50 an hour.

Total Cost To Employ Lucy: $32,000

Visuals Team

Team Member 1 and 2: Andrew and Cecilia

Andrew and Cecilia working on the visuals on each level. They’ll be working on everything that involves the look and feel of each environment.

Andrew and Cecilia will each be working for 4 months, 40 hours a week at $40 an hour.

Total Cost To Employ Visuals Team: $51,200

Testing Team

Team Member 1 and 2: Jed and Mark

Jed and Mark will be fully in charge of all testing and making sure when all the functionality is combined that the game has no bugs. Jed and Mark will be working for a month, 32 hours a week at $70 an hour.

Total Cost To Employ Testing Team: $17,920

Marketing Team

Team Member 1 and 2: Sarah and Sonya

One team member will take the morning shift and one will take the night shift. Both Sarah and Sonya will be in charge of all marketing campaigns and staying active and visible on social media. They will be actively trying to market the game to as many potential users. They will also be staying engaged with all followers on social media.

Sarah and Sonya will both work 6 weeks, 35 hours a week at $30 an hour.

Total Cost To Employ Marketing Team: $12,600

Total Costs

|  |  |
| --- | --- |
| Team | Cost |
| Ideas | $8750 |
| Development | $128,000 |
| Visuals | $51,200 |
| Testing | $17,920 |
| Marketing | $12,600 |
| Unity Pro Licence(1 Year) | $1500 |
| Total Cost | $219,970 |

Influences

Influence 1

Games – Crash Bandicoot

I’m sure when everyone grew up the came across or played Crash Bandicoot at some stage. With this game I wanted it to have a similar feel. Travelling through different worlds collecting items.

Influence 2

Video Games

Video Games are an excellent way to be immersed in a totally different life. For example Assassins Creed, takes place in the year 1191. This game gives you the chance to experience a different aspect to life as it currently is. This influenced the project because the ideas and scenes environment can be created according to your ideas which can extend as far as your imagination can.

Influence 3

Video Games

Video Games are a big influence. They are a good way to spend free time. Not only are you having fun but video games also offer other benefits. A few of those are improve hand eye co-ordination, make better and quicker decisions and it can also be a way to make new social connections. With this game we wanted to give value to users like other video games.

Elevator Pitch

Tintin The Treasure Traveller. A mind-blowing immersive game that drops you right in the action. Experience colourful but dangerous worlds. An evil entity has stolen a massive amount of treasure. Tintin (main character) needs your help to gather all the stolen treasure back before time runs out and The Dark Lord (evil boss) gets away for good.

Project Description (Brief)

We are going to start by getting all the concepts and ideas together. Design multiple level designs before any coding is started. After that the visuals team will create all the levels while the development team codes the scripts for the different objects and levels.

The testing team will then come in and make sure everything is working as planned. During the last leg of the project the marketing team will try build as much hype around the game as they can.

Project Description (Detailed)

The Design team will collaborate and think of as much ideas and plots for the story as they can in the first week. Throughout their employment they will design hundreds of levels so that we can only take the best of the best for our final launch. The best levels will then be worked on further to make sure detailed level designs are on hand for the development and visual team.

The Development and Visual team will then do their best to bring these levels to life. The development team will be creating the scripts needed for the games functionality. They will make sure to adhere to the current coding standards as well as keeping all the code as optimised as possible.

The Visual team will be working at the same time the development team is. They will be in charge of creating all the object that will be in the scene. They will implement all of the levels according to the detailed level designs created by the design team. If they feel visual aspects should be changed they will have full authority to make changes to the level design that they were given.

The Testing team will be introduced to the project 2 weeks before the development and visual team is done to make sure if collaboration is needed that it is possible. They will test the game extensively during the month they are employed.

When the project is nearing completion The Marketing Team will be in charge of creating hype and trailers for the game. Running advertisements and engaging with social media followers. They will continue to market the game until we reach our goal number of downloads.

What Sets This Project Apart?

* It’s kept simplistic but still challenging so it’s a great game for beginners through to advanced gamers.
* Games these days are sometimes overthought which can make them less enjoyable. This game gives an old school feel which could offer a lot to the old school generation as well as open the door for the new generation of gamers.
* Like I said it offers an old school feel. Combined with that it will have in game micro transactions, which gives it a monetary edge compared to most other games.

Core Gameplay Mechanics (Detailed)

Running:

The player has to run through each world before time runs out. The player will have to run through multiple environments collecting pickups.

Collecting Pickups:

The player will have to collect pickups in each level. Some are crucial to complete the level while others just offer positive or negative effects to the player.

Jumping:

There are a lot of platforms that the player will have to jump to and from. Jumping and timing of the jump is crucial to be able to complete each level.

Dodging And Defeating Enemies:

In each level there will be multiple enemies. The player will have to dodge them or defeat them by jumping on them.

Story And Gameplay

Story (Brief)

Tintin the main character will have to travel through multiple worlds collecting all the treasure that had been stolen by The Dark Lord.

Story (Detailed)

Tintin is in a universe where half of all the universes treasure has been stolen by The Dark Lord. As the Dark Lord was retreating back to his secret lair he did not realise he was dropping all the treasure he had stolen. Tintin needs to get back all the stolen treasure that has been scattered throughout multiple worlds in the universe. He has a map that leads him to the first world where stolen treasure has been spotted. In each world he has to collect all the treasure and then find the door to leave the level before time runs out. The door is a magical portal that will lead him to the next world. Each level has multiple enemies that he will have to defeat on his journey. After finishing all previous levels it will lead him to The Dark Lords lair where half of all the stolen treasure is. He will have to defeat him and then claim back the remaining treasure.

Gameplay (Brief)

The main character will have to collect all the treasure on each world or collect the magical key before he can move on to the next world. When he goes through every level and the final door he will have completed the game.

Gameplay (Detailed)

The main character will have to collect all the treasure on each world before he can move on to the next world. He can also beat the level by collecting a magical key that will unlock the door for him. Each level has a magical key. Though, to obtain these keys is extremely challenging and is not for the faint hearted. Each world has a different feel and environment. As the main character you have to make it through all the worlds and collect all the treasure to beat the game.

Since there are two ways to ways to complete the level:

* Collecting the levels key or
* Collecting all the coins

To completely finish the game and have a chance to go against the Dark Lord and collect the remaining treasure... you will have to make sure that all treasure and keys have been collected from the previous levels.

There will be 20+ worlds in the initial launch of the game.

I’ll go through a couple in this document.

Level 1 – World 1

The first world floating. It has is a grassy plane and many wood like floating platforms and walls. It has scattered treasure, a magical key, multiple pickups as well as multiple enemies. Once you have collected all the treasure in the world or collected the magical key you have to leave through the door before time runs out.

Level 2 – World 2

The whole of the second world is a desert. It has a pyramid located in the middle of it. The world is scattered with enemies and stolen treasure. This level has multiple pickups that impact the player in different ways. Once you have collected all the treasure in the world or collected the magical key you have to leave through the door before time runs out.



Enemies

Running into the side of enemies will do damage to the player

Jumping on top of enemies will kill them

Pickups

Coin: Will add one the Coin count

Key: Will change key collected to “yes”. One key located on each level

Grow: Will add 1 to the x, y and z scale variable inside the transform component

Shrink: If a grow pickup has been activated the shrink pickup will restore original size of the player

Health: Will restore players health back to 100%

Minus10: Will subtract 10 seconds from the time remaining

Plus10: Will add 10 seconds from the time remaining

SuperJump: Allows the player to jump higher

Door

Running into the door with all the coins collected or after obtaining the key will take you to the next level.

Assets Needed

2D Textures

Level 1

* Floor on terrain (Bag Idea Studio Stone Frog Package)
* Bark on floating platforms(Lylek Games Island Assets Package)
* Water Plane under terrain (Lylek Games Island Assets Package)

Level 2

* Sand2 on terrain(Lylek Games Island Assets Package)

3D

Characters List

* Tintin (player)
* Stone Frog Minion (enemy)

Environmental Art

* Sculpted Environments
* Bark platform slabs
* Bark walls
* Desert slabs
* Desert Walls
* Wooden Door

Sound

Start Menu:

Menu Soundtrack

Level 1:

Level 1 Soundtrack

Level 2:

Level 2 Soundtrack

Level 3:

Level 3 Soundtrack

Congratulations Screen:

Menu Soundtrack

Sound List (player)

Character Movement Sound List

* Footsteps (running and walking)
* Jumping
* Landing (after jumping or after falling down)
* Scream (when falling for more than one second)

Character Hit/Collision Sound List

* Hit Sound (when colliding with walls)
* Pickup Sound (when collecting pickups)

Character On Injured/Death Sound List

* Hurt Sound (when injured by enemy)
* Scream (when killed)

Code

Player Scripts

* Third Person User Control
* Third Person Character

Enemy Scripts

* Enemy

Ambient Scripts

* DamagePlayerEvent
* EnemyDeathMessage
* GameManager
* Singleton
* UpdateUI
* ChangeLevel

Scripts On Pickups (Each for a different pickup)

* Coin
* Key
* AddHealth
* AddTenSeconds
* MinusTenSeconds
* Grow
* Shrink
* SuperJump

Script For Menu

* MainMenu1

Animation

Player – Third Person Animator

Enemy – Death animation on death

Schedule

Design Stage

Expected time:

Completed At End Of 1st Month

Milestones

* Hundreds of level designs
* 20+ of the best levels made into fully designed levels
* Complete storyline created

Development and Visuals Stage

Expected time:

Completed At End Of 5th Month

Milestones

* All levels created and colours work well
* All functionality implemented

Testing Stage

Expected time:

Completed At End Of 5 Months 2 Weeks

Milestones

* Game thoroughly tested at 5 month mark
* Everything works as intended and there is no further testing to be done

Marketing Stage

Expected time:

Completed At End 6th Month

Milestones

* Game has been marketed for a full month
* The games social media accounts have at least 100,000 followers combined

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