

# The Missing One

## Game Design Brief

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Doc V1

# Design Brief Introduction

The Missing One is an adventure platformer game about a plane that carried 10vb passengers that unexpectedly crashes into an island and causes widespread panic in the United States due to also carrying six influential figures from the entertainment industry, each with their own strengths and weaknesses. You play as one of the survivors and have forgotten most of what has happened. Your mission? Escape the island.

## Design Statement Section

I've decided to design this game to tell a story that makes the player go on an intense journey of growth while facing hardship and see how far will a player take to fight to win. The goal is to give the players an exciting ride with twists and turns. I wanted to give the players an opportunity to fight to escape a new setting, with plenty of struggles but yet find small triumphs bit by bit as they escape.

## Audience

The ideal audience for the game is players who like solving challenges in various ways, and for anyone who enjoys platformers.

## Gameplay

The game incorporates the use of a simple movement system into a 3D First Person platformer with a maze, parkours, and even a platformer puzzle.

## Look and Feel



# Core Mechanics

Some of the main core mechanics include:

Movement - Basic WASD movement as well as jumping

Skybox

Water System

Item Collection

HUD

Audio

Interactive shack

## Maps

## Gameplay Scenes

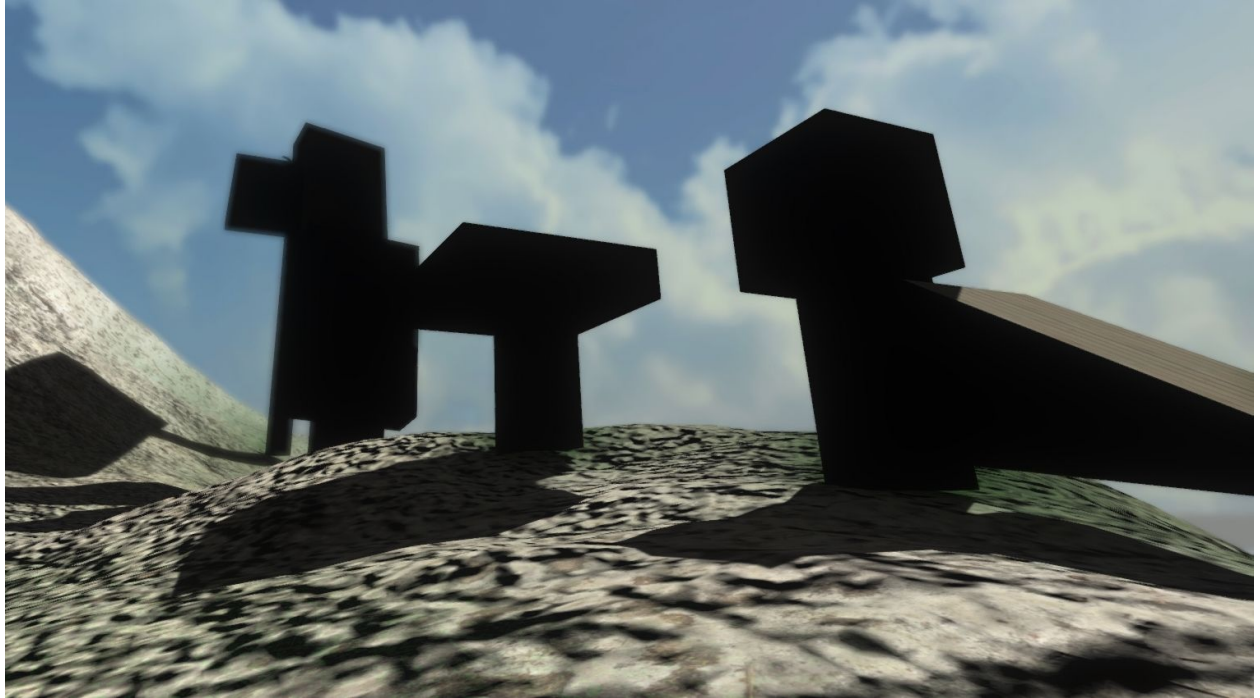


Once you spawn in, you'll awake in the middle of a plane crash

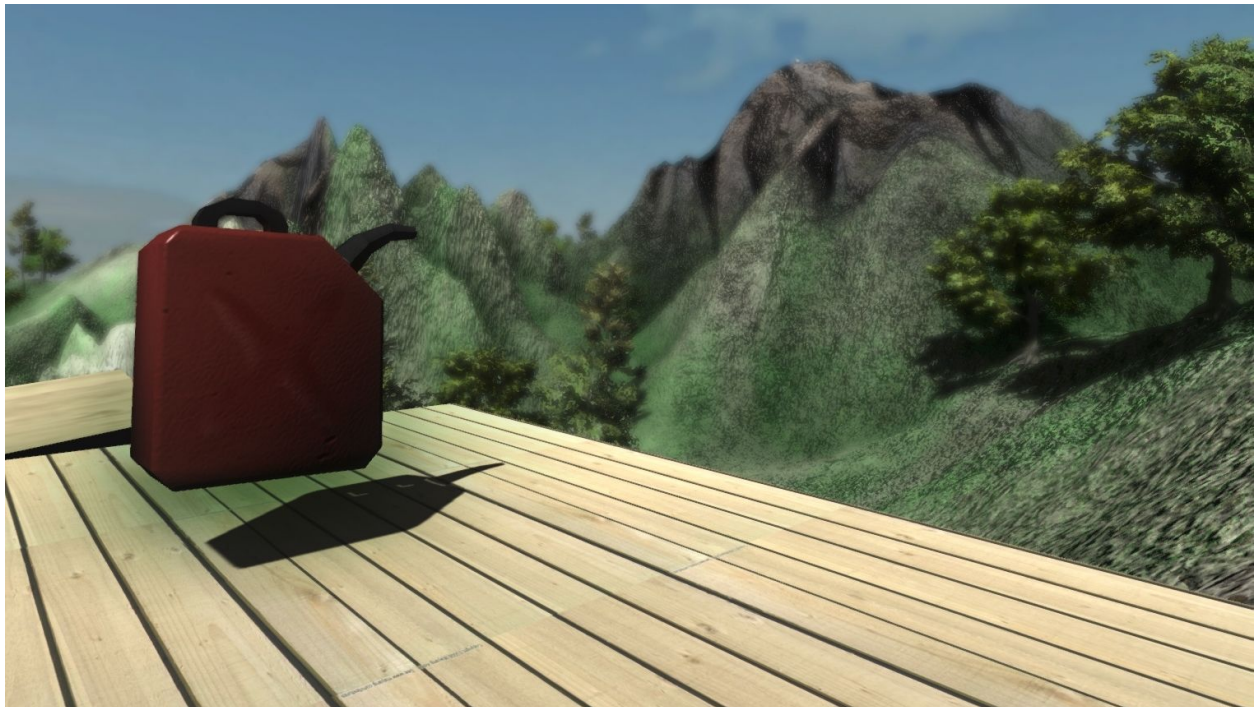


A passenger of the plane

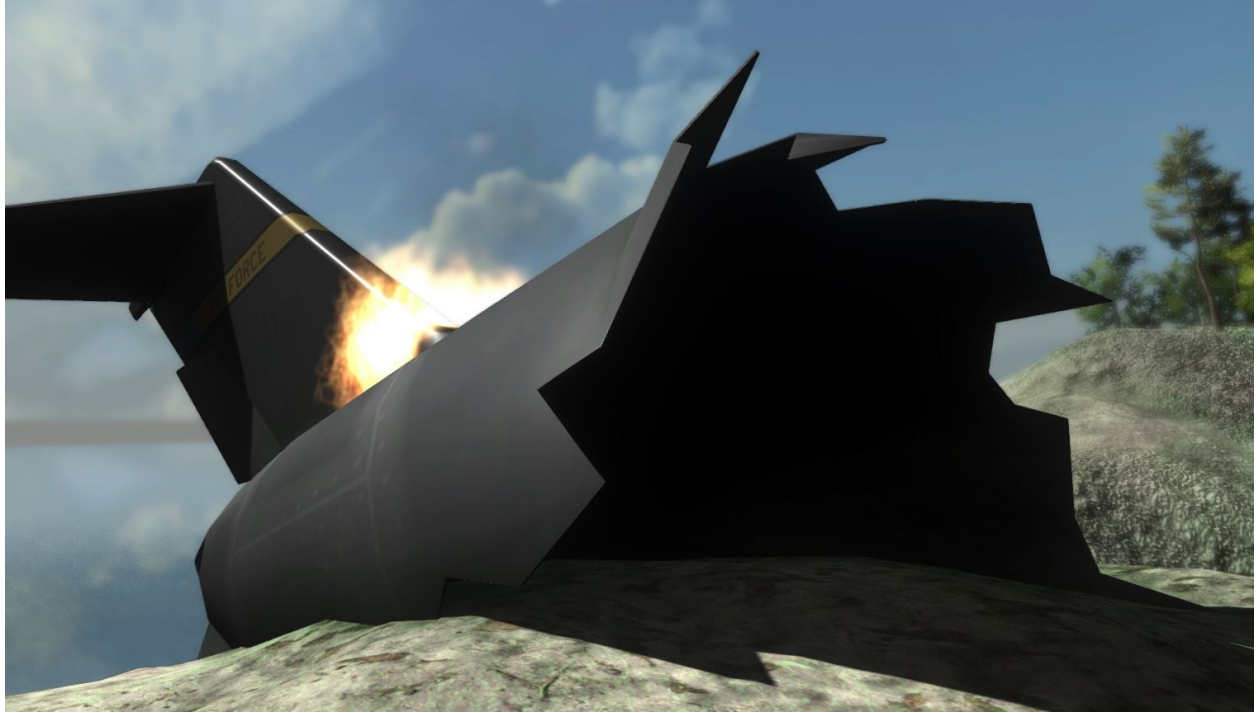




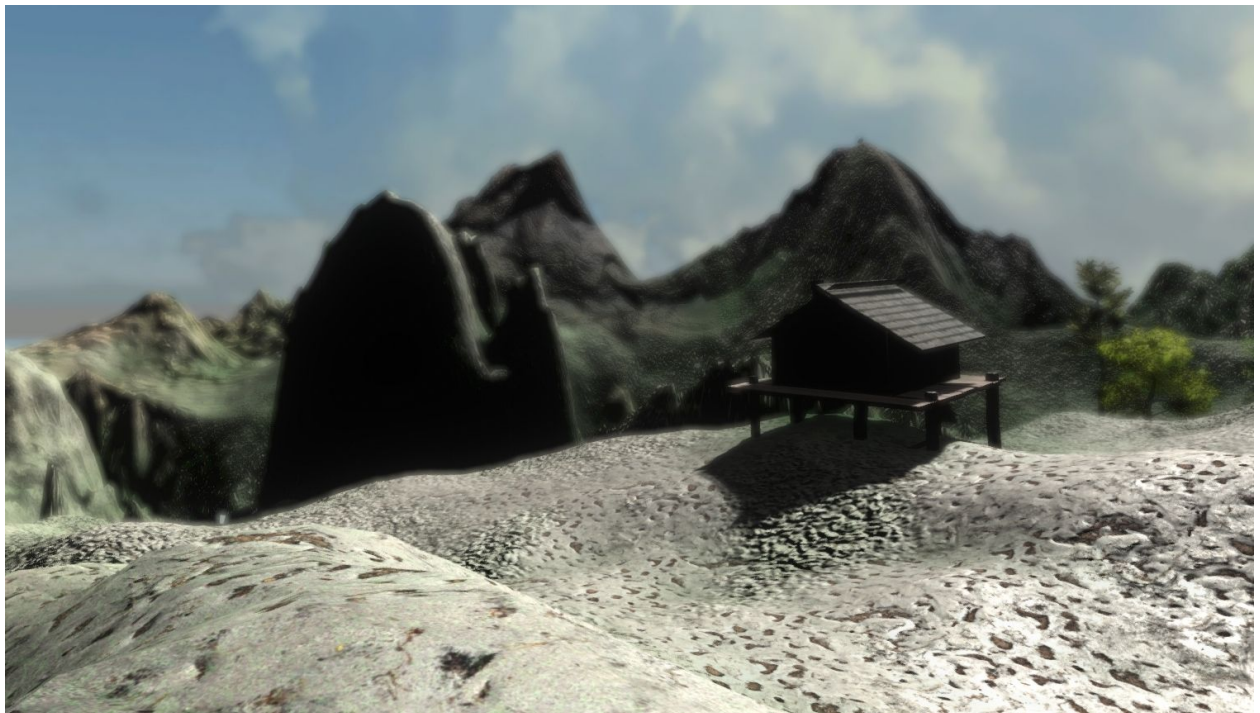
Parkour Challenge



One of the fuels you can find for the boat



Another piece of the plane, with a working fire effect



A shot of the island



# Post Mortem

Ran into a major problem that my main computer out of nowhere will not work with Unity, and Mac will stop downloading halfway and remove itself from my Mac. Most likely due to APU wifi. This was worked around by installing Unity from a manual download rather than the Unity Hub. Ran into a problem on 12/4/2019 where my hard drive was not being read by my MacBook. I had to copy all files into another drive I had lying around luckily. At one point my code wouldn't even save, but I had to restart the Macbook, which fixed it. One problem I also had was GitKraken not uploading to Github. After a full day, I just uploaded a new repository. I tried in various ways to code and create the game, and at first, it was going to be a survival game. But I realized with my skill of being almost nothing in Unity, it was too ambitious. So I changed it eventually to a more simple but fun game, a platformer. It worked out much better and I made progress quite fast. However, one problem is it would not load the map in a new scene. I spent hours trying to fix it and create new scripts to work around it. To fix it, all I did was restart the editor hours later which fixed it and that got me upset. Overall I learned that sometimes the simplest solutions fix the hardest mistakes.

# Design Notes

The initial idea came from my favorite TV Show, Arrow. Once I found out we were using an island, I had the idea of the player surviving on an island and went with it. I wanted it to be a survival game at first, which as said above did not work out. So I transitioned to a game about finding NPCs and building a boat but that proved too hard with almost no experience in Unity. So I found that doing a platformer/puzzle game ended up being the solution. Playtesting with many people in my hall, found that the game was fun in the platforming sense and they enjoyed the parkour. One thing they wanted me to have was more than parkour, so I followed on that and had the ball puzzle.