

Game Design Document (2nd draft)

Title Page

Game Name: Pawstacle Dash

High Concept: Navigate the chaos of urban life as a dog owner trying to walk an energetic dog through bustling city streets, avoiding obstacles and keeping the dog happy.

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Section I - Game Overview

1.1 Game Concept

Pawstacle Dash is a top-down, action-packed game that combines humor with skill-based gameplay. Players control a dog owner tasked with guiding their dog through a busy city street, avoiding obstacles while managing the dog's unpredictable behavior and maintaining happiness.

1.2 Design History

This is the second draft of the GDD, reflecting the removal of dynamic background transitions and the reduction to a single level.

1.3 Feature Set

- Dynamic dog behavior mechanics.
- A single, highly detailed city street environment with varied obstacles and challenges.
- Power-ups like treats and tennis balls.
- A scoring and rating system based on speed, obstacle avoidance, and dog happiness.

1.4 Genre

Top-down action/obstacle navigation.

1.5 Target Audience

- Casual gamers.
- Dog lovers and families.
- Fans of lighthearted, skill-based games.

1.6 Game Flow Summary

The player progresses through a single, challenging level by successfully navigating the city street, avoiding hazards, and maintaining the dog's happiness level. At the end of the level, the player earns a star rating based on performance metrics: speed, obstacle avoidance, and happiness.

1.7 Look and Feel

- **Visual Style:** Vibrant, animated 2D cityscapes with detailed environments and playful character animations.
- **Audio:** Energetic music, humorous sound effects, and environmental noises like barking and traffic.

1.8 Project Scope

- **Number of Locations:** 1 detailed city street.
 - **Number of NPCs:** 10+ types (pedestrians, cyclists, street performers, etc.).
 - **Number of Power-Ups:** 3 (dog treats, tennis balls, calming sprays).
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Section II - Gameplay and Mechanics

2.1 Gameplay

- **Game Progression:** Players navigate and complete a single level.
- **Objectives:** Avoid obstacles, manage the dog's behavior, and complete the walk efficiently.
- **Winning Mechanism:**
 - **Speed:** How quickly the player completes the walk.
 - **Obstacle Avoidance:** Points awarded for avoiding hazards without collisions.
 - **Dog Happiness:** Bonus points for keeping the dog's happiness bar above certain thresholds.
 - A star rating (1 to 3 stars) is awarded based on the combined score.

2.2 Mechanics

- **Physics:** Realistic leash physics to simulate tugging and pulling.
- **Movement:** Player controls the dog owner, while the dog's movements are semi-autonomous.
- **Actions:**
 - **Calm the Dog:** Use treats to reduce excitement.
 - **Distract Hazards:** Throw tennis balls to distract the dog or NPCs.
 - **Avoid Obstacles:** Navigate around pedestrians, cars, and other hazards.

2.3 Screen Flow

- **Main Menu:** Start game, options, exit.
- **Gameplay Screen:** HUD showing dog happiness, walk distance, and score.
- **Pause Screen:** Resume, restart, quit.

2.4 Game Options

- Adjust audio settings, difficulty levels, and control sensitivity.

2.5 Replaying and Saving

- Automatic saving at the end of the level.
- Replay option for the single level.

2.6 Cheats and Easter Eggs

- Unlockable costumes for the dog and owner.
 - Hidden collectibles in the level.
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Section III - Story, Setting, and Character

3.1 Story and Narrative

- **Backstory:** The player is a dedicated dog owner navigating the challenges of city life.
- **Narrative Tone:** Lighthearted and comedic.

3.2 Game World

- **Setting:** A vibrant, bustling city street filled with varied obstacles and NPCs.

3.3 Characters

- **Player:** The dog owner (customizable appearance).
 - **Dog:** Energetic and mischievous.
 - **NPCs:** Cyclists, pedestrians, street performers, and more.
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Section IV - Level

Single Level:

- **Location:** A single, detailed city street with varied challenges.
 - **Obstacles:** Cars, pedestrians, cyclists, street performers, and environmental hazards like construction zones.
 - **Power-Ups:** Dog treats, tennis balls, and calming sprays.
 - **Objective:** Successfully navigate the street while keeping the dog happy and avoiding hazards.
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Section V - Interface

- **HUD:** Displays dog happiness bar, walk distance, score, and star rating.
 - **Menus:** Clear and accessible.
 - **Camera:** Top-down view with smooth movement tracking the player and dog.
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Section VI - Technical

- **Engine:** Built using C++ and SFML.
 - **Target Hardware:** PC and potentially other platforms like mobile.
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Section VII - Game Art

- **Concept Art:** Detailed sketches of the city street and characters.
- **Style Guide:** Bright and cartoony.
- **Environments:** A lively, vibrant city street with rich details and animations