



Game Design Document

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- Game Design Brief

Summary and Gameplay

When you put the VR headset and start this game you will be teleported to a new world, In the beginning You are welcomed with a maze, you will have to press the google cardboard button to start walking, if you press again you will stop, you can look around just like any other VR game, In order to get somewhere you will have to look to where you want to go, then press the button and the character will start walking until the button is pressed again, you have to find your way through the maze, If you manage to defeat the maze, you will be able to get down to the dungeon, in the dungeon you will have to walk on thin platforms and avoiding homing objects that will try to knock you to fall to the pit under you which causes your death and start again from the beginning of the dungeon, When you get to the end of the dungeon you will find a treasure as a reward.

Narrative

When the player starts the game, He will find himself in an empty brick room and a door, when He opens the door he will be outside, however even though it's a sunny day, he will have to find his way out of the maze, and face whatever adventures there is ahead.

End Objective

The end objective of the game is to defeat all the challenges that face you, no matter how many tries it needs, you have to go through different areas, plus there is a prophecy that there is a sacred treasure at the end.

The Player

The player isn't supposed to feel like they are a character, the player should feel like they are in the game as themselves not as a character.

Technical

Start screen



The Title page is probably going to look something like this, the player has to stare in a circle to begin the game, and since it's a virtual reality game this is a great way to start the game. (Title screen made with: textcraft.net), the start screen will come in first thing after the made with unity logo, the player will be in a room where he has to look at the "LOOK HERE TO START" to start the game, when he does he will be put In a brick room where they can start exploring, on the wall there will be instructions on how to walk around, on the bottom right, "This game might cause nausea" will be written.

View of the game

I am going to be using Google Cardboard GVR package V1.12, this package is going to help me make the game a lot, the scripts and assets inside it will help me turn the game into a VR game where the display is made into two screens that are shaped for VR, the game is not going to show any humans or animals of any kind, the player will have to go around and will see and interact with objects only (doors, cubes, maybe keys and other things), Mireyna will have different kind of places that you have to get through, the player will not have any kind of UI, because this is a short VR game the player will not have a pause menu, however he will get checkpoints after every level.

Level Design

The game will have around 3 or 4 levels the player has to go through, other than the room they begin in, or the room the game ends in.

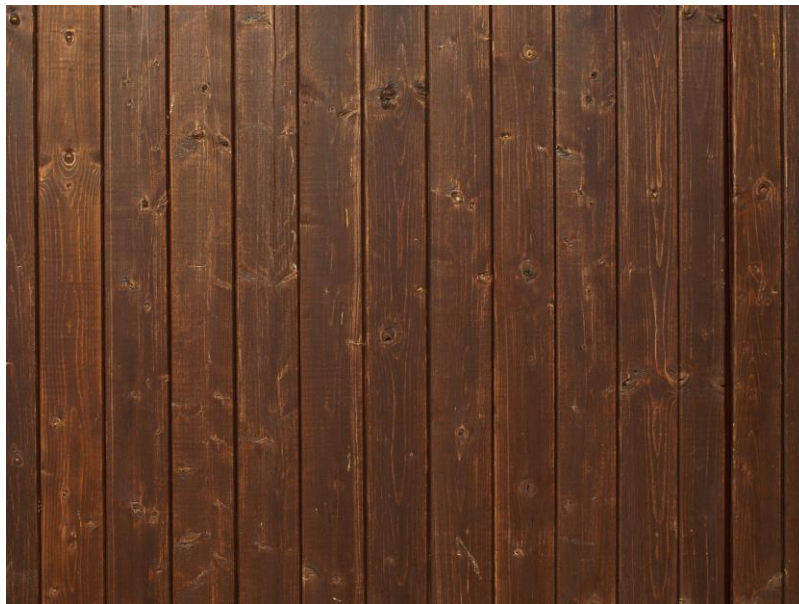
Current Levels:

Level 0 (The start room)

This is the room the player starts in, he will be in this room that is made of wood, and has a wooden door that leads to the first level.

-Wood Texture

<http://www.publicdomainpictures.net/pictures/70000/velka/old-wood-texture-1385971270UvN.jpg>



Level 1 (The Maze)

I have already finished this level it just needs some work on the glitches and the overall look.

The walls and the maze parts are made with basic unity cubes with texture files in them to split the maze into three different parts

- Hedge Texture.

https://static.turbosquid.com/Preview/2014/08/01__16_23_45/DMAP-Bush.jpg48705247-6763-4be3-b217-546c2b36425eLarger.jpg



- Library Texture.

<https://nttreasurehunt.files.wordpress.com/2013/03/131707.jpg>



- Brick walls Texture.

http://www.texturemate.com/image/view/2263/_original



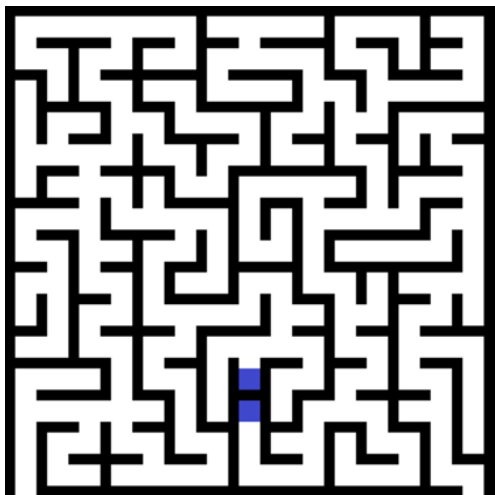
-Ground Texture.

http://4.bp.blogspot.com/KRnymYLalkA/T1b0T67mjyl/AAAAAAAAAUw/xSD4pp_uyF4/s1600/grass%2B1.jpg

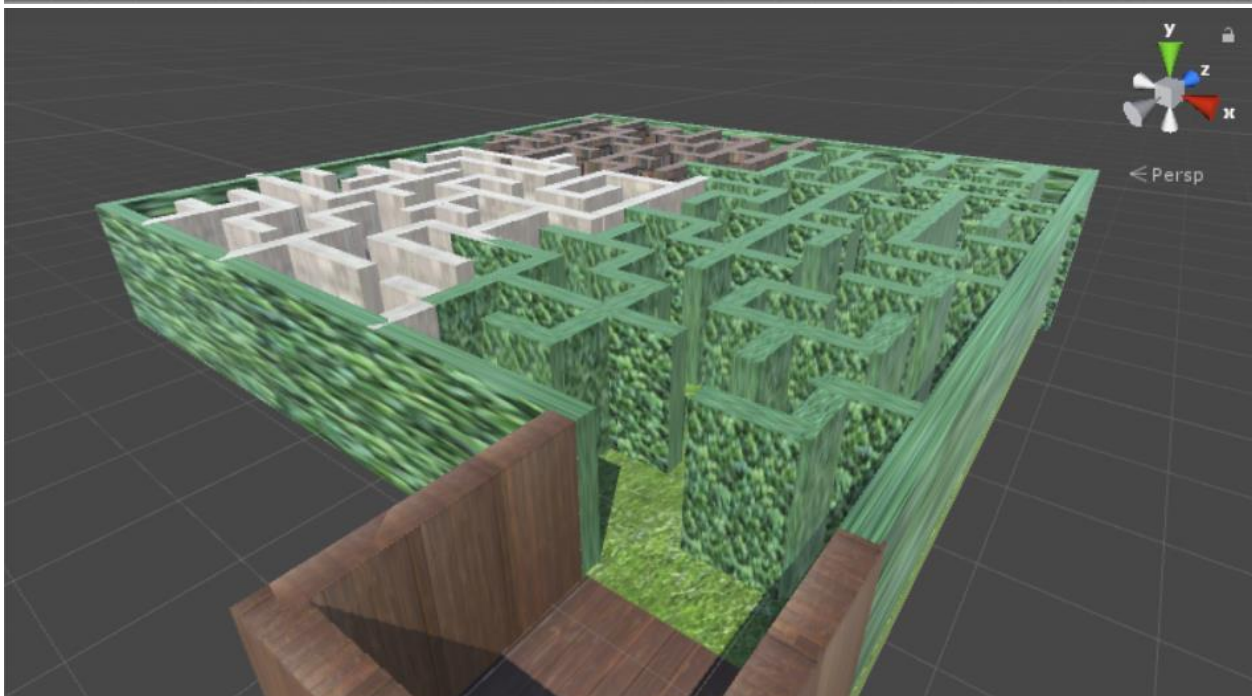
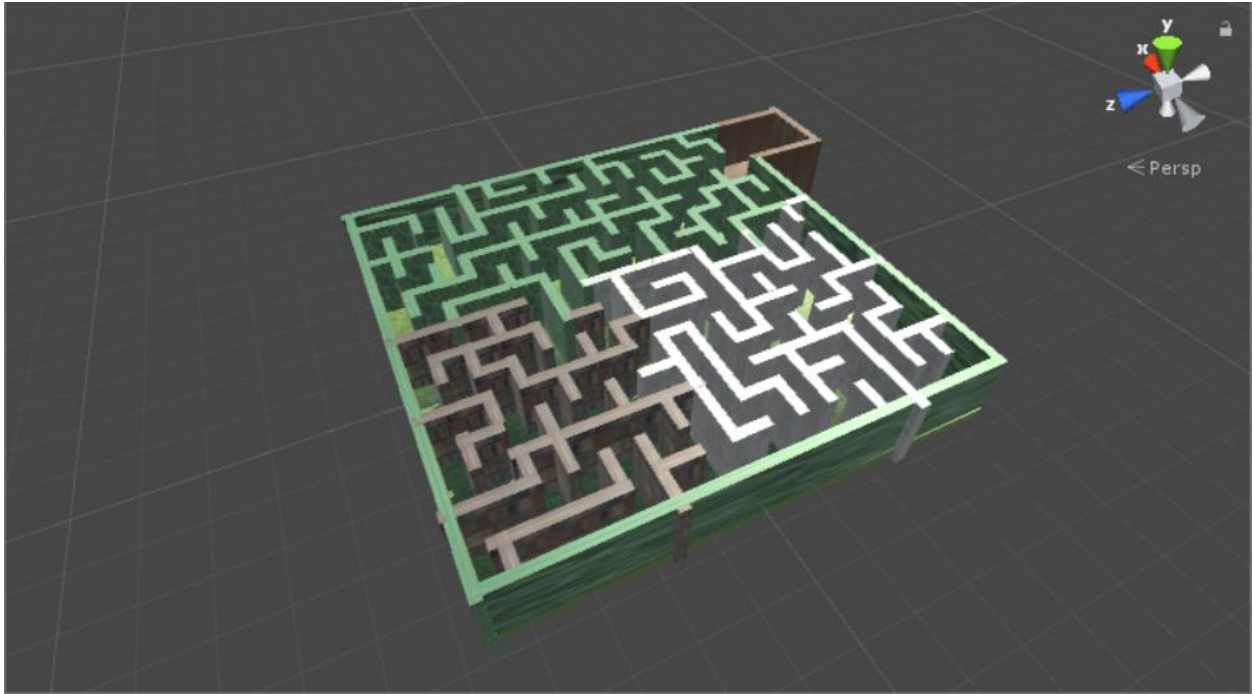


- Puzzle used as a Maze.

<https://t4.rbxcdn.com/d27ef64af4bdad6a80a5426da58b61da>



- Pictures of the Maze level in Unity.



Level 2 (The dungeon)

after defeating the maze you will find a stairway that will take you to the dungeon, and that is a checkpoint, in the dungeon you have to walk on platform without falling in different rooms to get to the next level, in the first room will be simple just a small platform the next room will have 2 homing cubes that will try to push you in the pit off the ledge, and it keeps getting harder, after going through five rooms you will advance to the next level.

Level 3 (The Queen Room)

On the third level you will just have to walk in a walk way that will take you to the room where the game ends, it will have pictures on the walls of a queen, as a theme.

Level 4 (The end room)

The second you get in this room you get the credits, and the game restarts.

The Graphics

The graphics are not going to be fancy, they will be just normal, from textures found online, there will be not be any animation because there isn't needed,

Sounds / Music

The sound will be just footsteps and maybe some sounds for when you die,

For example:

Walking on grass:

<https://opengameart.org/content/grass-foot-step-sounds-yo-frankie>

Walking on stone:

<https://opengameart.org/content/walking-in-and-out-through-wooden-stairs>

Going down the stairs:

<https://freesound.org/people/RutgerMuller/sounds/51149/>

Lore and Mythology

This game is not supposed to have any lore other than give you the feeling that you need to get to the end and just finish it, the player is supposed to feel like they are trapped and not that they control a character that is trapped because this is what VR is all about.

For creating a Lo-Fi Prototype

I have configure how to run the GVR package and enable head tracing and I created the first level and was able to export it on my phone, I'm going to get the first level 100% working then I'm going to start on the next levels, but it only needs time and learning new stuff in unity, and I have saved the first level as a scene attached.