**DESIGNSMILL**

## GAME DESIGN PROPOSAL

**CLIENT: SAGA SPORTS DESIGNED BY DESIGNSMILL**

**12 BROADWAY MANHATTAN NY 10001**

**10 BROADWAY MANHATTAN NY 10001**

**SUBMISSION DATE: 12 DEC 2020**

## IDEA



### Everything begins with an idea!

Our goal is to create a game, in which multiple players try in a cooperative and or competitive way to accomplish a certain task. Each one takes control over a toon character and moves him in jump’n’run style through a map, collect- ing power-ups, defeating enemies and solving puzzles.

**I‘m obsessed with giving the audience something they don’t see coming.**

Each map consists of stairs, elevators, doors and interactive elements such as switches. It also contains enemies, which try to complicate the task of each player. To defeat them and oth- er players, each player has access to weapons as simple bombs or small toon bombs running towards the enemy.

**Game design proposal # 2**

## STORY



### No story lives unless someone wants to listen.

The purely evil Dr. Morbo wants to take over the world. He developed a machine that can split the the toon world into multiple dimensions.

**I‘m obsessed with giving the audience something they don’t see coming.**

With this machine he evokes ultimate chaos among the inhabitants. In this era of anarchy it’ll be a effortless task to enslave each and every living creature.

But evil Dr. Morbo once again underestimated the courage and power of our toon heroes, who will come alive from the big pen every new episode. With the help of their friends at ACME laboratories they set off to confound Dr. Morbo evil plans and reunite the toon world so every- one can live happily ever after.v

**Game design proposal # 3**

## GAMEPLAY



**Every artist wants something different out the game.**

The aspect of the dimensions, allow- ing each player to do different things corresponding to the dimension he is part of, will take a major role in the

gameplay. It will require the players to play cooperatively to progress in the game. This will be done with simple mechanics like sections where only one player can defeat the enemies.

But it will also incorporate more com- plicated situations where puzzles

**Game design proposal # 4**

## SCREENPLAY



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**Lest make and exclusived design**

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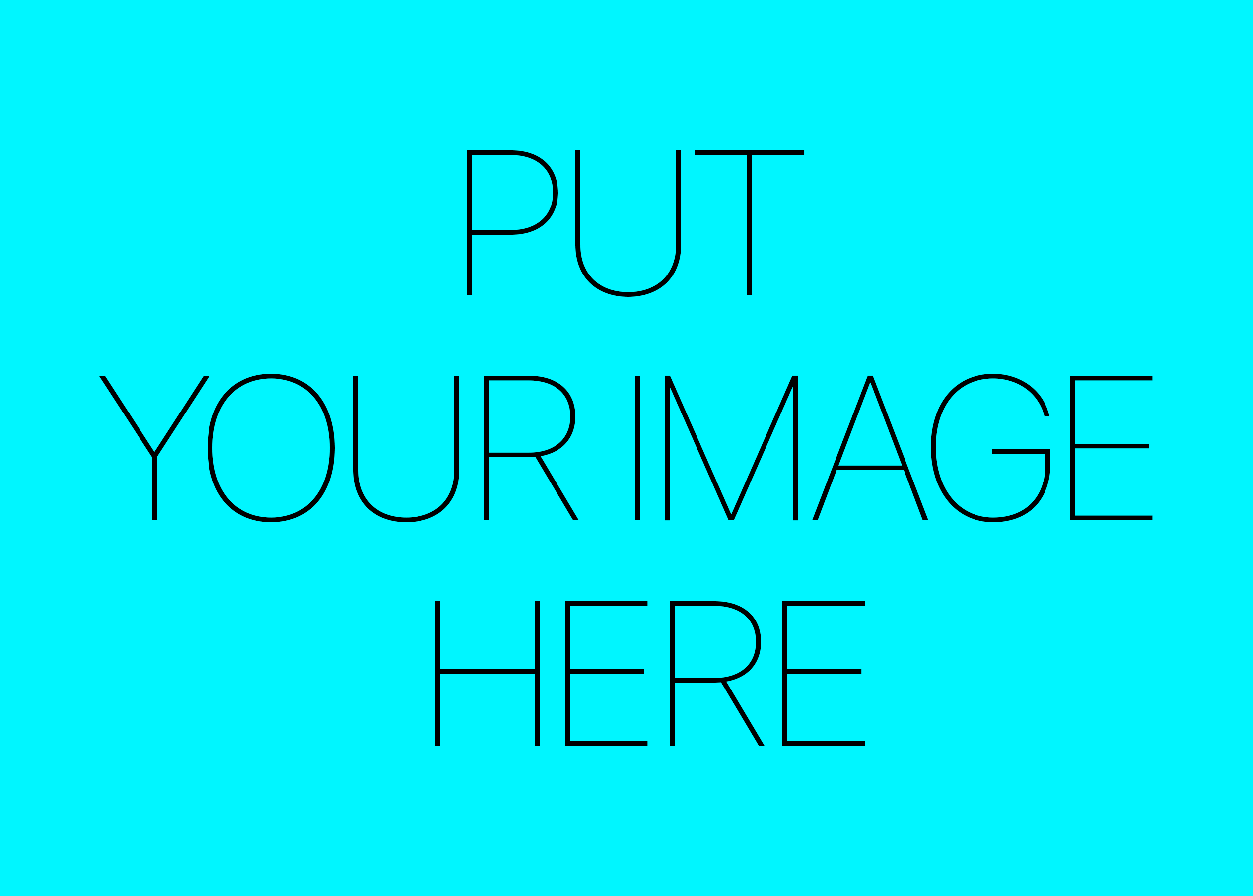
But it will also incorporate more com- plicated situations where puzzles have to be solved together. Starting out with easy button and key ones to more advanced physics puzzles. For example where players have to find boxes and stack them up to reach

a higher platform or find weights to operate a seesaw. The design of such puzzles will be a very difficult and iterative process and an integral part of the map design.

# CRAZY

**Game design proposal # 5**

## STORY BOARD



### See the world transforming in the storyboard

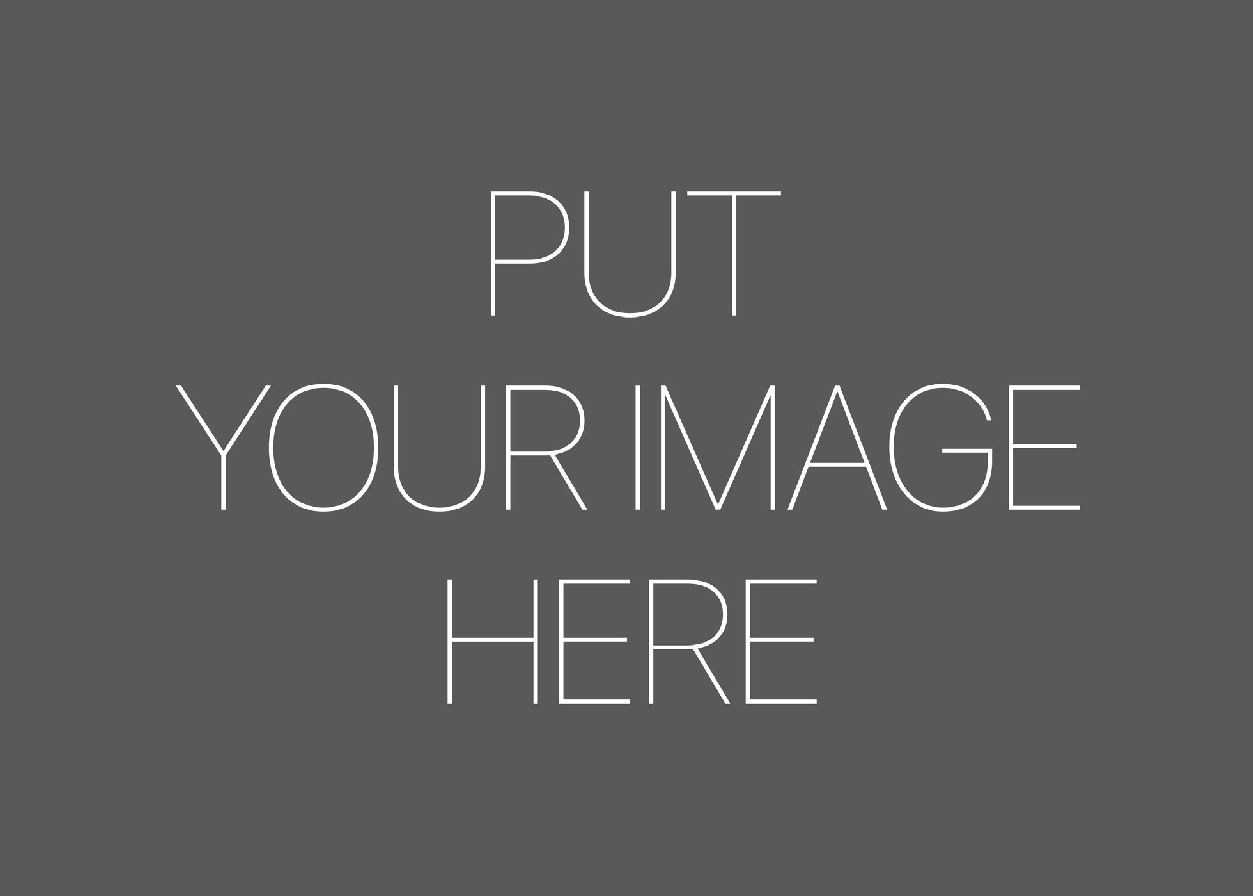
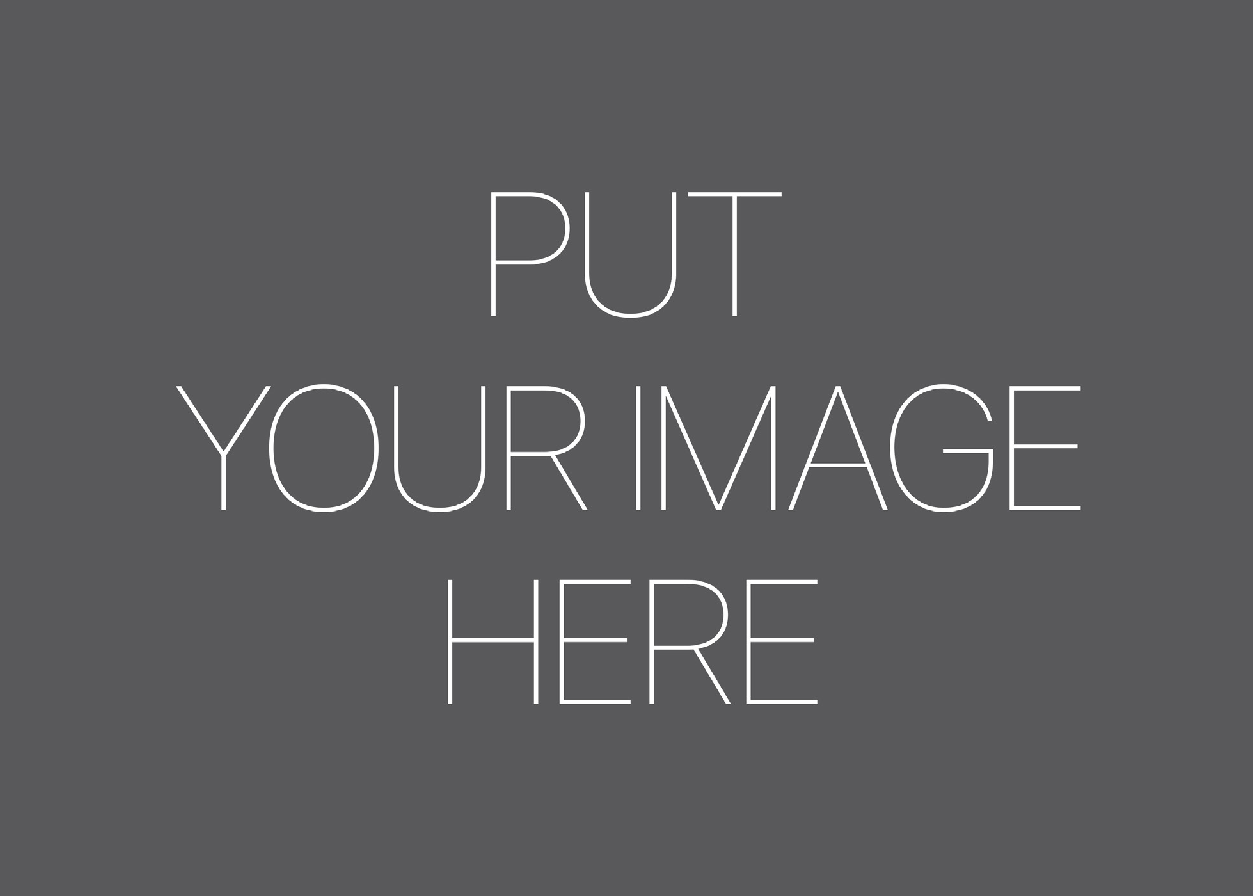
Story Board transform the whole sto- ry infront of the eye for the very first time.

### Opening Intro of the Game!

**Game design proposal # 6**

### Between the Game when king is taking the world

**The End. Game Over.**



**Game design proposal # 7**

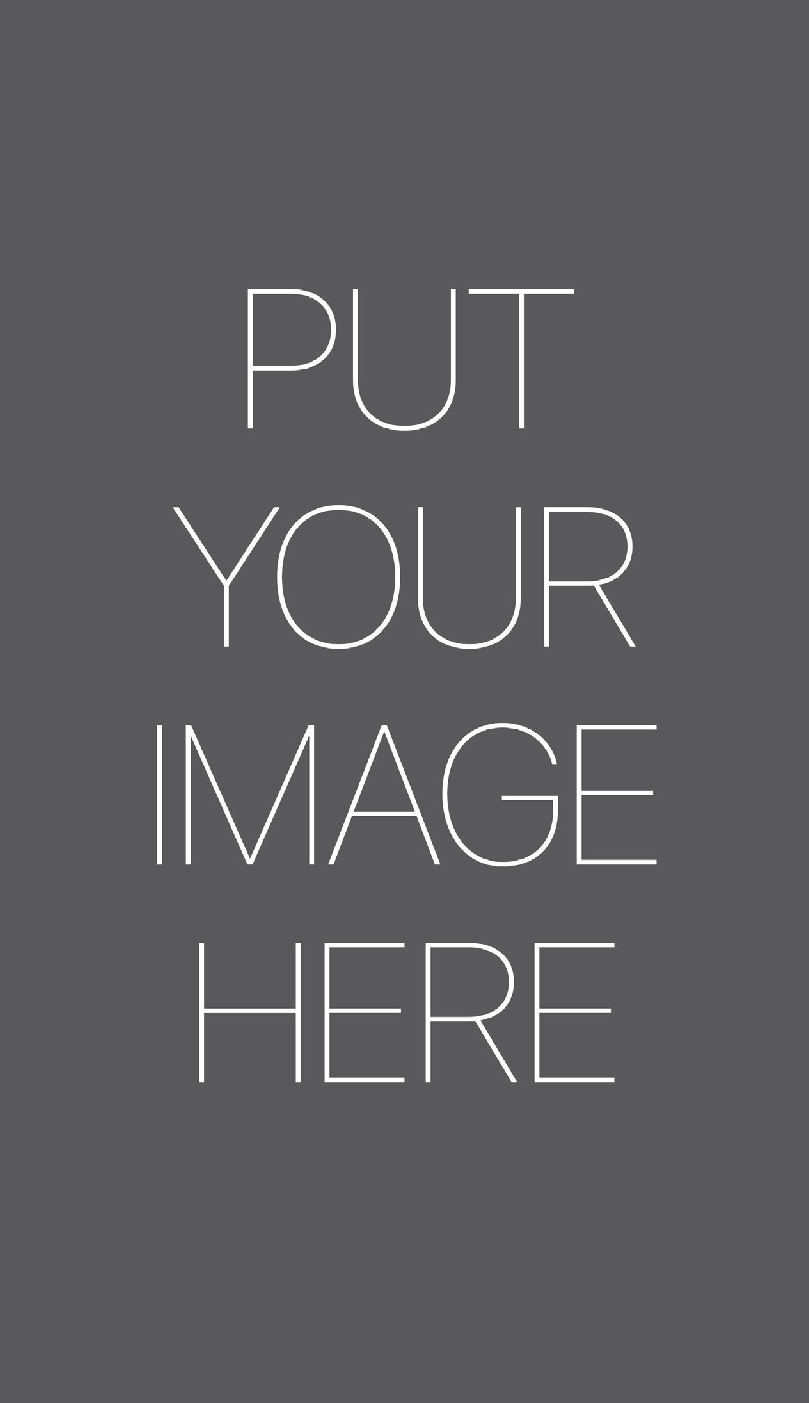
## CHARACTERS

### See the world transforming in the storyboard

We are introducing all the major character of the game.

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**Game design proposal # 8**

# BOLD

### The Queen The Poison Ivy

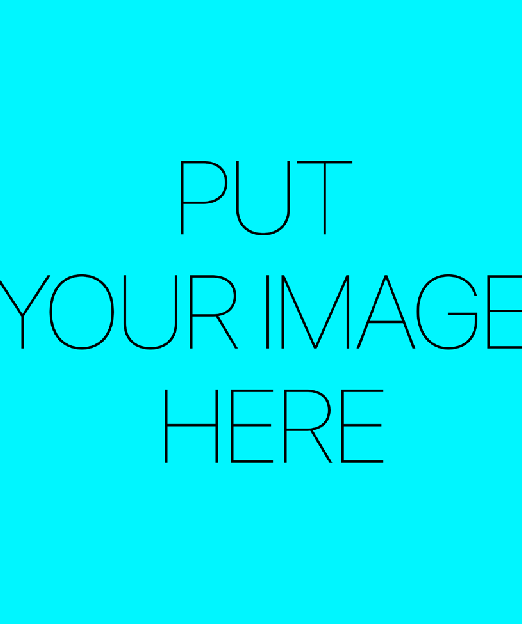
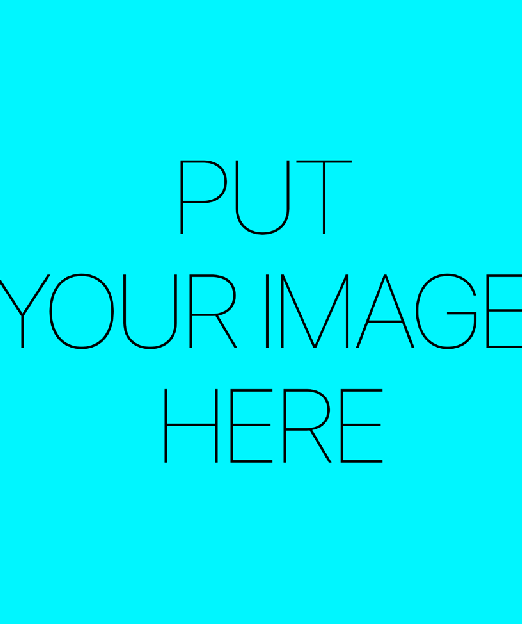
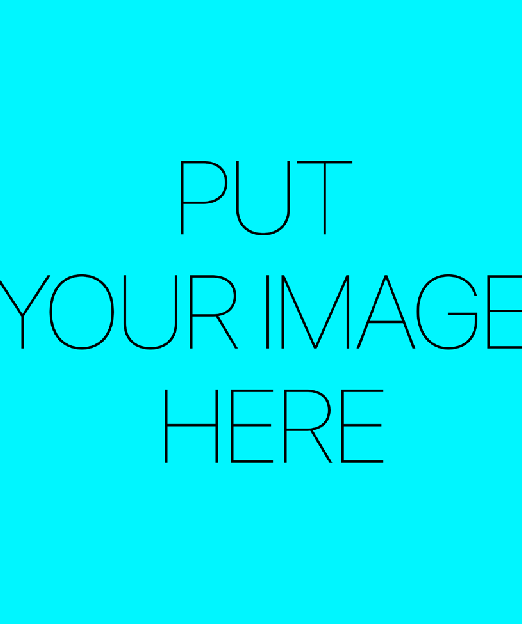
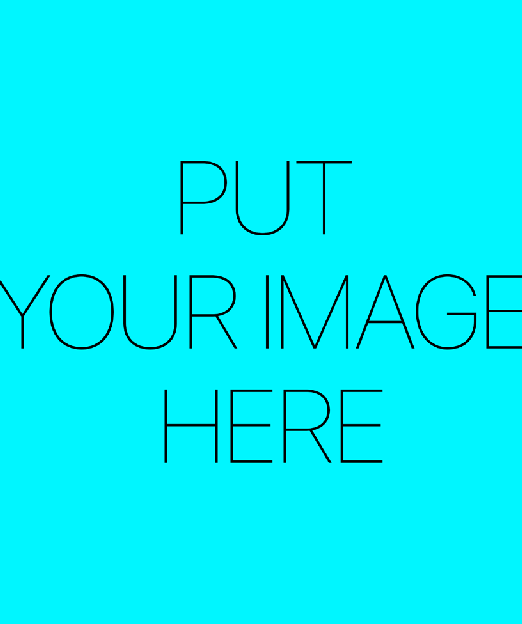
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### The Devil The Diva

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**Game design proposal # 9**

**CLASSIFICATION**

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### Static Entity

This class contains all entities of a map, which do not change position or form during the whole game. Their

physical representation is created once and keeps the same and can there- fore be optimized. Static entities have an infinite mass. They do collide with other entities but have no further logic. Because of their simplicity, they are directly handled by the map controller. Examples of this class are walls, the floor and stairs. This enables the map to be an arbitrary mesh.

### Semi-static Entity

All map entities which can move along a given path and react to events are called semi-static. The

movement can be cyclic or caused by an event. Therefore they have to im- plement a certain logic and have to be represented by an own controller. They do collide with other physical represen- tation but have an infinite mass and do not deviate from their given path. Exam- ples for this class are elevators, doors, portals and switches.



**Game design proposal # 10**

### Dynamic Entity

Entities which are only moved by physics and external forces are called dynamic. They have a certain mass and react on collisions. They can be de- structible and also change their physi- cal and visual representation. Examples are boxes and all kinds of bombs.

### Character Entity

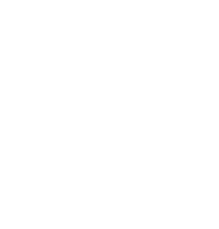
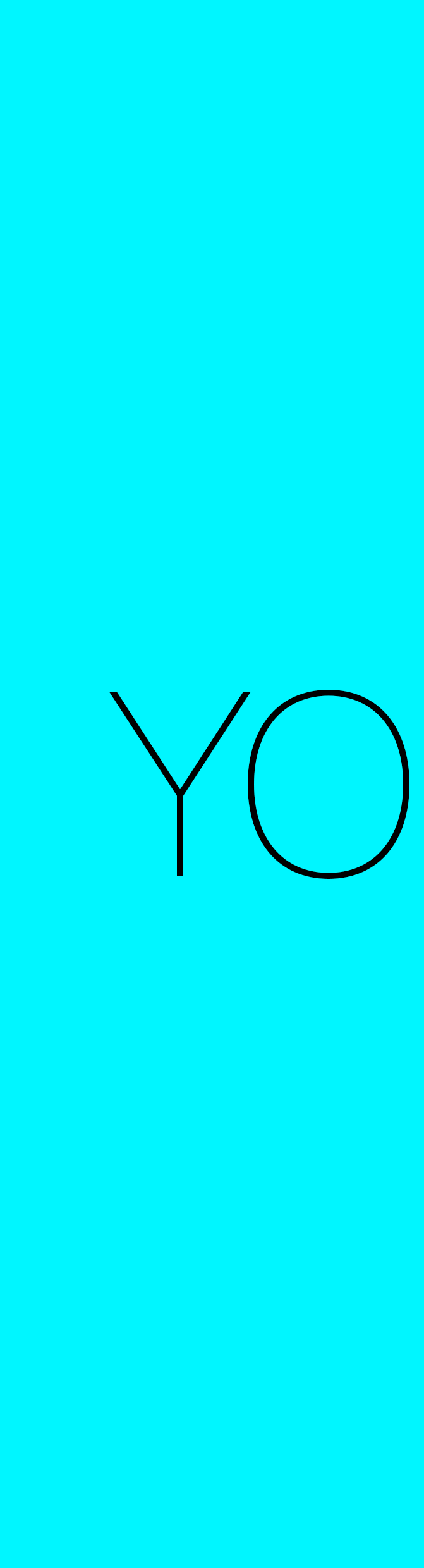
These are the intelligent entities of the world. They can move and interact with the environment and try to complete a task. There are player characters which are the avatars of the players and there are non player characters which are the enemies. Characters have health and can be damaged.

# FUN



**Game design proposal # 11**

## VISUAL ASPECT



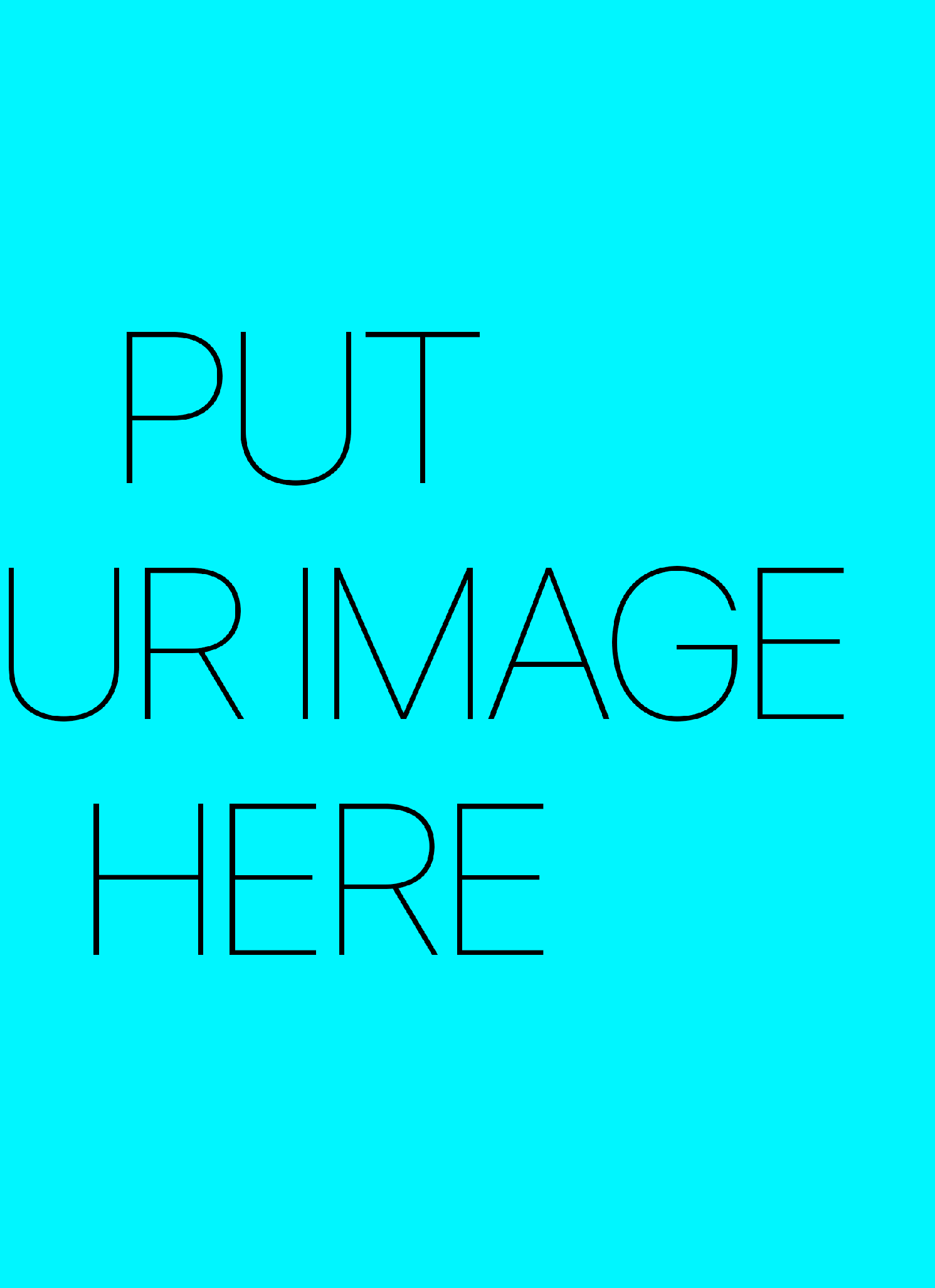
### See the world transforming in the storyboard

The characters are toons and have to look as if they just jumped out of a cartoon. An option would be to render them using the cell shading technique.

# AWE

**Game design proposal # 12**

**Game design proposal # 13**



# SOME

## TEAM B

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The maps can either play in the toon world or they can be more realistic, using bump maps and other realistic looking shaders. Although there will be many explosions, the game should never look violent but funny and

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### Personalize Gaming Experience

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**Game design proposal # 14**

# RILLANT

NAME HERE

Position: Designer Skill: iOS and Android Experience: 10 Years

NAME HERE

Position: Designer Skill: iOS and Android Experience: 10 Years

NAME HERE

Position: Designer Skill: iOS and Android Experience: 10 Years

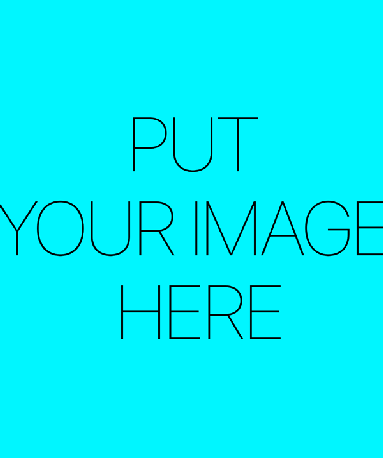
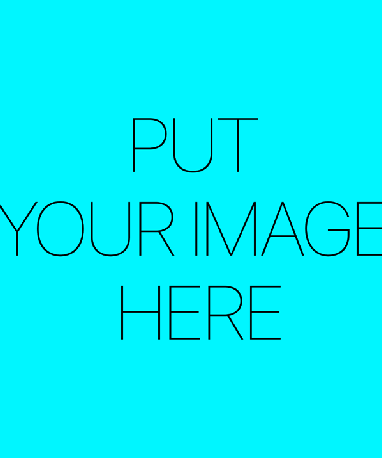
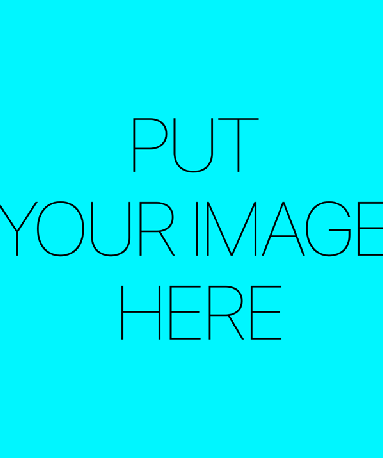
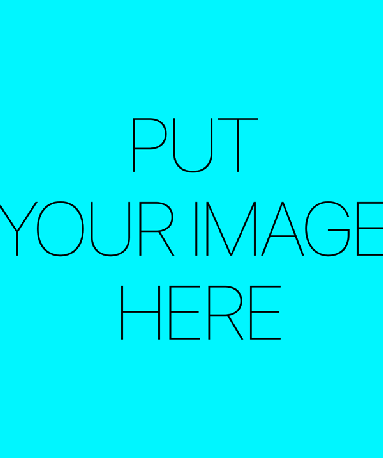
### Professional Team Summery

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NAME HERE

Position: Designer Skill: iOS and Android Experience: 10 Years

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**Game design proposal # 15**

**TIMELINE DETAILS**

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**1 MONTH SCOPE**

**IDENTIFICATION**

**1 MONTH REQUIREMENT**

**ANALYSIS**

**1 MONTH PLANNING**

**AND BUDGETING**

**2 MONTHS UX DESIGN**



# TIM

**Game design proposal # 16**



## DELIVERY TIMELINE PROCESS

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**ANDROID**

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**Loss**

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cartoon. An option would be to render them using the cell shading technique.

**IOS**

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**3 MONTHS**

**1.5 MONTHS**

**DEVELOPMENT**

**2 MONTHS**

**TESTING**

# ING

**Game design proposal # 17**

**UAT AND DEPLOYMENT**

## BUDGET

### See the world transforming in the storyboard

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### 1st Quarter 6 Months

Design, Development, Testing

### $45000

**2nd Quarter 6 Months**

Design, Development, Testing

### $45000



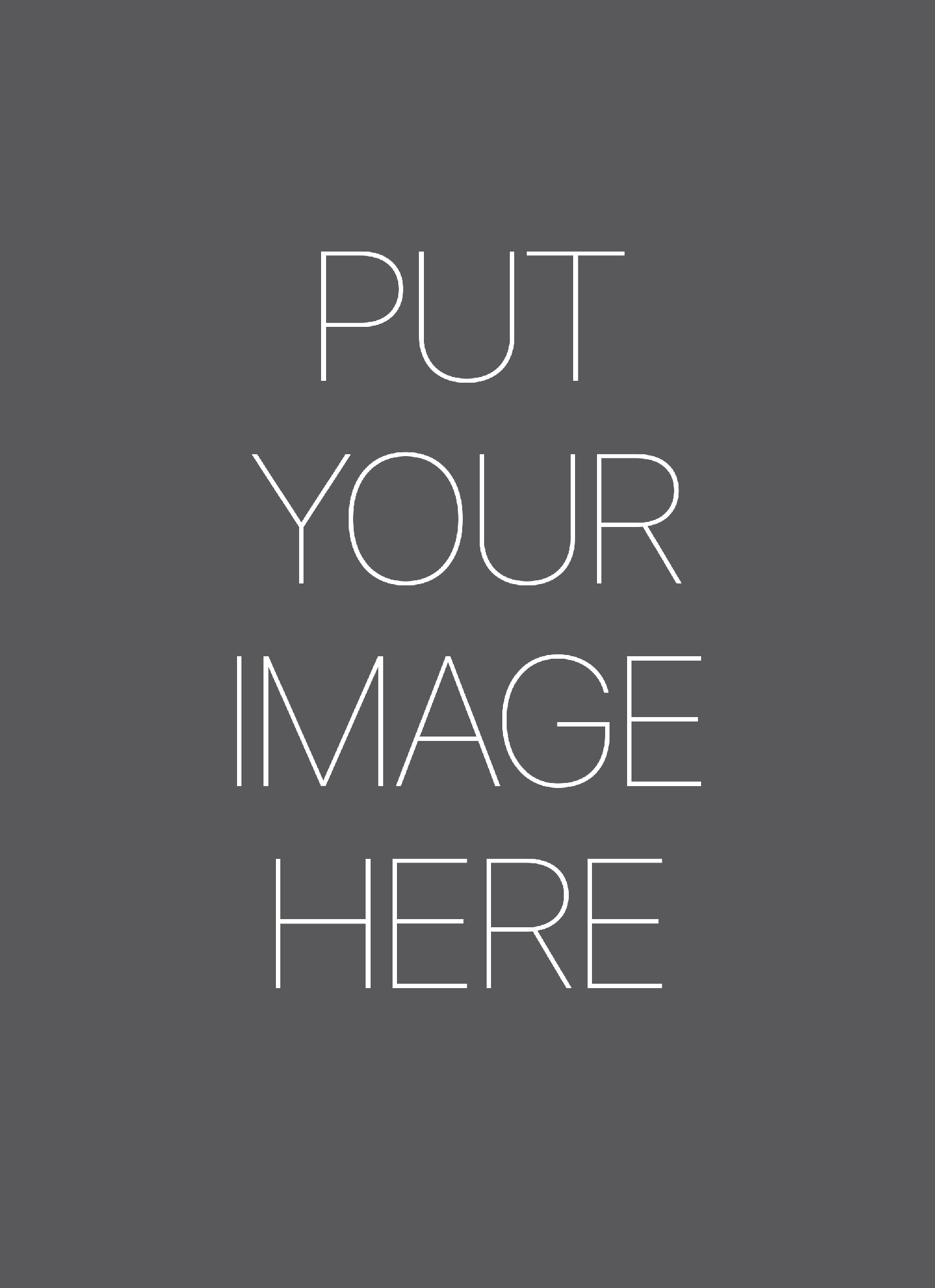
**Game design proposal # 18**

### 3rd Quarter 6 Months

Design, Development, Testing

**$45000**

# C



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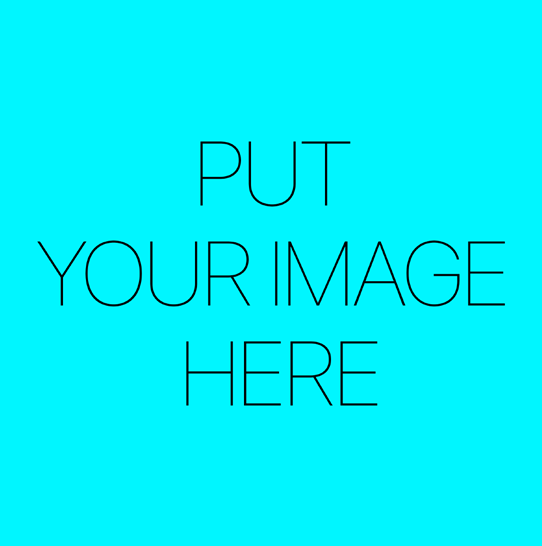
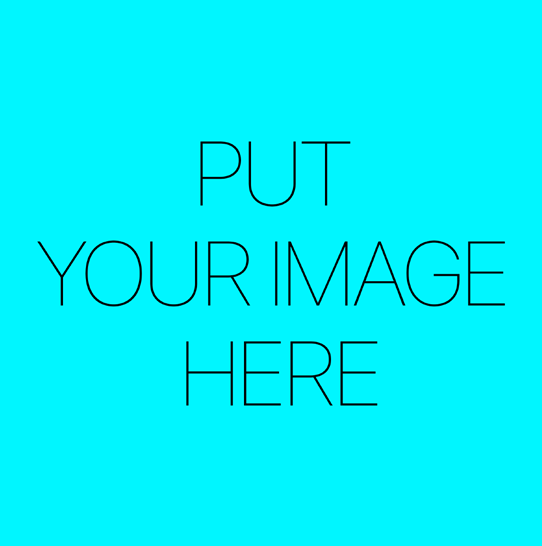
# OST

**Game design proposal # 19**



**DESIGNSMILL**

**YOU WILL NEVER WALK ALONE**



**YOUR ADDRESS**

**10 BROADWAY MANHATTAN NY 10001**

**PHONE 1 123 456 789**

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