Game Design Document

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A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. But considering the time constraints, short descriptions to convey an understanding of the topic/header is sufficient. Though, most of your design might not be developed, it would be good to think through it at the least.

1. **Title Page**
    1.1. Game Name
       Not Another Dating Game / 新たな始まり Aratana hajimari

2. **Game Overview**
    2.1. Game Concept

       The core concept is to depict social anxiety with the help of a dating sim. The conversation takes place via dialogues.

       The USP is the anxiety level isn't depicted as a bar/score , but to make it more immersive the entire screen shakes , the dialogues swirl around to make the player feel the actual trauma of suffering from social anxiety.

    2.2. Genre
       A fun game trying to depict the concept social anxiety.

    2.3. Target Audience
       Predominantly targeted at people (aged 18-25) suffering from social anxiety. (specifically in a dating scenario)

    2.4. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.

       The game is mostly narrative heavy , the player suffering from social anxiety would be placed in a dating sim and the final objective would be to get the phone number of his/her date.

       The player initially starts with some confidence (say 30%). The objective as mentioned above is to get the phone number of the date.

Initially the player starts in a bar and has the option to select one of the three girls to approach. After some time the player will approach their date and talk.
During the conversation he will play mini-games, select options each of which will affect his/her confidence. A high confidence will give good options at a higher probability.

Each of the mini games that the player plays will play will have an associated backstory (eg) a karaoke minigame will remind him of an incident in his childhood days where his classmates made fun of his singing skills), doing well in these games will help to remove the ghost of the past. They also have to keep their date's interest and preference in mind while playing these games.

If the confidence meter rises above a threshold then you get the number else you restart or try to approach another girl.

2.5. Look and Feel – What is the basic look and feel of the game? What is the visual style?

The game is a visual novel gameplay with characters interacting with each other through dialogue.

3. Gameplay and Mechanics
3.1. Gameplay
3.1.1.Game Progression
Based on the decision made and confidence level of the player.

3.1.2.Mission/challenge Structure
Overcoming anxiety caused by childhood traumas

3.1.3.Puzzle Structure

3.1.4.Objectives – What are the objectives of the game?

> The ultimate objective is to build up confidence and finally be able to get your date's phone number.

    3.1.4.1.   Play Flow – How does the game flow for the game player

3.2. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
3.2.1.Physics – How does the physical universe work?

3.2.2.Movement in the game
> Changes in background based on scenario, expression changes based on the decisions made. Screen shaking, glitches in game to depict anxiety.

3.2.3.Objects – how to pick them up and move them
3.2.4.Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
3.2.5.Combat – If there is combat or even conflict, how is this specifically modeled?

> There is an internal conflict, the screen shakes which makes difficult to make choices.

3.2.6.Economy – What is the economy of the game? How does it work?
3.2.7.ScreenFlow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.

3.3. Game Options – What are the options and how do they affect game play and mechanics?

3.4. Replaying and Saving
Player will have to restart the game if the objective is not met.

3.5. Cheats and Easter Eggs

4. **Story, Setting and Character**
4.1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.
The game begins with a backstory. For instance the child underwent bullying/abuse from parents which shaped his/her anxiety. After that we are in a bar/pub and are introduced to 3 girls. We are given an option and talk to one of them. Our objective is to impress them which we can do using a minigame such as karaoke,etc. There will be 6-10 key questions which will either increase or decrease their confidence and if they dont overcome their anxiety they will lose their chance and have an option to talk to other girls.

4.2. Game World
General look and feel of world
The world is a visual novel story and has a similar feel and structure. The characters are anime stylised.

4.2.1.Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
We have a main setting in the bar/pub. There the person will make choices. However the correct choices will be glitched when confidence level will be low. Also the background will have different tinge to it depending upon the confidence.

4.3.   Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters

The game starts off with a backstory about the character and the traumas he/she went through. We have a friend who introduces to the 3 different girls. All 3 girls have different styles,tastes and personalities which will be revealed through conversation with them.

5. Levels
5.1.   Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

There is a backstory for different levels of confidence at the start of the game. Harder level indicates lower confidence and player will find difficult to navigate through correct choices.

Backstory for each

Easy Level - confidence meter starts at 60

The player had strong ties with their family, however , was bullied a lot in school and thus has anxiety issues when talking with strangers.

Medium Level - confidence meter starts at 40

In addition to being bullied at school, his father is a drunk, jobless guy who occasionally beats the player's mother. However the player is closely attached to his mother and shares everything with her.

Hard Level - confidence meter starts at 20

The player had an absolutely torrid childhood , his father is drunk and jobless while mother is a serial cheater. Additionally he is bullied and beaten in school and thus is completely depressed and suicidal in nature.

5.2. Training Level
   The game is pretty intuitive and doesn't require a training level

6. **Interface**
   6.1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?
   6.2. Control System – How does the game player control the game? What are the specific commands?
   6.3. Audio, music, sound effects
   6.4. Help System
7. **Artificial Intelligence**
   7.1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

   7.2. Non-combat and Friendly Characters

   7.3. Support AI -- Player and Collision Detection, Pathfinding

8. Technical
    8.1. Target Hardware
    8.2. Development hardware and software, including Game Engine
    8.3. Network requirements
9. Game Art – Key assets, how they are being developed. Intended style.

Lucy: *We look forward to helping you with your game!*

Yes, please do. I'll be there right away.

Tell them I'll be there later, I've unfinished business.

I'd prefer to surprise them.

Qing
Now that the meeting is over Commander, what do you want to do? Shall I contact the Academic Centre and let them know you're on your way?

Environment
Game Art would be similar to those above with static background scenes such as Home, School, different areas of Bar.

Characters
Characters will be anime stylised similar as above images.