**GAME DESIGN DOCUMENT**

Tiny Mystic



Working Title

**Last Updated:**

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# Game Analysis

Tiny Mystic is an adventure role playing game that tells the story of an individual who has been abruptly stranded on this mysterious land they know nothing about. The game ultimately will serve as a prototype to Mystic G in play style and setting, but will tell a more light-hearted and unique story.

# Mission Statement

Tiny Mystic is an adventure RPG game for Windows that has players escaping from a new world they’ve been abruptly thrown in. Explore this new world, obtain new powers, and gain powerful friends as you search for a way out.

# Genre

Role Playing

Adventure

# Platforms

Windows

# Target Audience

Tiny Mystic targets mature players who enjoy turn based battles and/or JRPG. The type of person that I can imagine playing Tiny Mystic enjoys a good story that they can go through at their own pace. Players of Tiny Mystic enjoy a little depth in their turned based RPGS and find replayability in playing a game with a different character setup.

# Storyline & Characters

The story starts off in the middle of an open field where the player’s character awakens. The moment the player wakes up

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Character Name | Describe the character. It is a playable character or NPC. How does this character fit into the story, etc. | Describe the character’s abilities, personality and so forth. | Present any other notes about the character. |
| Player’s Character (PC) | This is the player’s character that has suddenly awaken in this new world and must find a way home. | The personality of the PC is up to the imagination of the player. | Present any other notes about the character. |
| Buster | Buster is a novice monster hunter for hire. | The personality of the PC is up to the imagination of the player. | Present any other notes about the character. |
| Nico | Nico is a ninja of the light. She is on a mission to return a scared heirloom. | Nico’s very dedicated to her ninja studies and she honors the code of the light. | Present any other notes about the character. |
| Captain Asoka | Asoka is the captain of the Black Koi and is infamous for seizing and pillaging lands. | Asoka is a brute who takes what he wants. He does have a code of ethic and loves anyone in his crew unconditionally. | Present any other notes about the character. |
| Master Jin | Master Jin is the leader of the Lunas Warriors. | Jin is a fearless and respected leader. While he is known to be tough, he is compassionate about the wellbeing of his people. | Jin is a character from a scrapped project called MiR |
| King Kaizo | King Kaizo is the leader of the Solace Knights. | Kaizo is known to be a light hearted and kind leader. While he can be a bit aloof at times, Kaizo is extremely reliable. | Kaizo is a character from a scrapped project called MiR |
| Magi Joe | This person is an enigma | Joe is, at his core, a wildcard. He doesn’t take much seriously, but his dramatics can be problematic. Joe is also known to be extremely dangerous when angered. | Magi Joe is Stick Joe from a line of comics Asix Jin (Me) use to write in high school. |
| Magi Bob | This person is an enigma | Bob, opposite to Joe, is a calm and collect individual . He is normally around to keep Joe in check, but this task is impossible so he is more so of a lighting rod for Joe’s antics. | Magi Bob is Stick Bob from a line of comics Asix Jin (Me) use to write in high school. |

# Gameplay

## Overview of Gameplay

## Player Experience

## Gameplay Guidelines

## Game Objectives & Rewards

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |
| Farlong Fields (Start) | An open area filled with fresh green grass, lush full trees, and crystal clear lakes. While not home to the most dangerous of creatures, it is advise to take precaution when traveling through Farlong Fields. This is where the PC awakens and thus the starting place for their journey. |
| Lunesta | Lunesta is a village hidden deep within the mountains not to far from Solace. |
| Solace | Solace is a lively kingdom located in the desert known for its bazaar. People from all over come looking to find or sell all sorts of treasures. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| Up Button | Navigating up on menus, advancing dialog, moving the player up, and inputting high commands in combos. |
| Right Button | Navigating right on menus, moving the player right, and inputting medium commands in combos. |
| Down Button | Navigating down on menus, moving the player down, and inputting low commands in combos. |
| Left Button | Navigating left on menus and moving the player left. |
| Action Button | Confirming choices on menus and interacting with stuff in-game. |
| Cancel Button | Cancelling out of menus. |
| Menu Button | Pausing game/accessing menus. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |