**Anjie’s Arcade GDD**

# Overview:

The main premise of the game is an Arcade Room with different game machines that the user can play. Each machine is a different game that the player can attempt freely and reach different high scores. The player can interact with different objects around the room.

# Theme:

The overall theme of the game will be a calm relaxing atmosphere with music and colours to match the area.

This will include different blue light variants and warm yellow spots.

# Story:

The player is as themselves when the game begins and is placed at the entrance of the Arcade where they are then able to enter the room. Inside is a room filled with colour and games and a lively environment. Upon entering the room, there is different sections where they can go such as; Cozy Corner, Game Central and Drinks Galore.

# Focus Areas:

## UI:

One of the project focusses is UI where different levels of UI animations and transitions will elevate the whole game experience. One of the aims is to have more immersive UI elements such as floating stats and scores and Menu buttons. As well as this having smoother transitions between scenes is also a key focus for the game. This includes scene transitions between the main arcade lobby and going into the minigame scenes.

## Minigames

The main premise of the game is the Minigames that can be played. Within the arcade will be a minimum of 3 playable games that the player can play independently of each other a

# Gameplay:

The premise of the game is that the player(You) is welcomed by a Main Menu set in front of an arcade

# Game Experience:

**Walking around**

**Music and ambience**

**Minigames and interactions**

# GAME WORLD:

## Outside street

## Indoor arcade room

# Mechanics:

## Movement:

* Main player movement
  + Walking

## Interact:

* Minigames
* Objects
* NPCs

# UI:

## A screen shot of a video game Description automatically generatedMain Menu:

The following is a rough mock up of how the main menu screen would work. The panels would contain the needed game elements and changeable settings such as overall audio and a controls screen. When play is clicked the UI will disappear and player can enter the arcade room in front of them

* Transitions
* Animations
* Design
* Layout

# Minigames:

## Endless Runner:

Simple endless runner with increasing speed and walls to dodge and collectibles

## Maze:

Simple Maze game (AnjuMaze)

## Fly AWAY!

2D map with Arena and enemies that attack and collectibles to find around the map

Cat a dog theme , bird and cat

# Audio:

## Arcade sound effects

* + Beeping machines
  + Music
  + Glasses from bar
* Game sound effects

# Bonus Material:

More minigames

Asset References:

<https://anton-malezhik.itch.io/free-new-ui-neon-buttons-2021>