Geimleikur

Game Design Document

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Game Design

## Summary

Þetta er 2D leikur sem gerist aðallega í geimnum, þú þarft að berjast við skrýmsli,“bosses” og aðra spilara.

## Gameplay

Þú þarft að vera stöðugt að reyna að uppfæra geimskipið þitt (e. upgrade) til að geta náð markmiði þínu,

## Mindset

Til að byrja með er character’inn bara geimskip (hægt að breyta seinna), í geimnum verða allskonar geimskrýmsli sem reyna að drepa þig í geimnum, í geimnum verða líka stjörnur, loftsteinar og plánetur sem verður hægt að lenda á, sumstaðar í geimnum verður svo hægt að finna stór skrýmsli til að berjast við (e. bosses).

**Þetta verður basic hugmyndin til að byrja með, svo verður hægt að flækja þetta enn meira seinna**

Technical

## Screens

1. Title Screen
   1. Play
   2. Options
   3. Quit
2. Level Select
3. Game
   1. Gameplay
   2. Inventory
   3. Map
   4. Chat
   5. Menu
4. End Credits

*(example)*

## Controls

Þú átt að geta stýrt með W til að fara áfram, og svo stýrirðu áttinni með músinni, til að skjóta ýtirðu á vinstri takkann á músinni og ESC til að fara í main menu screen.

## Mechanics

Þú svífur í geimnum

Level Design

*(Note : These sections can safely be skipped if they’re not relevant, or you’d rather go about it another way. For most games, at least one of them should be useful. But I’ll understand if you don’t want to use them. It’ll only hurt my feelings a little bit.)*

## Themes

1. Geimurinn
   1. Þema
      1. Dimmur heimur
   2. Hlutir
      1. *Ambient*
         1. Stjörnur
         2. Gas
      2. *Interactive*
         1. Skrýmsli
         2. Plánetur
         3. Stór skrýmsli (e. bosses)
         4. Loftsteinar
2. Plánetur
   1. Mood
      1. Dangerous, tense, active
   2. Objects
      1. *Ambient*
         1. Þyngdarafl (e. gravity)
         2. Gas/Reykur eða eitthvað
      2. *Interactive*
         1. Jörðin verður úr kubbum
         2. Skrýmsli, mismunandi eftir plánetum
         3. Kistur/Fjarsjóðir
         4. Einn boss á plánetu

*(example)*

## Game Flow

1. Spilarinn byrjar í geimnum
2. Hann flýgur um og finnur hluti, t.d loftsteina eða skrýmsli
3. Skrýmsli og loftsteinar geta innihaldið hluti eins og járn, kol og/eða gull ofl., og úr því að hægt að búa til hluti sem er hægt að nota í t.d í að uppfæra (e. upgrade) geimskipið (drepa skrýmli eða brjóta niður loftsteina)
4. Á plánetum geta verið loots, og mögulega líf þannig að þú gætir þá keypt og selt hluti (ef það séu menn eða geimverur á plánetunni)
5. Á mörgum plánetum eru bosses sem meður getur barist við, og skrýmsli eftir tegund plánetu

*(mætti setja inn fleiri hugmyndir)*

Development

## Abstract Classes / Components

1. Scripts
   1. CameraController.cs
   2. PlayerController.cs
   3. TestScript.cs (til að prófa hluti)
2. BaseObstacle
3. BaseInteractable

*(Það sem komið er)*

## Derived Classes / Component Compositions

1. BasePlayer
   1. PlayerMain
   2. PlayerUnlockable
2. BaseEnemy
   1. EnemyWolf
   2. EnemyGoblin
   3. EnemyGuard (may drop key)
   4. EnemyGiantRat
   5. EnemyPrisoner
3. BaseObject
   1. ObjectRock (pick-up-able, throwable)
   2. ObjectChest (pick-up-able, throwable, spits gold coins with key)
   3. ObjectGoldCoin (cha-ching!)
   4. ObjectKey (pick-up-able, throwable)
4. BaseObstacle
   1. ObstacleWindow (destroyed with rock)
   2. ObstacleWall
   3. ObstacleGate (watches to see if certain buttons are pressed)
5. BaseInteractable
   1. InteractableButton

*(example)*

Graphics

## Style Attributes

What kinds of colors will you be using? Do you have a limited palette to work with? A post-processed HSV map/image? Consistency is key for immersion.

What kind of graphic style are you going for? Cartoony? Pixel-y? Cute? How, specifically? Solid, thick outlines with flat hues? Non-black outlines with limited tints/shades? Emphasize smooth curvatures over sharp angles? Describe a set of general rules depicting your style here.

Well-designed feedback, both good (e.g. leveling up) and bad (e.g. being hit), are great for teaching the player how to play through trial and error, instead of scripting a lengthy tutorial. What kind of visual feedback are you going to use to let the player know they’re interacting with something? That they \*can\* interact with something?

## Graphics Needed

1. Characters
   1. Human-like
      1. Goblin (idle, walking, throwing)
      2. Guard (idle, walking, stabbing)
      3. Prisoner (walking, running)
   2. Other
      1. Wolf (idle, walking, running)
      2. Giant Rat (idle, scurrying)
2. Blocks
   1. Dirt
   2. Dirt/Grass
   3. Stone Block
   4. Stone Bricks
   5. Tiled Floor
   6. Weathered Stone Block
   7. Weathered Stone Bricks
3. Ambient
   1. Tall Grass
   2. Rodent (idle, scurrying)
   3. Torch
   4. Armored Suit
   5. Chains (matching Weathered Stone Bricks)
   6. Blood stains (matching Weathered Stone Bricks)
4. Other
   1. Chest
   2. Door (matching Stone Bricks)
   3. Gate
   4. Button (matching Weathered Stone Bricks)

*(example)*

*(Note : If you’re soloing you might not need to define this part, as you can just use the Derived Classes + Themes section as a reference. It’s up to you.)*

Sounds/Music

## Style Attributes

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario’s jump), or use just enough to let the player know something happened (e.g. mega man’s landing)? Going for realism? You can use the music style as a bit of a reference too.  
   
 Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

## Sounds Needed

1. Effects
   1. Soft Footsteps (dirt floor)
   2. Sharper Footsteps (stone floor)
   3. Soft Landing (low vertical velocity)
   4. Hard Landing (high vertical velocity)
   5. Glass Breaking
   6. Chest Opening
   7. Door Opening
2. Feedback
   1. Relieved “Ahhhh!” (health)
   2. Shocked “Ooomph!” (attacked)
   3. Happy chime (extra life)
   4. Sad chime (died)

*(example)*

## Music Needed

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

*(example)*

*(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)*

Schedule

*(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)*

1. develop base classes
   1. base entity
      1. base player
      2. base enemy
      3. base block
   2. base app state
      1. game world
      2. menu world
2. develop player and basic block classes
   1. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
   1. blocks
      1. moving
      2. falling
      3. breaking
      4. cloud
   2. enemies
      1. soldier
      2. rat
      3. etc.
5. design levels
   1. introduce motion/jumping
   2. introduce throwing
   3. mind the pacing, let the player play between lessons
6. design sounds
7. design music

*(example)*