Short description of the game. Basically, a summary of what we are looking for.

Cozy Game…

Design Document

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# Overview

## Game Concept

### Genres

The game will consist of a 2D side-scroller, designed to be played on a computer and implemented in unity.

The game aims to maintain a more relaxing atmosphere with emphasis on comfort and self-care referred to as Comfort Gaming.

### Target Audience

The game is aimed towards the casual game audience, where the player is unlikely to have extensive knowledge or experience with games and game mechanics.

### Project Scope

After the duration of the allotted time the game will consist of…

# Game Components

## Gameplay

### Game Objectives

What is the objective of the game if there is any?

### Game Progression

How will the game progress if there I any game progression (Gain new items etc.)

### In-game Graphics User Interface (GUI)

What GUI interface will be available to the player to implement.

## Mechanics

### Rules

Rules that the game abide by.

### Player Interactions

How the player will interact with the game.

## Game Elements

### World Narrative

The type of world the story is set in.

### Characters

List of characters that will be implemented for the game. (Including concept art)

### Locations

Areas that will be implemented for the game. (Including concept art)

### Level Design

What levels will be involved what’s in them and what will it look like.

## Assets

### 2D Models

List of 2D Models we will aim to have completed for the game.

### Music

List of scenes or menus that will have background music.

### Sound Effects

List of sound effects that will be implemented and where.

# Game Prototyping

### The Team

***Bi Wan Low (101814341): Lead Programmer***  
Responsible for implementing mechanics and interface between the art animation and sound.

***Jessica Harmer (103060612): Producer/Audio Designer***   
Primarily responsible for organising and coordinating tasks and deadlines.  
Also responsible sourcing and implementing background music and sound effects.

***Nicolette Zorbas (102614665): Character Designer/Animator***  
Primarily responsible for creating character assets.  
Also responsible for implementing and leading animation of character assets.

***Syed Faiyaz(Raad) (102614665): Environment Designer/Animator***  
Primarily responsible for designing the environment.  
Also responsible for assisting in animation implementation and asset creation.

### Task List

##### Environment Build

The kitchen environment (without interactive/animated elements).

* Base Kitchen Sketch
* Countertops & Cupboards
* Base Appliances (Inactive): Fridge, Bin, Door

##### Game UI

The design & incorporation of the task-list & menus.

* Ui display
* Tasks listed
* Hidden success values/completion rates
* Options & Menu Screen

##### Interactive Appliance Incorporation

Adding the appliances for task completion.

* Create assets (toaster, kettle, lights)
* Scripting for various functions

##### Character Design

The tasks involved in the character design & animation.

* Character model
* Walk cycle
* Object interaction animation

##### Character Schedule

The level schedule of the character.

* Formulate schedule
* Test balancing of daily schedule & tasks
* Match to character animations

##### Sound Design

The basic sounds required for the game.

* Background music
* Task done (partial and full)
* Appliance noises
* Homeowner: Footsteps, expression noise
* Basic click/select

### Timeline

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Week | Bi Wan | Jess | Nic | Raad |
| 6 | Begin Task List UI/Options Menu | "Base Kitchen Sketch, SFX & Sound Research & Sourcing" | "Source Character Model, Walk Cycle" | "Kettle & Lights Models, Toaster Animations" |
| 7 | Implement Ui & Apply Scripts to Room (Week 7/8) | "Collect SFX, begin implementing Unity Sound System" | "Basic character object interactions, character expressions" | Environment Build (Room & Surfaces) |
| 8 | Develop Character Schedule & Begin Playtest/Balancing | Implement Sounds & Music | Implement Character to Level Build | Other Object Animations |
| 9 | Playtesting/Bug-Fixing | "Continue Implementing Sounds/Finalising Music, Playtest" | Add additional animations for smoothness/cohesiveness | "Expand Environment Design (Inactive Appliances, Door)" |
| 10 | Playtesting/Bug-Fixing | "Environment Build/2D asset support, Playtest" | "Continue animations, Playtest" | "Input final environmental features/designs, Playtest" |
| 11 | Playtesting/Bug-Fixing | "Finalise asset implementation, Playtest/Bug-Fixing" | "Finalise asset implementation, Playtest" | "Finalise asset implementation, Playtest" |
| 12 | Playtesting/Bug-Fixing | Playtesting/Bug-Fixing | Playtesting/Bug-Fixing | Playtesting/Bug-Fixing |
| 13 | Playtesting/Bug-Fixing | Playtesting/Bug-Fixing | Playtesting/Bug-Fixing | Playtesting/Bug-Fixing |

# Further Development

\*\*These will only be implemented if all previous tasks are included, and all parties involved in its development are able to implement these changes safely.\*\*

### Features

Additional Features to be coded into the game.

### Assets

Additional Assets that we would like to develop if there was time.

### Levels

Additional levels that we would like to develop if there was time.

# Appendix