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. The game aims to elevate the stress of daily life by pulling the player into a cute and natural world.

### 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/Producer***  
Primarily responsible for implementing mechanics and interface between the art animation and sound. Also responsible for creating and reviewing game documentation and ensuring that the timeline is being adhered to.

***Jessica Harmer (103060612): Game Designer/ Environment Designer***  
Primarily responsible for outlining the rules of the game and what the final product will consist of. Also responsible sourcing and creating environment and background art assets.

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

***Syed Faiyaz(Raad) (102614665): Audio Designer/***  
Primarily responsible for sourcing music and sound effect assets. Also responsible for implementing the art, sound and animation in Unity.

### 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