GoGetEm

Game Design Document

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Executive Summary

GoGetEm is a minimalist mobile chasing game. The target audience for GoGetEm are casual players looking for a simplistic gaming experience that is easy to play with a low learning curve. The main gameplay objective, which is common across all gameplay modes, is to navigate through a maze to reach a target of some kind before an AI opponent does.

All methods of gameplay are operated by a gamepad-inspired controller which allows the player to move up, down, left, and right. GoGetEm includes four game modes; Classic, Hunt, Chasedown, and TagTeam, involving elements of chasing static goals or dynamic AI opponents in team or single player situations. There are over 100 levels of aesthetic content available for players to unlock, four difficulty settings to select, and a statistical overview of how well the player performs across different game modes and difficulty settings.

Gameplay

Mechanics

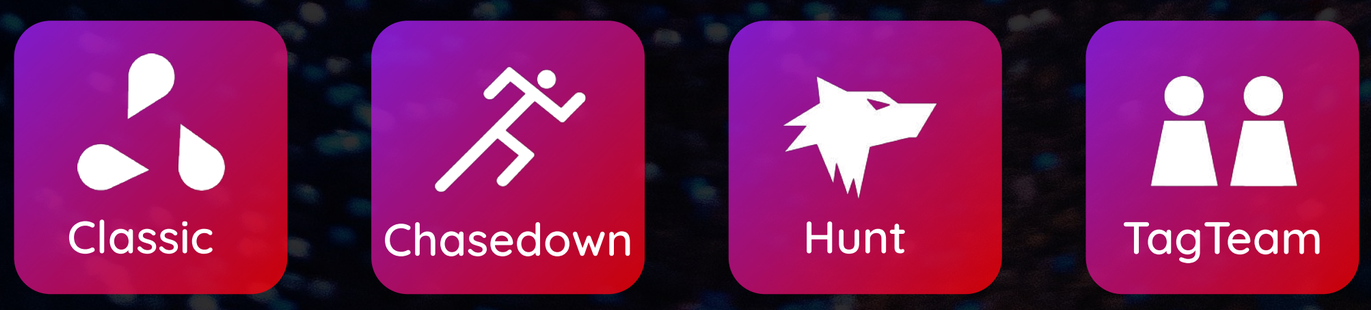
Every game mode in GoGetEm is played within a randomly generated maze, which is 10 cells by 10 cells in size. In any of these game modes, the player will be required to navigate through the maze by moving either up, down, left, or right. These movements are performed by the player by pressing each direction's corresponding button on the player's controller, which is located below the maze, and will be discussed in more detail in the UI Design section of this document.

Every game mode also includes some aspect of catching a target, whether it be a static object or a dynamically moving AI opponent. A target is considered "caught" when the target occupies the same cell in the maze as the agent that is chasing it, which can also be considered when the two entities overlap in the same cell. Each mode can be played with a selected difficulty, which increases the AI opponents speed. The difficulties available to select are:

- Meh
- Oh Ok
- Hang On
- What The

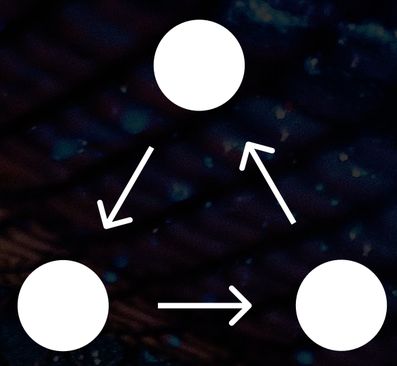
Modes

There are four playable modes in GoGetEm. They are:



Classic

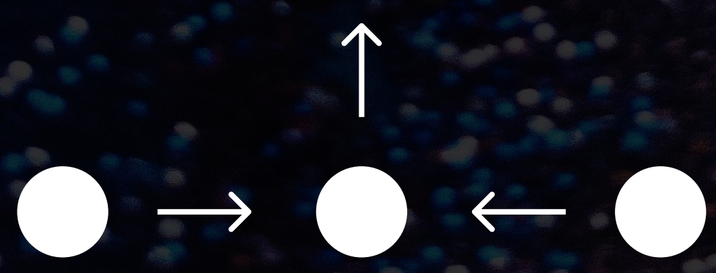
Classic mode involves three players. It is a three-way chase; each player has a target who they are chasing, who is chasing the third player, who is in turn chasing the original player. Below is a diagram of the chasing flow:



A game consists of a number of rounds chosen by the player. A round ends when one player catches another player, by occupying the same cell as that player, as discussed previously in the mechanics section. A player scores 1 point by catching their target in a round. After all the rounds have ended, the player with the most points wins the game.

Chasedown

Chasedown mode involves three players. Before each round begins, one player is designated the “target”, whilst the other two are “chasers”. The target’s objective is to avoid the chasers until the round’s time ends, and the chasers compete to catch the target before the round’s time ends. Below is a diagram of the flow:



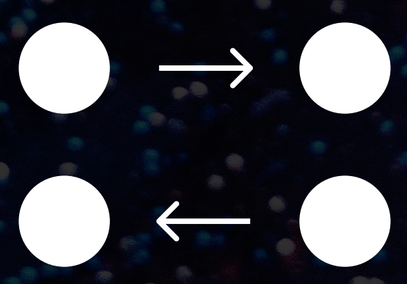
A game consists of a number of rounds chosen by the player, within a chosen round time limit. A chaser scores 1 point by catching the target in a round. A target scores 1 point by not being caught by the time the round ends. After a round ends, a different player is chosen as the target. After all the rounds have ended, the player with the most points wins the game.

Hunt

Hunt mode involves two players. During a round, a static target will appear at a random position in the maze. Both players must race to catch the target first. Once the target is caught, a new static target will appear at a different random position in the maze. A player scores 1 point for catching a target. The two players continue catching targets until the round's time ends. After all the rounds have ended, the player with the most points wins the game.

TagTeam

TagTeam mode involves two teams of two players (four players in total). Before each round begins, one player on each target is designated the chaser, and the other is the target. During the round, the first team's chaser must catch the second team's target, and the second team's chaser must catch the first team's target. Below is a diagram of the flow:



A game consists of a number of rounds chosen by the player. A team scores a point when their chaser catches the opposing team's target. Targets of opposing teams occupying the same cell has no effect; same with chasers. At the end of the round, the target and chaser will switch between players of one of the teams. After all the rounds have ended, the team with the most points wins the game.

Progression

Players earn experience by playing different modes in GoGetEm. Experience is accrued by the player regardless of whether they win or lose the game that they are playing. The amount of experience that is accrued is calculated mathematically after each game, and takes into account the following factors:

- Whether or not the player won or lost the game
- The mode that was played
- The difficulty that was selected
- The number of rounds that were played
- The time limit selected for each round (if applicable)

Depending on whether or not the player has earned enough experience, they may level up. The amount of experience required to level up increases based on how high the level is.

The main utility for accruing experience and levelling up is to unlock more content within the game. The content that can be unlocked within the game is for purely aesthetic purposes, and has no effect on gameplay. The following can be unlocked within the game:

- Border colours for the controller
- Button variants for each button on the controller
- Button colour for each button on the controller
- Background images for every available game mode

The different colours that can be unlocked are as follows:

The different button variants that can be unlocked are as follows:

Circle

Square

Triangle

Shard

Pointer

A Button

B Button

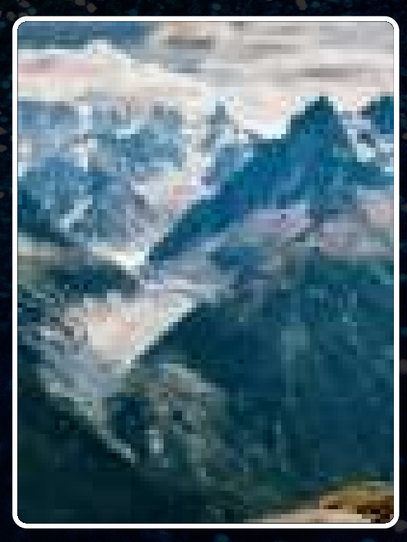
X Button

Y Button

The different background images that can be unlocked are as follows:

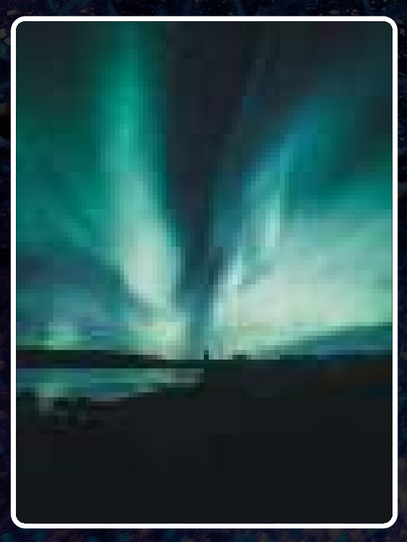
Forest

Mountains



Snow

Aurora



Fire

Goggles

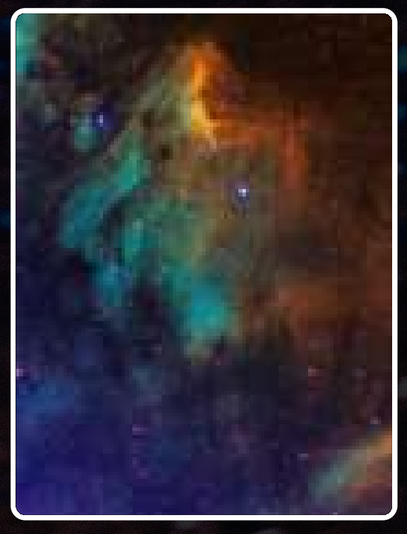
Gold

Liquid

Neon City

Neon Future

Space



Statistics

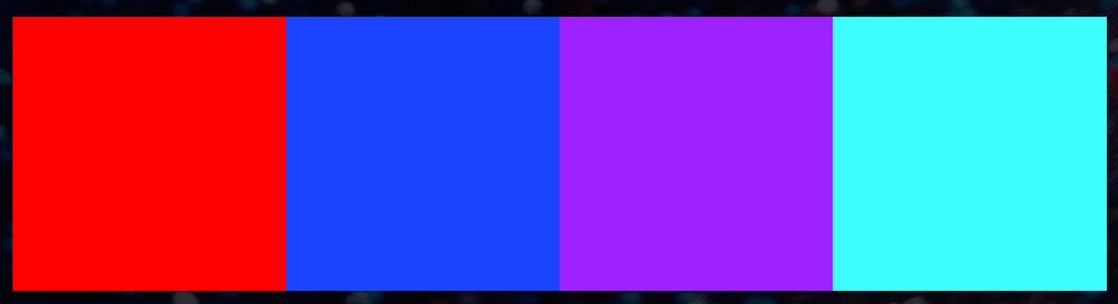
GoGetEm provides players with a statistical overview of their play. This statistical overview is divided into three sections; Base Stats, Game Mode, and Difficulty. Base Stats provides users with the total experience that they have accrued, the amount of experience they require to reach the next level, and their total win ratio, which is the total number of games the player has won divided by the total number of games they have played. Game Mode informs the player of their win ratios across all game modes, and Difficulty informs the player of their win ratios across all the difficulty settings.

UI Design

Theme

The minimalist core gameplay mechanics and casual gamer target audience influenced the art style and theme for GoGetEm. Red, blue, and purple were decided upon as the main colours incorporated into the theme as they complimented each other seamlessly and had a diverse enough set of shades to compliment with each other. A fluro blue colour was also used as the secondary / highlight colour.

Core Colour Palette

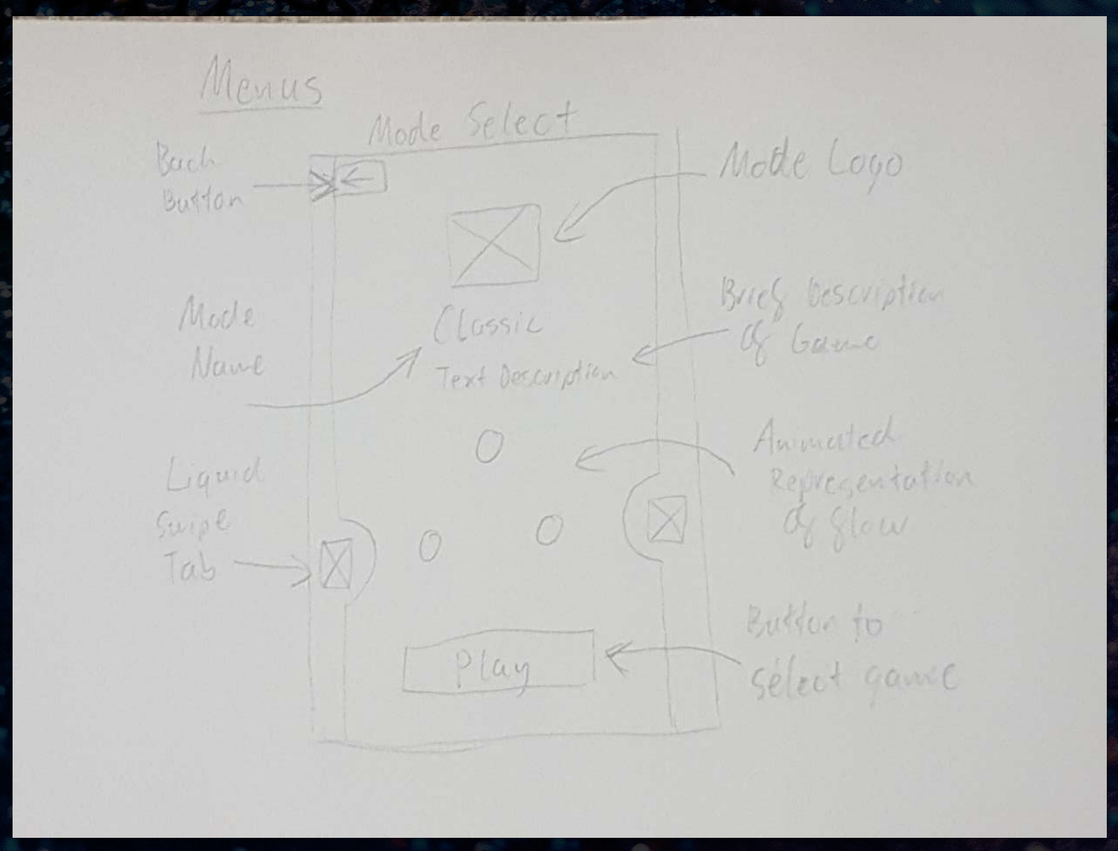


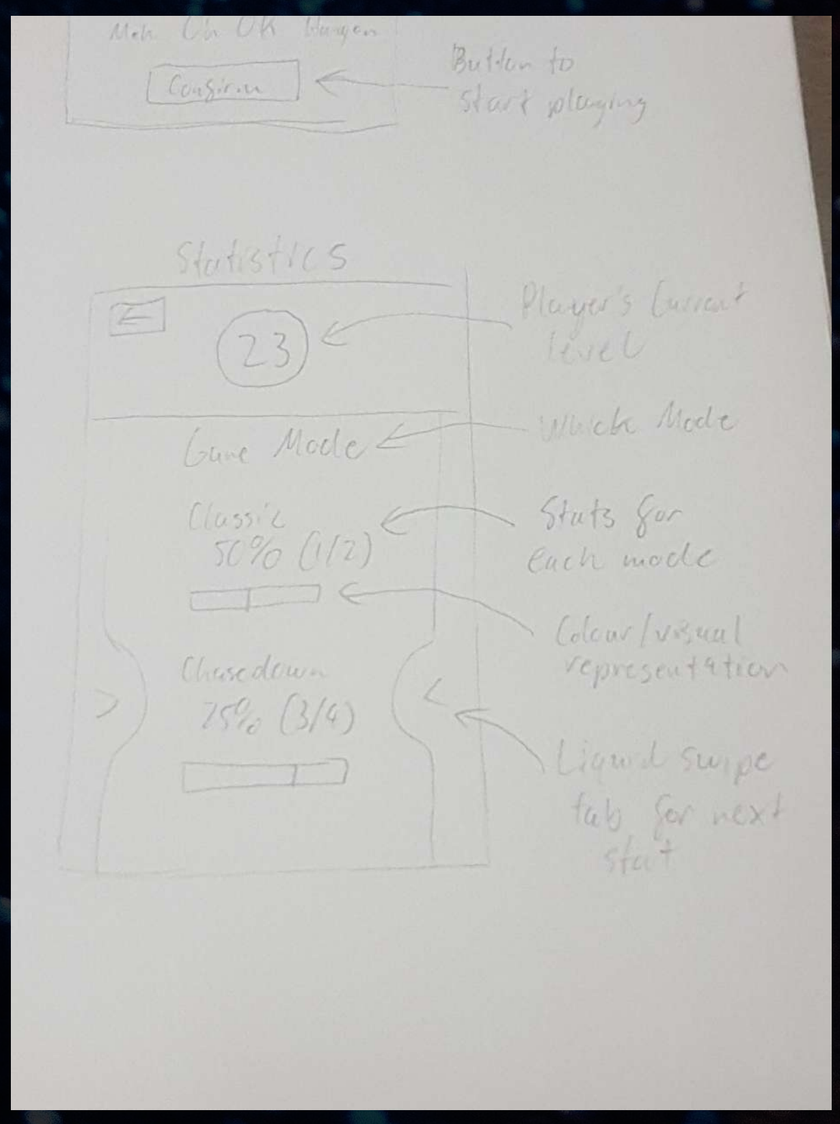
Other standard primary colours were used for other core aspects of the game, including player avatar colours, to cement the minimalist theme. The Quicksand font is used for all lettering, as its simplistic nature complimented the general minimalist theme. More exclusive unlockable content diverged from this theme, including the use of fluorescent colours and vivid, detailed background images, contrasting it from the earlier content to contribute to its presence of exclusivity.

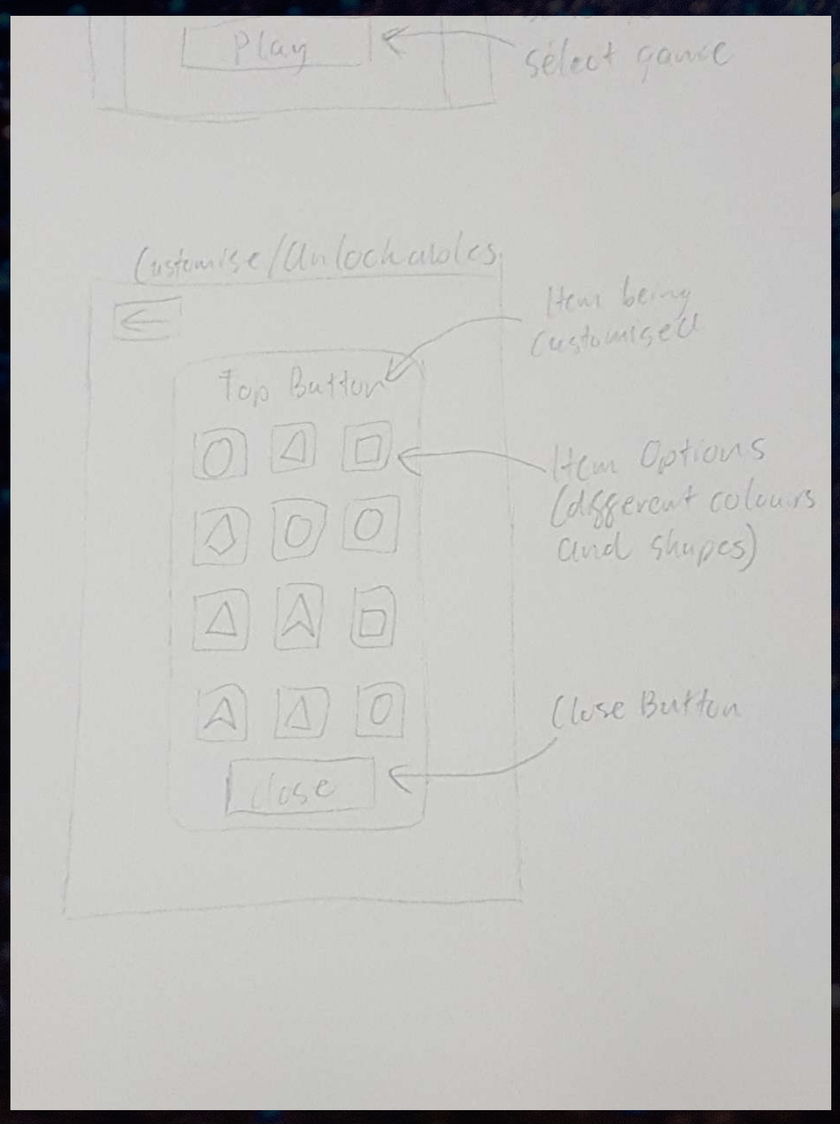
Menus

Following the minimalist theme, the menus throughout GoGetEm use flat colour backgrounds and favour the use of simple shapes and icons over text descriptions. Liquid swipe tabbing is also present within most of the major menus, predominately as an interesting user experience to offset the simplistic visual nature. Being a mobile application, the layout of the content of each screen is a column, and typically narrow due to the usage of the liquid swipe tabs. Below are low fidelity prototypes and high fidelity examples of the UI design for the menus:

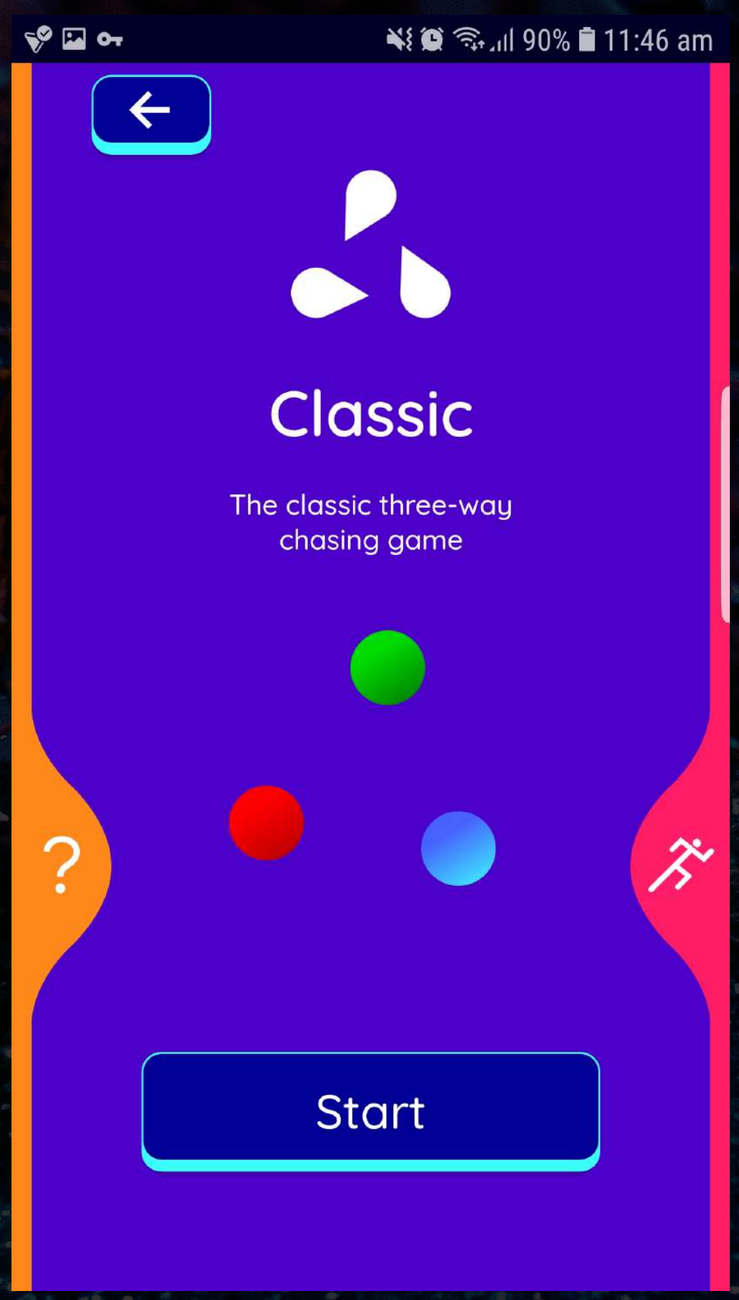
Low Fidelity Prototypes

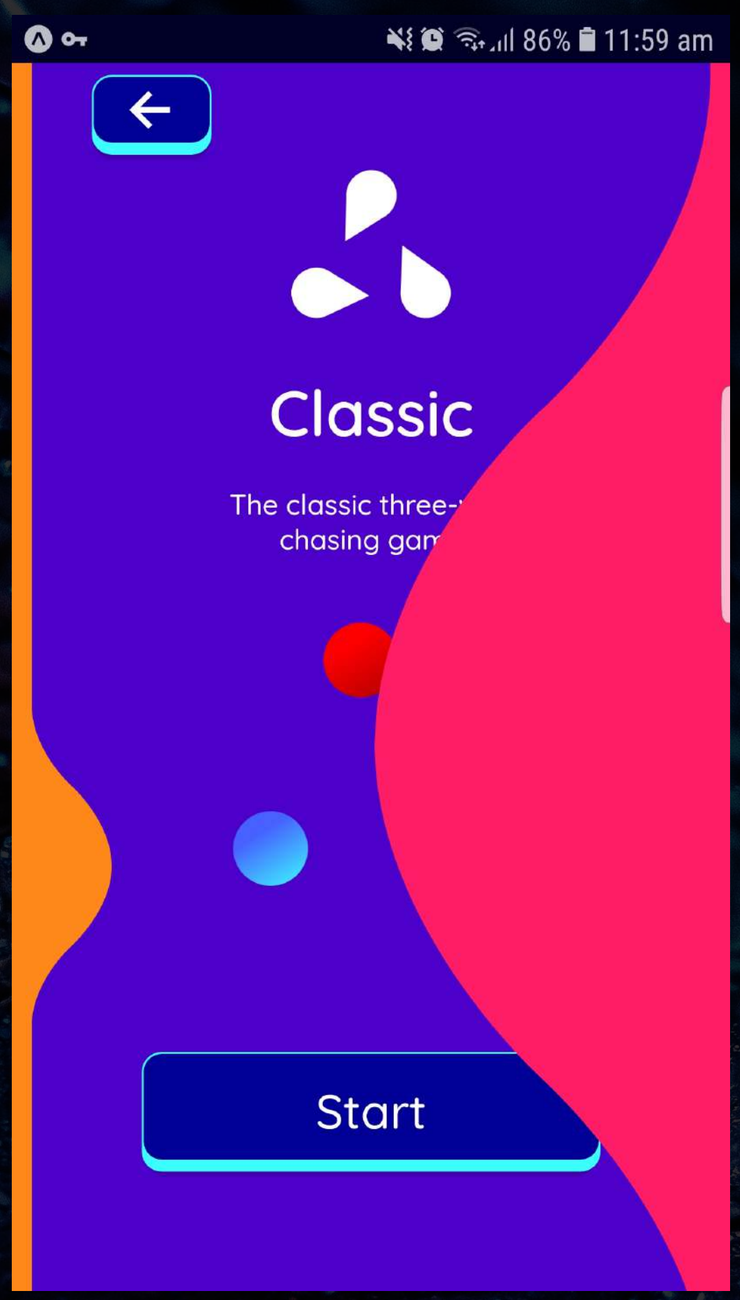


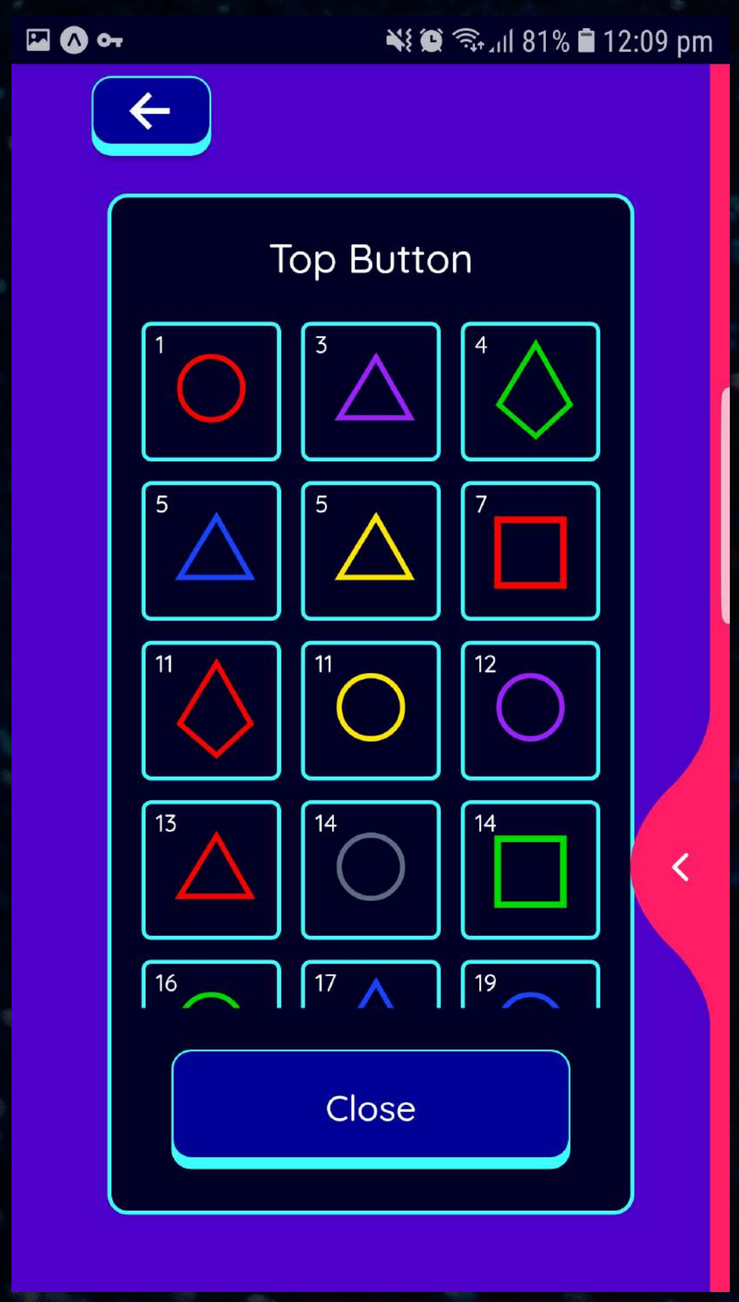


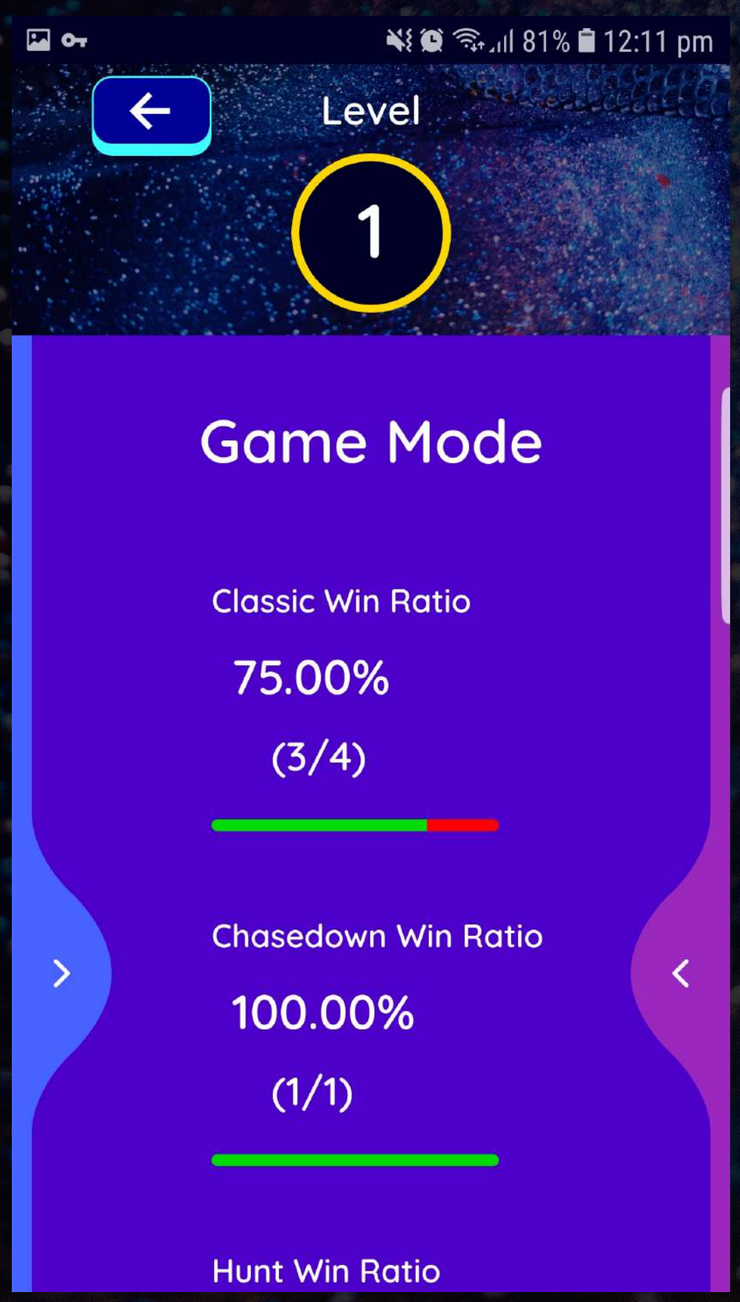


High Fidelity Examples







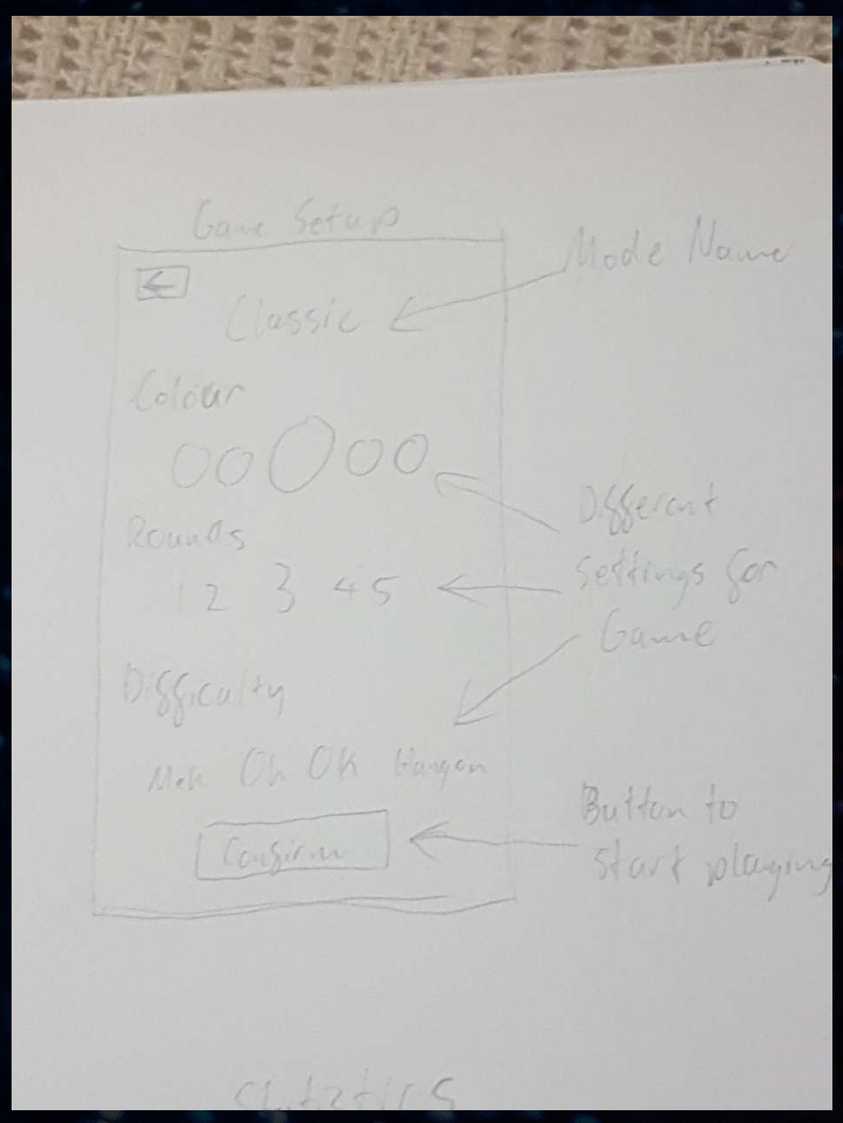


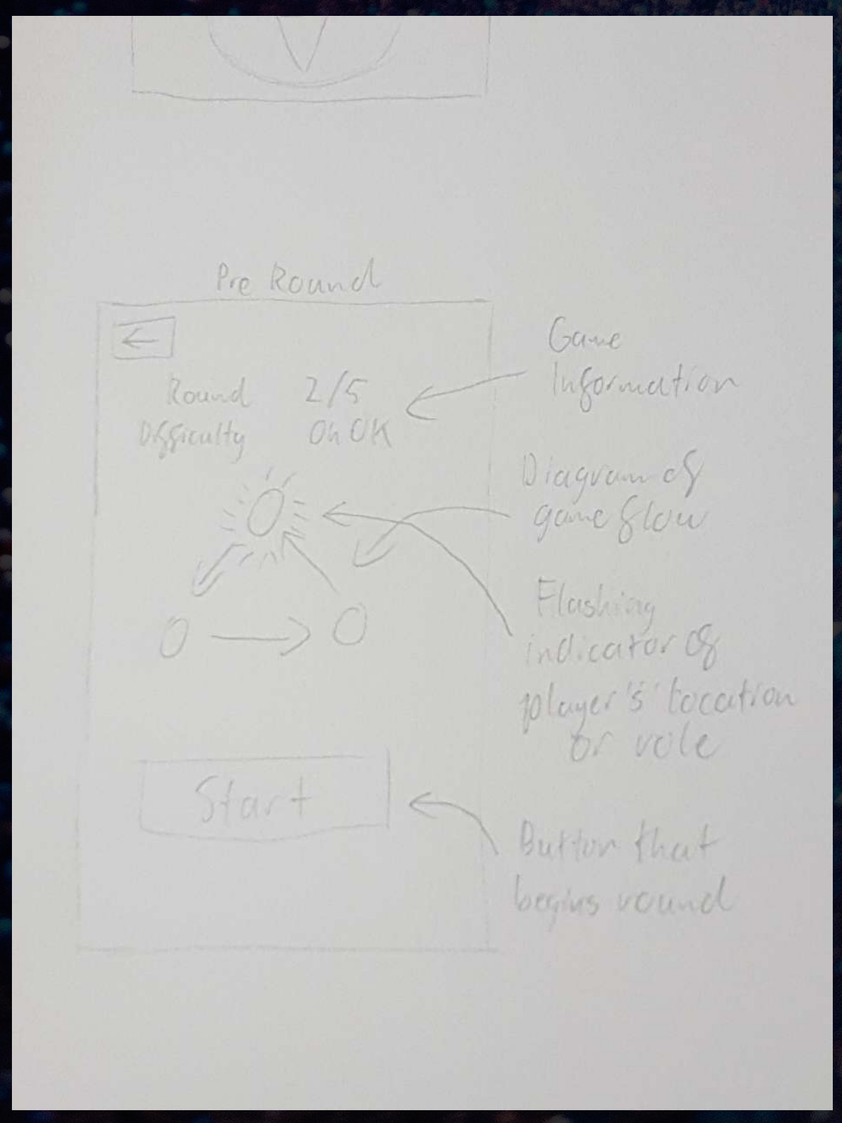
Gameplay

The UI design for the various aspects of gameplay echo the minimalist theme. The configuration page involves purely a series of carousels through which the player can set the parameters for their game. The pre-game screen relies entirely on the use of shapes and symbols to convey the relevant information to the player, including where they are positioned in the maze, who their target it, what the objective is, and anything else relevant to the game mode.

The gameplay screen is spatially dominated by the controller and the maze where the game is played. The peripheral header includes other game relevant information such as scores and timers. This is intended to emulate a portable gaming console, such as a Nintendo GameBoy or PSP, in order to acclimate the player with a simple gameplay experience.

Low Fidelity Prototypes





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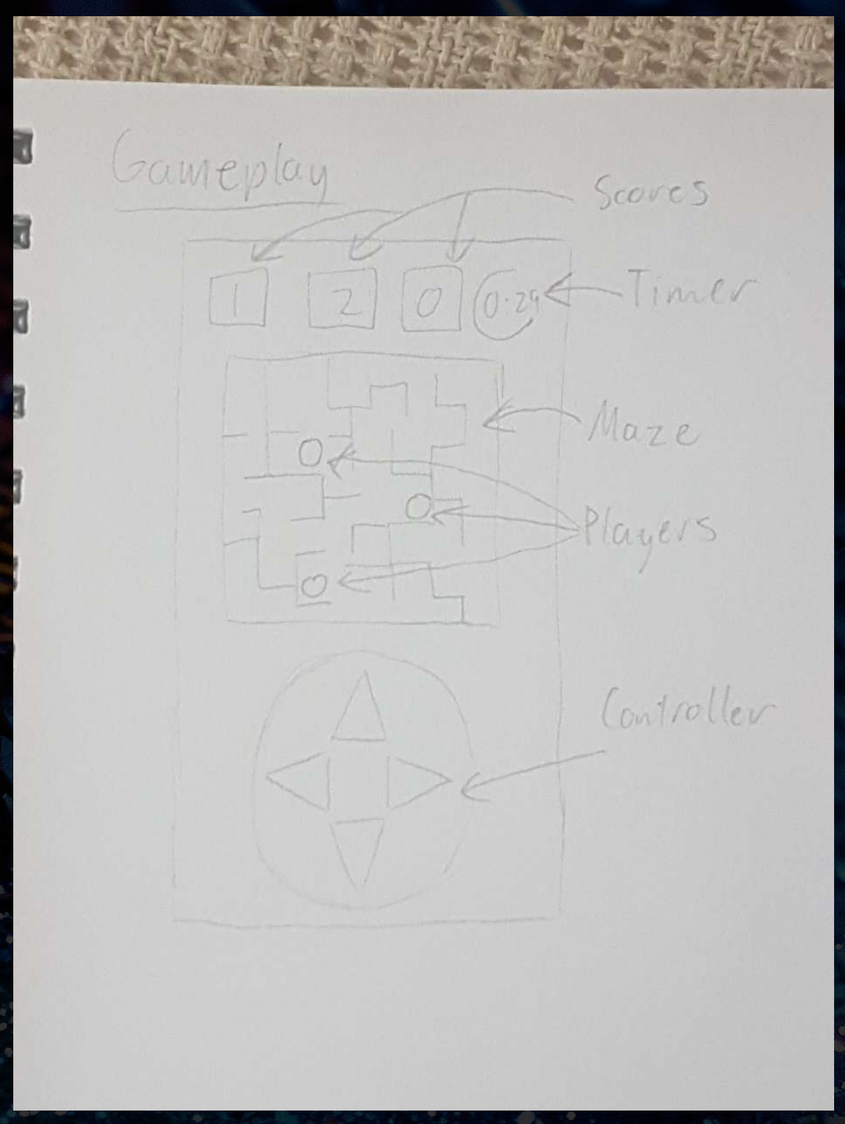

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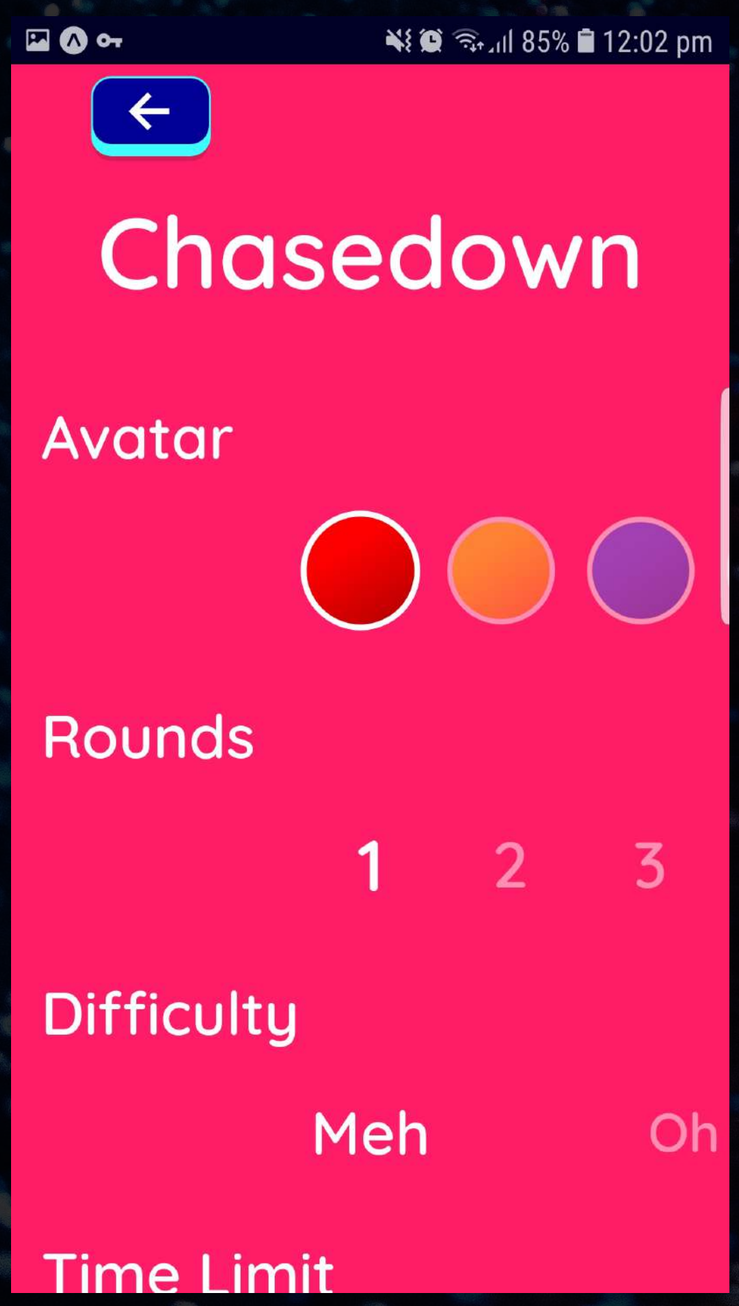

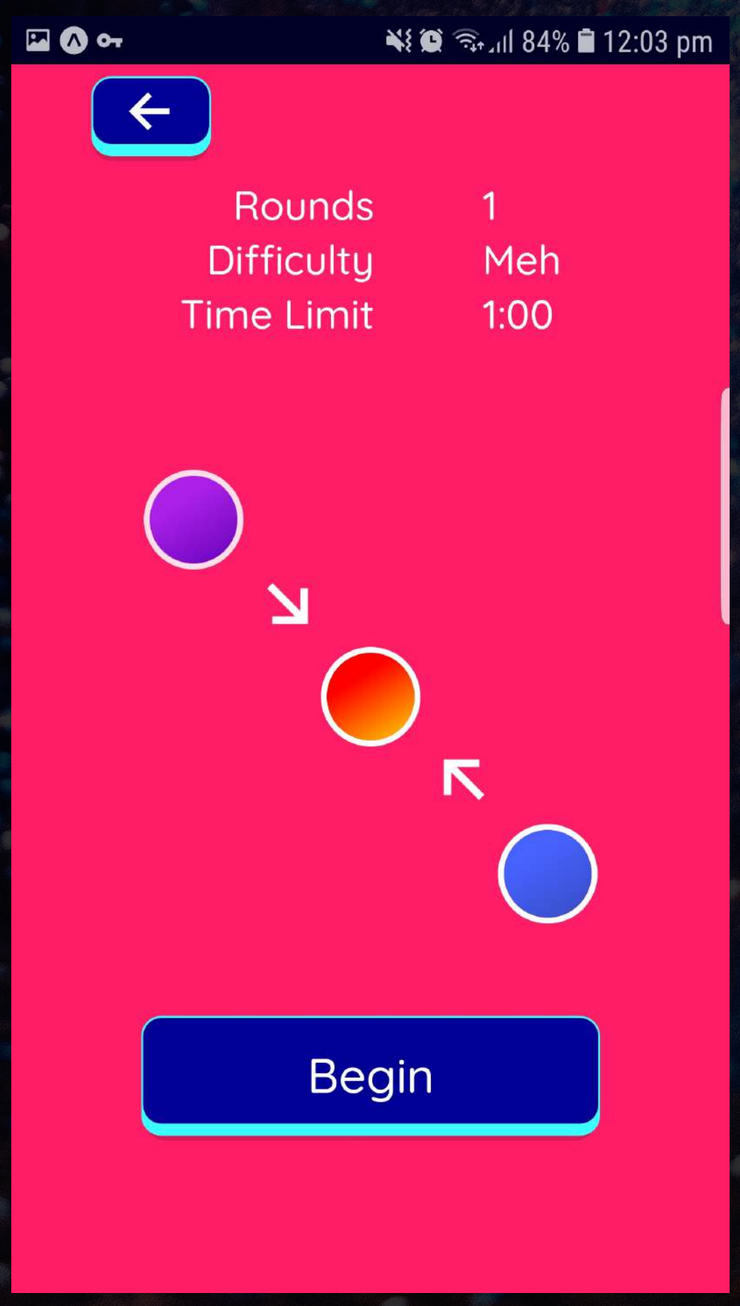
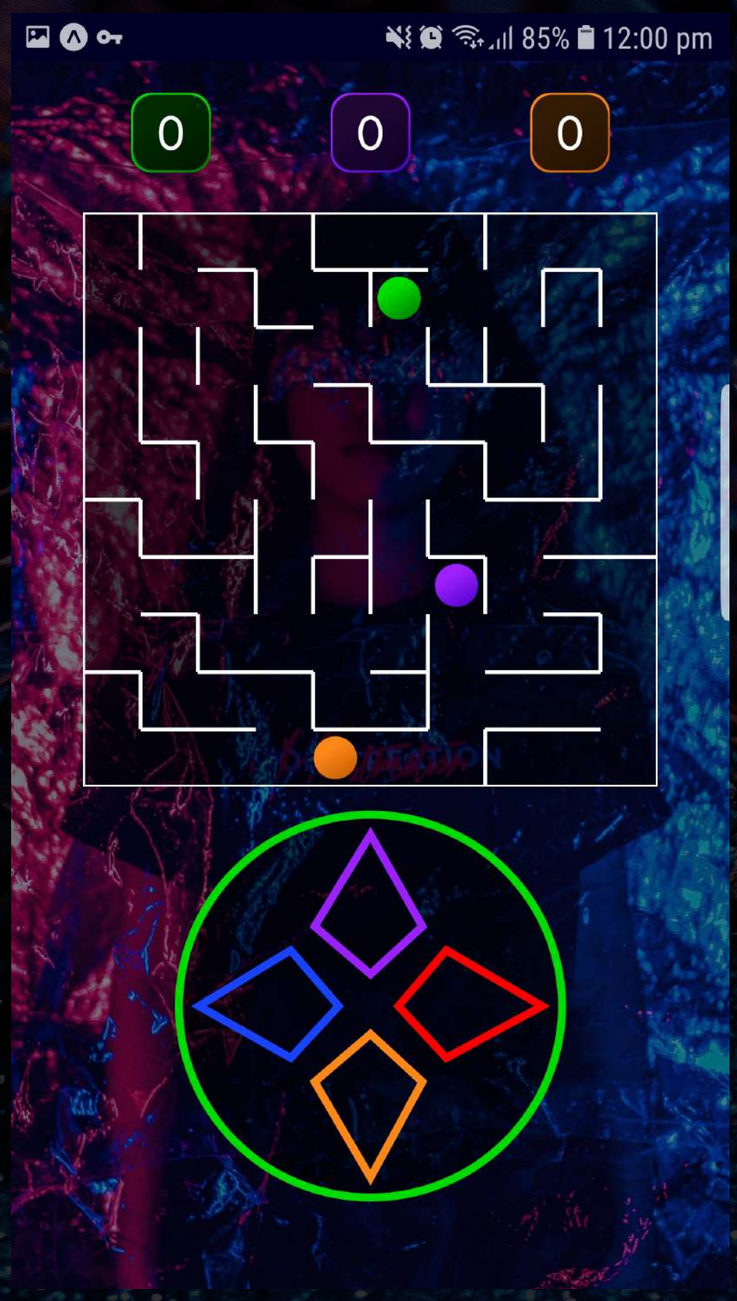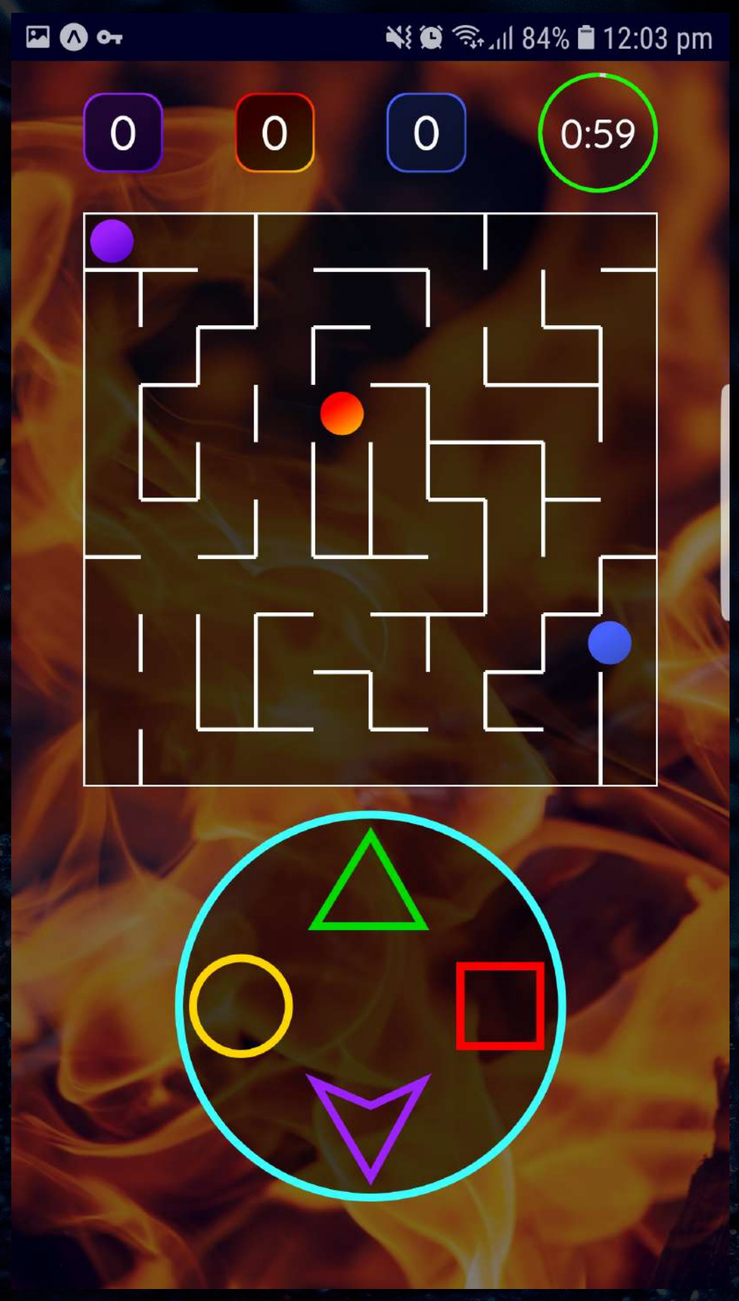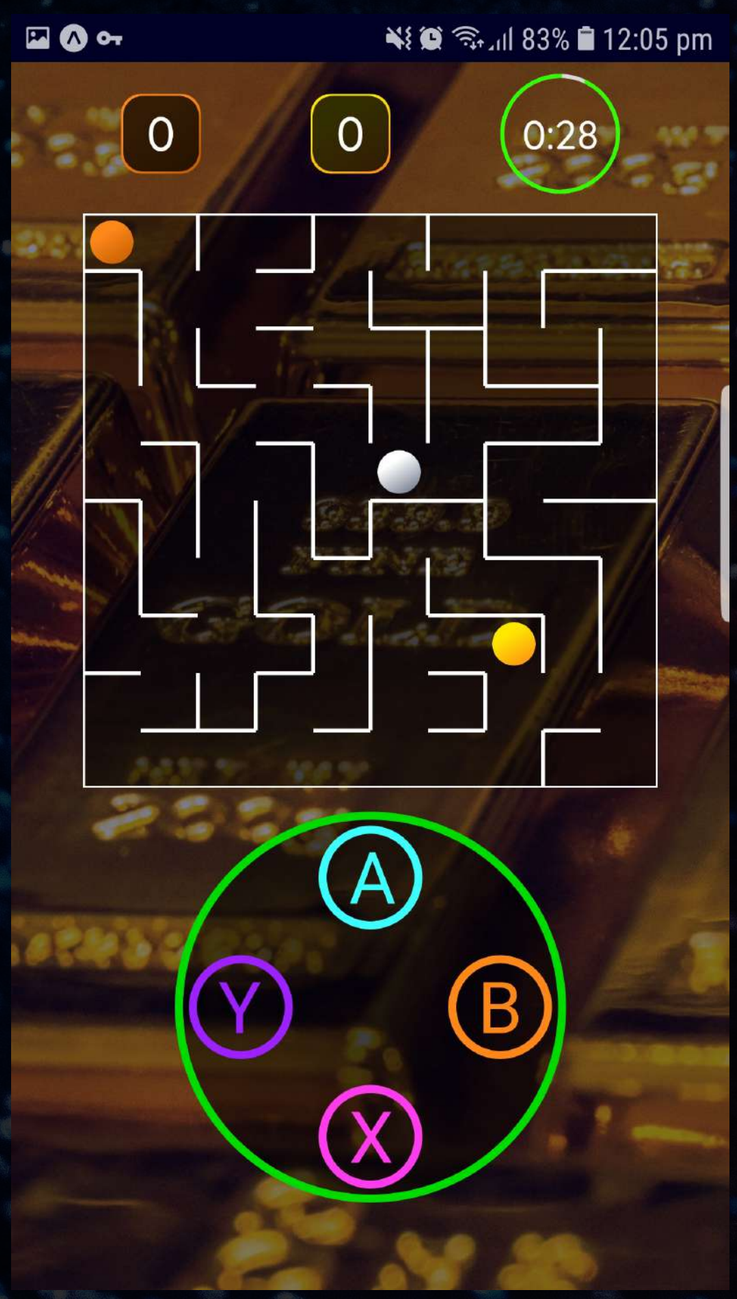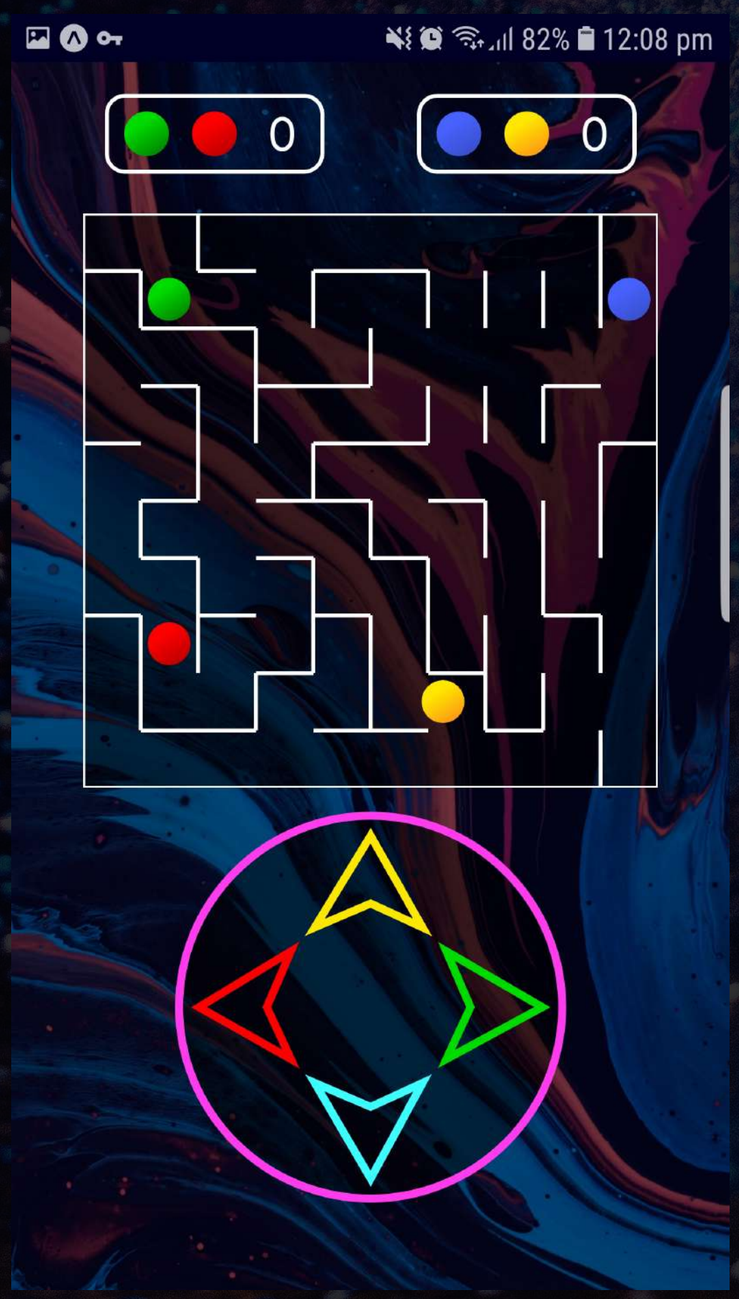
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