**Game Design Document for:**

# Name of Game

**One Liner, i.e. The Ultimate Racing Game**

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Version # 1.00

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# Foreword

Use flowcharts, tables and other practical means to set out your schedule and other project management needs.

Use the **project management** hub below to include:

* Scheduling
* Deadlines
* Milestones
* Time management

Use the appendix to add classroom notes, references and images used.

**Delete this section before hand-in!**

# Project Management

## Version 1.00

Version 1.00 includes some tuning and tweaking that I did after making my initial pass at the design. Here is what I changed.

1. Idea for game found.
2. Document is created.
3. Necessary headings are added.

## Version 1.10

Version 1.10 includes…

1. Idea for game found.
2. Started writing in the “Game Overview”

# Game Overview

## Common Questions

### What is the game?

This game will be a roguelite themed around the ASCII characters, The idea came from the rules required for a game to be a roguelike that they must have an ASCII display, the spin on this is that the game will physically uses the symbols in the gameplay.

## Inspirations

The game takes inspiration for other popular ‘roguelikes’ such as The Binding of Isaac and Hades which both have different ‘stages’ split into small randomly generated rooms and an overarching goal of defeating enemies and getting far as possible before dying and starting over.

### Who is the target audience?

The targeted audience is for anyone who likes to play roguelike-likes and roguelites which are similar to roguelikes but don’t entirely qualify to be whether that be because of not having turn-based combat or true perma-death.

### Where does the game take place?

The game will take place inside of a magical dungeon where words are given physical form to create paths in the mysterious dungeon.

The dungeon will be randomly generated or ‘shuffled’ every time the player starts a game and will have layered floors with different themes.

### What/who do I control?

??????????????????????????????

Describe what the player will control- it's mainly a narrative game so focus on that area

### How many characters do I control?

??????????????????????????????

If this applies talk a little more about the control choices. Does the game show the story from multiple characters perspectives? Remember to add answers to questions that you think the reader will ask. This is totally dependent on your design.

### What is the main focus?

The main goal of the game is to escape from the dungeon while collecting items and gear to aid the adventure, when the player dies, they lose everything and are thrown back to the start where all the rooms have changed.

After they escape once, the main goal becomes to beat the high score set by previous runs.

### What is different?

In this roguelite there are missing pieces of the map, so you can use gold gathered in the dungeon to buy map pieces which correlate to their ASCII value, if I can finish this, I can add other purchasable pieces that change other aspects of the game.

A list of ASCII characters and their values:

|  |  |  |  |
| --- | --- | --- | --- |
| **Character** | **Cost** | **Character** | **Cost** |
| ╣ | 185G | ╩ | 202G |
| ║ | 186G | ╦ | 203G |
| ╗ | 187G | ╠ | 204G |
| ╝ | 188G | ═ | 205G |
| ╚ | 200G | ╬ | 206G |
| ╔ | 201G |  |  |

Furthermore, (aesthetically only) the enemies drop gold in the form of their ASCII value, so for example when an enemy dies, they have a total of 100 gold which could be split down into a: \* (42), & (38G), ♠ (6G), and two • (7Gx2) in an explosion of characters.

# Feature Set

## General Features

You can add or take away features in this section

Brief overview:

* + Unity
  + UI (User Interface (Score))
  + Collision
  + Input (keyboard only)

## Gameplay

List items here that are key to the gameplay experience

* Permadeath
* Random environment generation
* Exploration and discovery
* Turn-based, grid-based, non-modal gameplay
* Hack-n-slash (e.g., lots of monsters to kill)
* Resource management (e.g., inventory)
* Rules set for the player are set for the ‘monsters as well’
* ASCII art
* The numbers mason, what do they mean
* Actual game is not ascii but the minimap is

# The Game World

## Overview

Provide an overview of the game world. Here you should outline the concept and premise of the narrative. The way you shape this document can vary, you can use flowcharts, diagrams, tables or other means.

This is mainly a section that you can briefly use to cover mechanics. Add or remove sections that are applicable.

## World Feature #1

This section is not supposed to be called world feature #1 but is supposed to be titled with some major thing about the world or game narrative. This is where you break down what is so great about the game world into component pieces and describe each one.

## World Feature #2

Same thing here. Don’t sell too hard. These features should be awesome and be selling the game on its own.

## The Physical World

### Overview

Describe an overview of the physical world. Then start talking about the components of the physical world below in each paragraph.

The following describes the key components of the physical world.

### Key Locations

Describe the key locations in the world here.

### Objects

Describe the different objects that can be found in the world.

See the “Objects Appendix” for a list of all the objects found in the world.

# The World Layout

## Overview

Provide an overview here. Include a map, locations, storyboards- showcase the world.

## World Layout Detail #1

## World Layout Detail #2

# Source Control

overview

(GitHub)

Screenshots, how I use

# Black Box Testing

overview

# Production Log

Overview

* + Technical; tools and features
  + Programming fundamentals (variables, if statements, loops, arrays, functions, and classes)
  + Gameplay loop
  + Mechanics

# Extra Miscellaneous Stuff

## Overview

Anything else that is relevant that you may have missed or isn’t essential… maybe the game world has a monetary system and economy that you are dying to add but it doesn’t fit anywhere else.

## Junk I am working on…

Crazy idea #1

Crazy idea #2

# “XYZ Appendix”

Provide a brief description of what this appendix is for and then get down to business and provide data to the reader.

Here are a few examples of some of the appendices in my latest design…

# “Objects Appendix”

# “References/bibliography”

[ASCII code - (theasciicode.com.ar)](https://theasciicode.com.ar/extended-ascii-code/box-drawings-double-line-horizontal-vertical-character-ascii-code-206.html)

[Berlin Interpretation - RogueBasin](http://www.roguebasin.com/index.php?title=Berlin_Interpretation)

# “Images (flowcharts, mind-maps, diagrams etc)”

# “World map”

# “Classroom notes”

# “Playable demo”