

Catching Stardust

Game Design Document

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Description of the game:

Overall, the project will be low-poly 2D detective story driven game. Our main protagonist is called detective Lovelace. She is currently on a relentless pursuit of a mysterious serial killer known as Stardust. By investigating each and every murder, the player will have to catch the killer. If they catch the right person, maybe no more innocent people can die. The whole game is set in space. There are a few small planets, some bigger than others, and the player can travel between planets by spaceship owned by our protagonist. Each planet has its own environment and a few NPC's, with whom the player can communicate, or rather, interrogate. There will also be clues to each murder on each planet. Slowly, the player will explore all planets and by then, the player must make a hard decision: who amongst these characters is the elusive serial killer Stardust?

Target platforms:

Windows

Unique selling points:

- ★ Each planet presents a unique environment and set of characters
- ★ Players can traverse these planets in their own spaceship, making choices about where to investigate next

- ★ Finding clues for each murder to connect them to all find the killer
- ★ More interesting approach of the game Killer Frequency

Target group:

Anyone who likes space and detective work

Main features:

Must have:

- × Movement
- × Collecting evidence
- × Traveling to other planets
- × Ability to “interrogate” the NPC’s

Important:

- × Animations
- × Finding clues and viewing them afterwards
- × Unique environment for each planet

Nice to have:

- × Side quests
- × Coin based system, currency, paying for gas
- × Android implementation

Player experience goal:

- **Exploring** = Player can explore the planets and different environments
- **High pressure** = Can you find Stardust? Can you save more people?

- **Gathering clues** = Find all clues to each murder so you can have better chance at catching Stardust

Game loops:

Investigation loop = Player investigates murder scene, searches for clues, evidence and potential witnesses, interacts with these witnesses, gathers leads and connects them to clues, builds a case against potential suspects, deduces connections and gets closer to serial killer Stardust

Travel loop = Player can access a spaceship, travel between various small planets

Dialog decision making loop = Player interacts with NPCs, utilizes dialogue choices to extract information, collects clues

Development Timeline:

Week 1-3: Production of needed assets

Week 3-5: Programming and scripting core of the game

Week 5-7: Polishing the game mechanics

Week 8-10: Debugging

Week 10-12: Play testing

Week 12-14: Final touches and releasing

Mood board:

