

# IT6039 Project Game Design Document

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## **Title Page**

**Game Title** - Fetch!

**Intended Platforms** - PC / MAC

**Target Player Age** - All ages

**OFLC Classification** - General audiences (G)

**Projected Deployment Date** - Late 2022

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## **Game Outline**

Fetch! Is a multi level game where the player has to race against time whilst picking up frisbees thrown by other dog owners. In order to complete each level, the player will need to collect a certain number of these frisbees before they can continue. If the time runs out before the desired score has been met, it will mean game over.

As the player collects these frisbees, the player will lose stamina and begin to slow down making the task more difficult. In order to regain the dog's stamina, the player will need to drink at the water fountain.

If a frisbee is left on the ground without being picked up after a certain time, that frisbee will disappear and reduce the player's score by 1 point.

At each level the difficulty becomes greater by increasing the score needed and by increasing the speed at which the frisbees are thrown therefore giving the potential to leave more frisbees on the ground.

## Character

The games playable character is a friendly, energetic dog named Spike. Spikes owner has taken him to the local park and then fallen asleep. Spike, still bursting with energy has decided he would like to attempt to retrieve all other dog owners frisbees, in order to impress his owner once he wakes from his nap.



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## Gameplay

The player will be able to control Spike via either the arrow keys or WSAD on the keyboard. As the player collects these frisbee's, the dogs stamina will reduce causing a negative effect on the dog by reducing its speed. This will therefore make it harder to keep collecting the frisbee's. In order to regain the dogs stamina, the player will need to return and touch the water fountain at the centre of the game map. At which point the dogs stamina will be returned to full.

As the player collects the frisbee's the players score will increase. Once a certain limit has been reached, the player will complete that level.

If the levels time limit reaches zero before the desired score has bee reached. It will produce a game over.

The frisbees will be thrown from humans that will spawn at random places from the top and bottom of the screen. These frisbees will also land at random places, but can each be caught whilst they are flying.

The game map will change at each level, providing an extra layer of difficult obstacles to maneuver around.



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## Game World

The game world will represent different areas of a public dog park. Each area will have its own water feature fountain and set of obstacles ranging from trees, to fences, and to rivers.

Each level will be considered to be a new area of the same park.

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## Game Experience

Everybody loves dogs, so being able to become the dog in this video game will help the player know what it is like to live in their paws.

The player will find this game to become rather difficult as the game progresses and that coupled with the fact that once you fail to pass a level you will have to start from the start again.

Having this form of difficulty will ensure the players satisfaction once they are able to complete the game.

The game will train the players reaction times and force them to make decisions in the game on whether to risk leaving some frisbees on the ground, in the hopes of being able to return to the fountain to regain stamina.

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## **Gameplay Mechanics**

The main gameplay mechanics revolve around controlling the dog and picking up as many frisbees as possible before the level's time runs out.

The humans spawn randomly at different positions in the bottom and top of the screen then proceed to walk forward and throw their frisbees.

If a frisbee is left unattended for a set time, it will disappear and the player will be penalized.

If a frisbee is picked up, 1 will be added to the player's score and the dog's stamina will reduce slightly making the dog run slower.

The player will need to return the dog to the water fountain in order to reset the dog's stamina.

Certain obstacles in the game world will make these tasks harder to perform.

Once the desired score has been reached (level specific) the player would have completed the level successfully and can progress to the next level.

If the time limit reaches zero before the score limit has been reached, then the game will be over and the player will have to start from the first level again.

Below is a diagram of how the game will look and function.

# Fetch!

