Game Design Document (GDD)



***‘Boids’***

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# 1 Game Overview \*

Title: Boids

Platform: PC Standalone + iOS & Android

Genre: Artificial Intelligence

Rating: (10+) ESRB

Target: Casual gamer (aging from 12 - 30)

Release date: April, 2017

Publisher: C && C Corporation

Description: Boids project implements a 3D simulation of flocking behaviors that would generally see within a flock of birds, but in this case we are using a school of fish.

# 2 High Concept\*

The artificial intelligence in this project, which is a school of fish, simulates three states which include lazy flight mode, circle a tree, and follow the leader mode.

# 3 Synopsis\*

This flocking AI controller will allow you to see a simulation of behaviors that are adopted by a school of fish.

# 4 Game Objectives\*

The objective of this project is to simulate flocking behaviors of a school of fish. The flocking AI will also be able to switch between three flight modes which are lay flight, circle a tree, and follow the leader.

# 5 Game Rules\*

The simulation takes place underwater within an ocean. The flocking AI will have certain boundaries in which they can swim in. In addition, a user will be able to switch between flight modes with the use of a GUI.

# 6 Game Play\*

## 6.1 Game Controls

PC:

Use the mouse to interact with the GUI, which then controls the school of fish to switch between flight modes.

### 6.2 Maps

Ocean - Underwater

# 7 Art \*

## 7.1 Setting

This simulation takes place near the ocean floor of the sea.

## 7.2 Level Design

The level design represents what the ocean floor would appear to be like in real life. There consists of sand, ocean water, and a water shade to simulate depth within the ocean.

## 7.3 Audio

CasualSoldiers\_THEME looped Background Music

7.4 What you Developed

companyLogo

* All other assets were imported from Unity or the internet.