#Walter's walk#

Game Design Document

#Group1#

STAGE ONE : CONCEPT

Game Summary

The goal of the game is crossing the street to find a girl (or whatever the player inputs as preference) that showed up in an ad. While crossing the street, avoiding cars, bikes and trucks you realize that you have a crippling addiction to dopamine, so while paying attention to the street you also need to constantly look at your phone and complete minigames to fill your dopamine bar.

Game Lore

You're Walter, a TokTik doom-scroller, dopamine addict, screen-maxxer 32 year-old good-for-nothing who still lives in his mom's basement. Your only goal is to reach Laura, she popped up on an adult website and it said she was only 5km away!
Going out of your room is a really difficult task for Walter! That's why he'll need to coordinate screen-time, dopamine boosting minigames, smoking, doom-scrolling and going through the dangerous streets to avoid getting ran over by a car, or worse, an anxiety attack caused by low dopamine.

STAGE TWO : SPECIFICATIONS

Art Style

The game will take place on the streets of a fictional city rendered in 3D using a stylized round low-poly art style similar to the following games:

Ooblets - 2022 Islanders - 2019

Moving Out - 2020 Diorama Builder - 2024

The scene will be made out of buildings and streets with usual paraphernalia (street lights, signs , food stands , green spaces). The environment will be texturized with cartoon cell shaded pastel colors meant to be colorful and playful while not distracting, thus allowing the player to easily identify hazards.

Example palette for buildings: Example palette for streets:

Game Mechanics

The game will be a first-person, single-player experience where the player goes through a very short game loop focused on crossing roads and bike lanes without getting hit.

The main game mechanic is to dodge cars or bikes to avoid losing the game. We'll keep it simple: the character will move forward automatically, and the player must tap the screen to make the character stop instantly, then tap again to continue walking.

When the dopamine bar gets close to zero, the player will need to swipe up on the screen to pull up the phone, located at the bottom. Here we introduce our second mechanic, which involves completing mini-games while on the road to increase the dopamine bar and avoid losing. The player must finish the mini-games without getting hit by a car or bicycle. To stop using the phone, the player should swipe it down.

Mini-games will last between 3 and 12 seconds and may involve liking memes, scrolling through TokTik shorts, or playing a Subway Surfers-style game.

When a vehicle is about to collide with the player, it will emit its characteristic sound (some examples in the audio section). If the player is on the mini-game screen, they will see the screen turn red on the side from which the car is coming.

Additionally, in the middle of the game, you may receive calls that will prevent you from playing mini-games for a while, reducing your time to increase your dopamine bar.
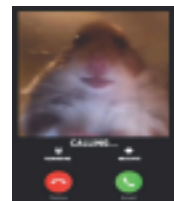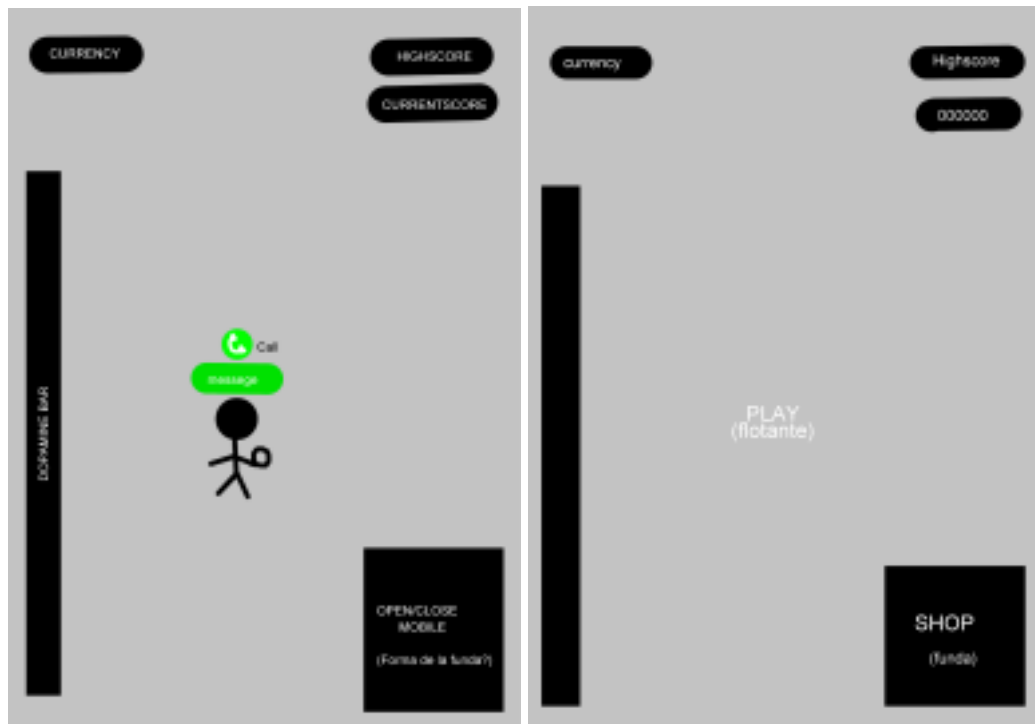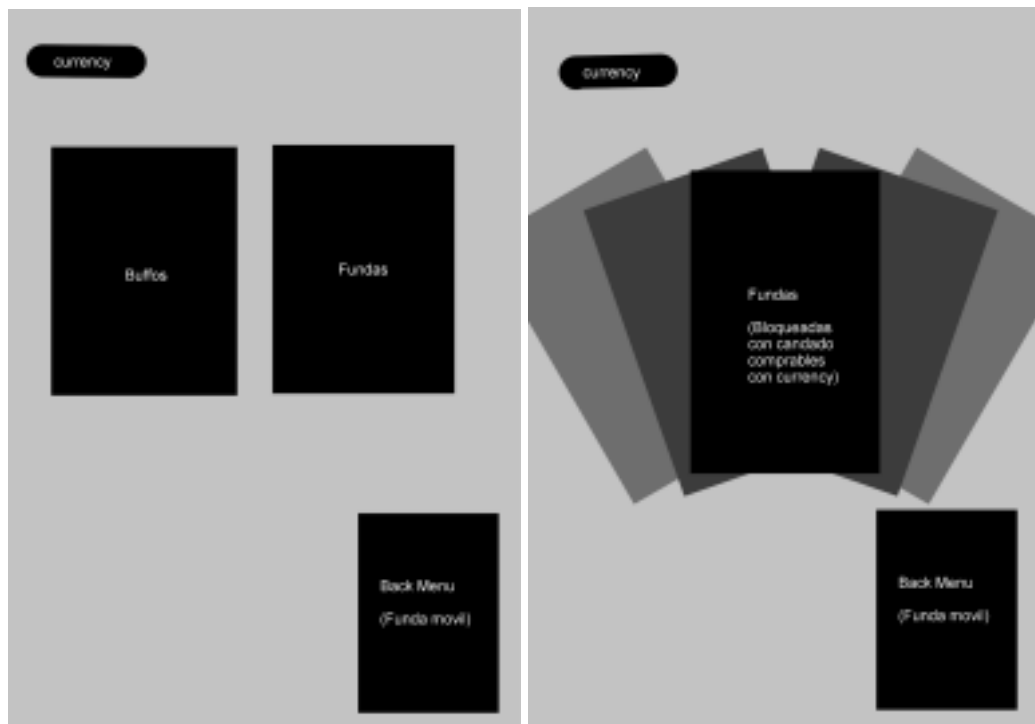

Road ->

Bike line ->

Player ->

UI Design

This point makes a first pass at the UI design. You need to think about what menu screens you need and how they should look. Also, at this point, make a plan for what the play HUD should look like and what information you need to communicate to the players.
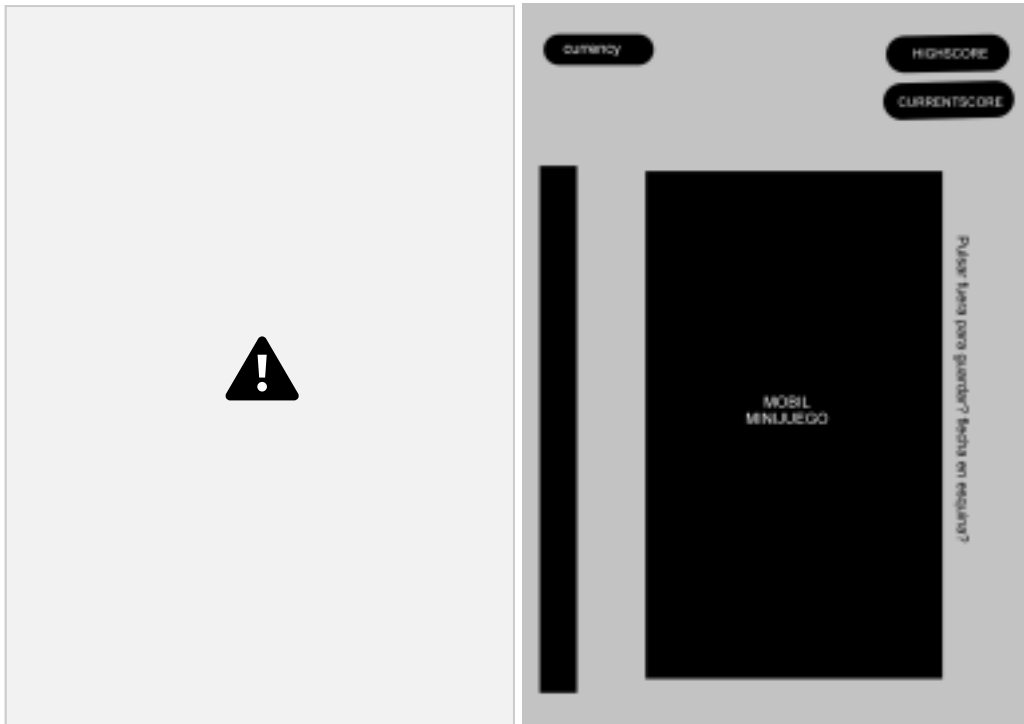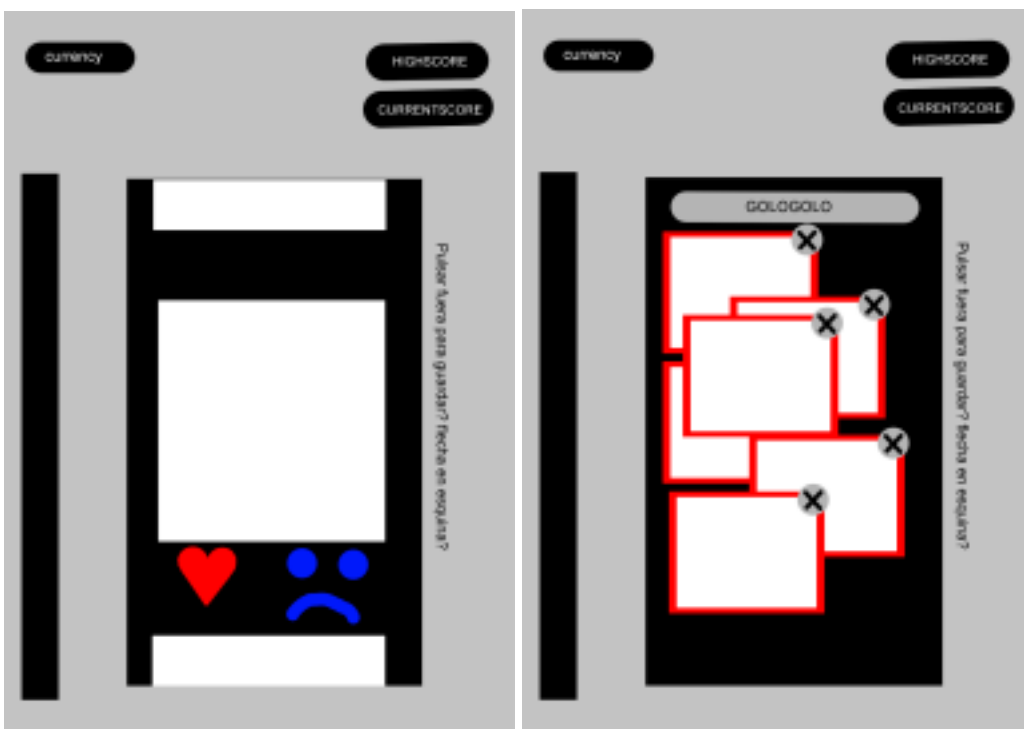

In-Game Main-Menu

Fundas-UI

Shop-UI

Buff-Upgrade MiniGame

Meme-Scrolling ADs-Closing
Audio Design

Some examples of sounds and audio style we will use for our game:

Soundscape: https://www.youtube.com/watch?v=MzrRUvC09nQ
Car sound: https://www.youtube.com/watch?v=U5ai6_OTgfk
Bike sound: https://www.youtube.com/watch?v=iP7nszv_hnU
Calls sound https://www.youtube.com/watch?v=jP6DQjz2420
Truck sound: https://www.youtube.com/watch?v=ZH_-IkVV2CI
Coin sound: https://www.youtube.com/watch?v=XAwlMEbsXAE
Background music: https://www.youtube.com/watch?v=9BqpoeX-FW4

We are still undecided about including background music, as it could interfere with the player's gameplay experience. However, it is quite likely that some mini-games will have music.

Asset Requirements

Environment Assets (we will us free assets)

- **Buildings and Streets**
  - Low-poly buildings in different pastel colors and textures.
  - Streets with lanes for cars, bikes, and sidewalks, with different textures for each.
  - Road signs, streetlights, and street furniture (benches, trash cans).
- **Sidewalk Hazards**
  - Random pedestrians, dogs, or elderly people who move in different directions. ● **Crossing Hazards**
  - Cars, bikes, and trucks with warning lights and sound indicators for when they're approaching.

Character Assets (self made)

- **Main Character Model (Walter)**
  - Low-poly 3D model with animations for walking, stopping, and reacting to obstacles.
  - Different idle animations (checking phone, looking around).
- **NPCs**
  - Low-poly models for various pedestrian types (dog walker, elder, aggressive biker, etc.).
  - Animation cycles (e.g., walking, looking around, reacting to Walter's proximity). **UI / HUD Elements (self made)**

- **Dopamine Bar**
  - A dynamic bar with effects for low dopamine (e.g., flashing red) and overloading (different visual effect).
- **Phone UI**

- ○ Pop-up phone interface with interactive app icons.
- ○ Icons and mock-up screens for:
  - ■ **Mini-games** (e.g., like/dislike buttons for meme-liking, "close" buttons for ads).
  - ■ **Message Notifications**: Generic WhatsApp/Instagram message boxes.
- ■ **Random Call Screen**: Mock screen showing a random call interface. ● **HUD Indicators**
  - ○ On-screen indicators for approaching cars/bikes (e.g., red warning flashes on screen edges).
- ● **Pause and Settings Menu**
  - ○ Simple menu for pausing/resuming, settings, and possibly volume control for background sounds.

Visual and Sound Effects (free use)

- ● **Animations**
  - ○ Car horn blinks/lights animation for approaching vehicles.
  - ○ Flashing screen for dopamine depletion and incoming vehicle alerts.
- ● **Particle Effects**
  - ○ Dopamine bar effects for normal, low, and overloaded levels.
- ● **Sound Effects**
  - ○ Dopamine bar sound indicators (filling, low level warning).
  - ○ Notification sounds for messages and calls.
  - ○ Car honks, bike bells, and truck engine sounds for road hazards.

Specific Assets

> We will get 3D assets from the internet such as
> https://sketchfab.com/3d-models/low-poly-city-assets-3bb6c7a0db9d4acc8d830293 2c 0c2688
>
> We will also get free sound effects and music