

#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 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.

The game is set in the present day, meaning actual cars, buildings, phones...

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



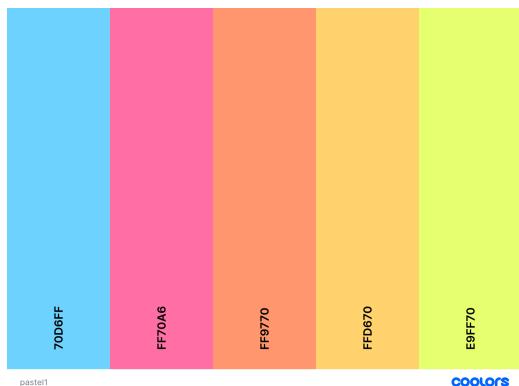
Moving Out - 2020



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 will involve liking memes, scrolling through TokTik shorts, or playing a Subway Surfers-style game. They are randomly selected each time you open the phone. You are able to keep playing the same minigame until you close your phone (or get run over by a car).

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.

When you complete a run you get coins, you can use coins to buy cosmetics in the shop. The shop will be a 3d environment located in the beginning area. You will be able to buy the following things:

Phone cases or accessories that hang on your phone or power ups such as:

- Tobacco: Your dopamine bar diminishes slower.
- LSD pill: You revive once.
- Bubble gum: You will get more currency but when playing minigames sometimes your view is obstructed by your bubble gum.
- Sport shoes: You walk faster.
- Airplane mode: You cannot receive calls.

Power ups have to be bought and used before starting the game. You can have more than one power up at a time.

Controls:

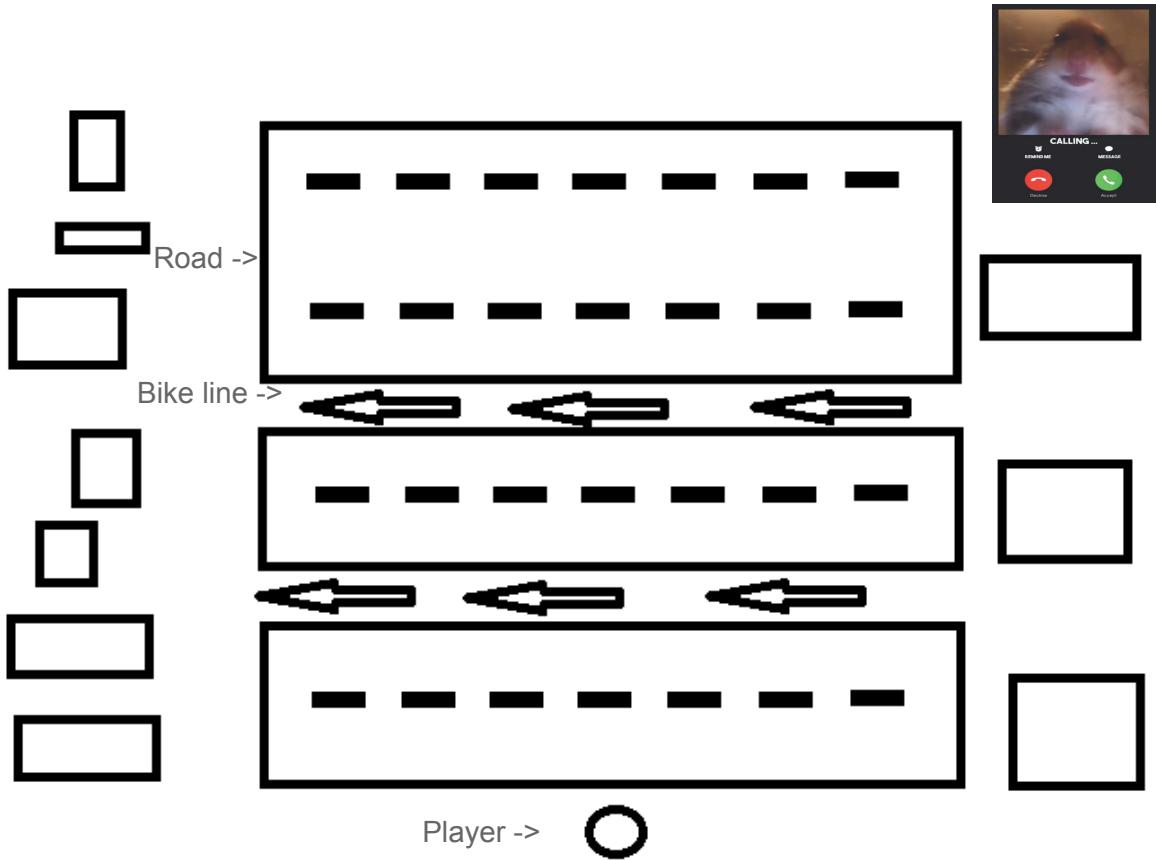
When the feature is being developed the developer is free to try what they think is the best controls for those features. This includes:

- Stopping the movement
- Continue the movement
- Looking left and right
- Pulling out the phone
- Storing the phone

Minigames:

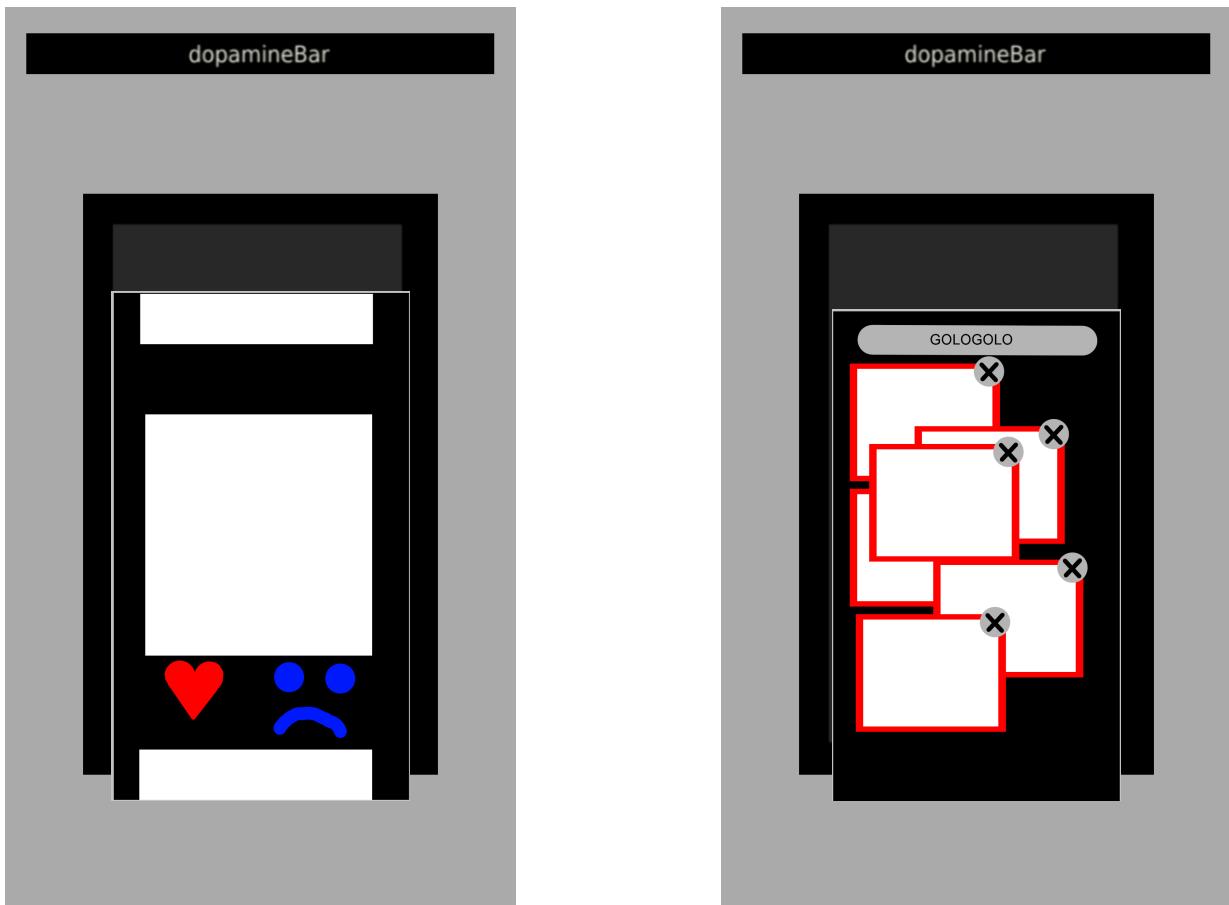
- Liking memes
 - Like the meme pictures and dislike the normal pictures. Pattern recognition minigame, played by clicking the like button or the dislike button.
- Very short Subway surfers
 - A fast paced and short subway surfers
- Scrollear shorts
 - Swiping up very fast
- Closing ads
 - Ads appear in different positions on the screen, close all of them by clicking the x on them. The x vary in size and location on the ads

Structure of the Levels:



UI Design

We will only have a meta UI for the gameplay, our game UI will be mainly diegetic.



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>

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 use 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.
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- **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-3bb6c7a0db9d4acc8d8302932c0c2688>

We will also get free sound effects and music