Game Design Document (GDD)

Project Title: Space Jump

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URL for project GIT repo: https://github.com/CLDillon/DumbBrickGames
URL for project blog: http://dumb-brick-games.tumblr.com/
Youtube link: <->

Module: AINT354
Version 2.0

Table of Contents

1. Introduction

I am making an app for mobile and tablet devices. This is a game where you are jumping from asteroid to asteroid by pulling back and releasing with your finger on the player. (Similar mechanic to angry birds) the aim is to last as long as possible.

2. Scope

My aim is to make a simple time consuming game.

3. Target platform(s)

The target platforms of my game are mobile and tablet devices. I plan first to launch on most devices.

4. Development Software

4.1 Engine software

Type of game engine used.

The game engine I have used is Unity.

4.2 Programming software

Type of software used for programming.

The program I used to design all my code is Visual Studio.

4.3 Artwork software

Tools used for artwork development.

The tools I used to design the are/ images in my game and edit for my blog are Paint and Photoshop.

5. Specification

5.1 Concept

High level explanation.

You the player try to get as far up as you can. The 'jump' your character and try to last as long as you can. There is a timer seeing how long you have lasted. The longer you last the higher your score/ time. The aim is to last as long as you can.

5.2 Story

There is no real story. You want to last as long as you can.

5.3 Setting

You are in space no specific time or place. The player is an astronaut.

5.4 Game structure

You jump your character and try to last as long as you can. The asteroids are randomly generated.

5.5 Players

1 player game. You play as an astronaut.   Single/multi player, online...

5.6 Actions

You can pull back and aim (similar concept to the angry birds game) Then when you release the player jumps.

5.7 Objectives

If the player does not jump a big asteroid will rise up and kill them.

6. Graphics

6.1 Styles

The game is a light casual game.   .

6.2 Fonts

All text in game is Ariel.   .

6.3 Colors

Hexadecimal format (#RRGGBB).

As the background is dark (because it is space) everything else is quite light. The asteroids are a mix of brown and grey while the player is a light grey. Text is either a visible blue or white.

Blue writing 3232FFFF
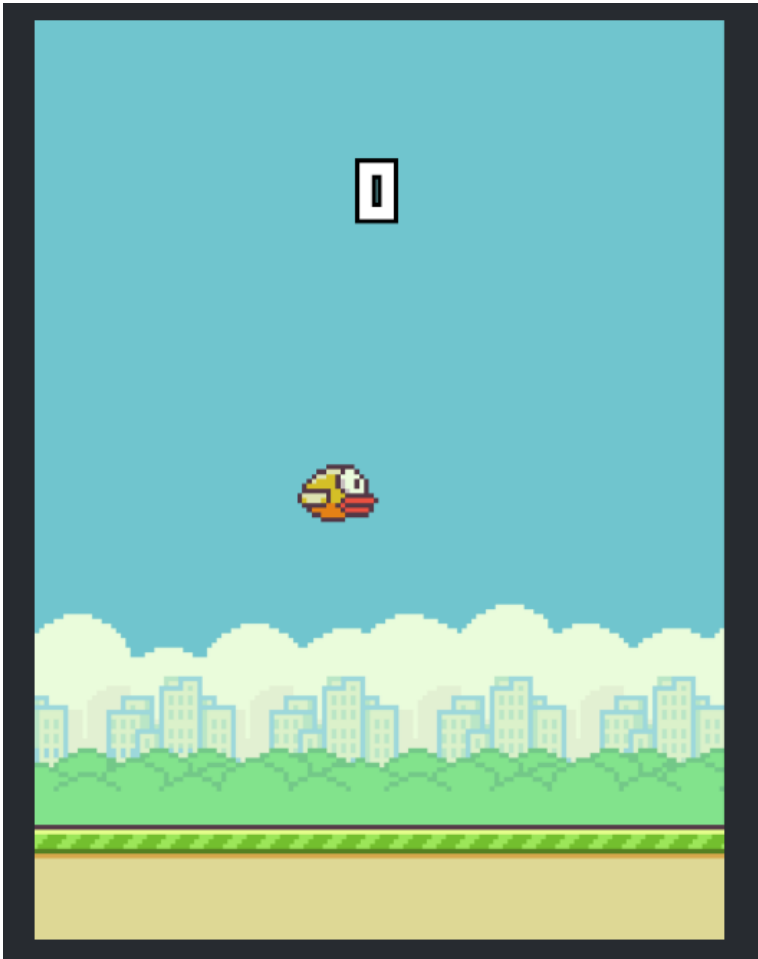White writing FFFFFFFF
Astronaut 878787
Asteroids: 664324, 503117, 797979, 606060, 8c6646, 3c3c3c

6.4 Influences

For game play my game is similar to angry birds in mechanics but for content it I took influence in flappy bird for a continuous game that has the aim to be frustrating.

Flappy bird
http://flappybird.io/

Angry birds
https://www.angrybirds.com/

6.5 Look & Feel

Provide visual overview and represent core mechanic in Include initial concept art, characters, environment, UI, level design, menus, scoring…

7. Data storage

7.1 Local data

I have the current version of my work on many different computers.

7.2 Online data

I have all my previous work saved with source tree and github. I also have some of my documents saved on sites like OneDrive and google drive.

7.3 Social data

None

7.4 Statistical data

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7.5 Legal and Ethical Considerations

I have looked at other code in particular code from the asset store and I will mention this in acknowledgments in my game. Currently I have a notes file in my work where I have name where I have gotten certain pieces of work. My target audican are people who need to waste time for short periods of time and often have a portable device/ mostly use a portable device. My game is for people of any age.

acknowledgements and disclaimers

8. Gameplay

8.1 World

It is space

8.2 Object types
        Game objects the player can directly and indirectly interact with.
The player can land o asteroids and be killed by the big asteroid.
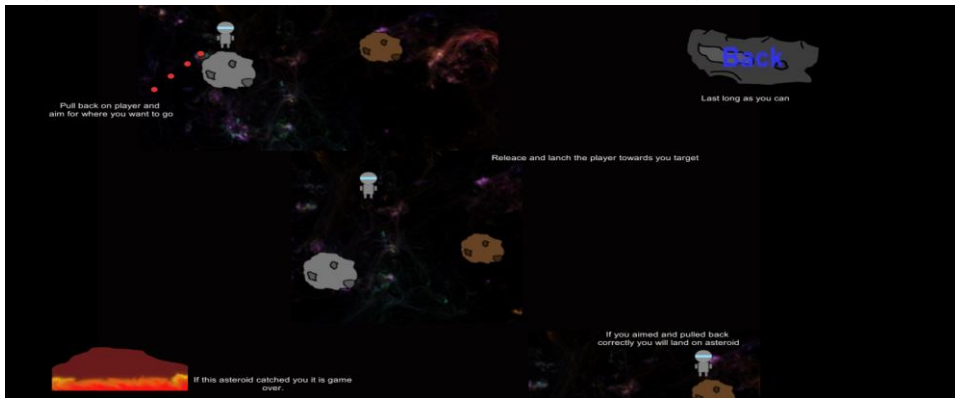
8.3 Controls
        While testing on a computer the control is the mouse but the intended control is touch screen
        Type of controls(mouse, keys...)

8.4 Direct control
        Explanation of controls. (diagram)
You use your finger to touch the player and pull back to gain force. Change the angle of there you
finger is to the player to aim and release your finger to fire.

8.5 Indirect control
        As there are invisible AI or other types of indirect control.

9. Supported hardware/platforms/devices
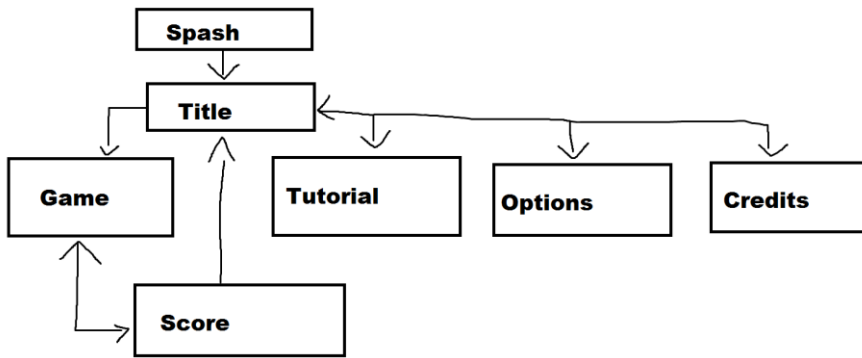 None Types of joysticks, steering wheels...

10. Screens & Menus
10.1 Splash Screen
  My splash screen is my company name/logo. Start screen ...

10.2 Game Interface
     Currently while I have the score screen it is in accessible through game play and I am now no
longer making it go back to the game.

Game overlay.

In the game you start off on the splash screen. After you tap you are at the menu screen. From there you go to the game the tutorial or the credits. The options menu is not being implemented.

10.3 Pause menu

There will not be one.

10.4 Options

The options menu would have adjusted sound. Time constraints meant that I could not do this.

10.5 Game Over

At game over the best time will be recorded and there will be the option to restart High score submission, social integration …

11. Credits

Credit 3rd party resources; tutorials, asset store, libraries. Also my contribution.

I will have a credits page as I have some inspiration of code form the asset