Game Design Documentation

[Overview](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.yj5nhqp5cf0j)

[Theme / Setting / Genre](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.5s48wntac2es)

[Core Gameplay Mechanics Brief](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.uzq23hfhdv6e)

[Targeted platforms](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kvz0cxkhwt0s)

[Monetization model (Brief/Document)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.421ijgnpyvmc)

[Project Scope](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.rdb2xo3rjh0s)

[Influences (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.155cm8v36jpc)

[- <Influence #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.c6nxu1rzd2cc)

[- <Influence #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ssiemceczw16)

[- <Influence #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.31bxzkfeuvl6)

[- <Influence #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.o4f1wa5aq6q3)

[The elevator Pitch](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.337xnergkz1b)

[Project Description (Brief):](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.z7oe7x50rpf3)

[Project Description (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.exbmsy55zuvb)

[What sets this project apart?](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kct9c2l3dr9p)

[Story and Gameplay](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6pmf08ssy6y0)

[Story (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ctv1wxi9dpll)

[Story (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kqt2h5q76zyt)

[Gameplay (Brief)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ejtq4v6r30ui)

[Gameplay (Detailed)](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.cl69l94amjmx)

[Assets Needed](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.6m1256af7s3j)

[- 2D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.1wb69txjqarm)

[- 3D](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.xdk2cy4n4ovn)

[- Sound](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.f8xx8iwg5gs9)

[- Code](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.ky1qxs88utre)

[- Animation](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.isk96p5euy3r)

[Schedule](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.kmt9zaowjejr)

[- <Object #1>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.r3fjjzh8krjg)

[- <Object #2>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.j584764hn4bz)

[- <Object #3>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.lbj31oz0xb3v)

[- <Object #4>](https://docs.google.com/document/d/1-I08qX76DgSFyN1ByIGtPuqXh7bVKraHcNIA25tpAzE/edit#heading=h.p0jgh8xq0o3r)

Overview

**Theme / Setting / Genre**

**Exploration into solving a crisis**

**Medieval Ages**

**Adventure, Mystery, Puzzle**

**Project Scope**

- <Game Time Scale>

11 weeks

- <Licenses / Hardware / Other Costs>

Unity

**Influences (Brief)**

**- <Influence #1>**

- Don’t Starve

- I thoroughly enjoyed the art style of this game and would like to incorporate a similar art style with the creation of my own characters and models. The game however will be a 2D side scroller and not an open concept game.

**- <Influence #2>**

- Medieval History

- I chose the medieval times as a setting for my game since I believe I can incorporate a well told story within this time period. My game will aim to reflect what was going on during that time, including a lack of communication. My games intented by be grim and dark and I believe that the medieval era demonstrates dark times.

**- <Influence #3>**

- Black Plague

- The plague will be a focal point in the game, as it revolves around aiding a king in finding a cure. The player will also go through a series of challenges or meet people that have a relation with the plague.

**The elevator Pitch**

Title pending is an adventure survival game set in the grim medieval era where the black plague is heavily present, and the player must navigate from town to town in order to get to the city to help the king.

**Project Description (Brief):**

Title pending is an adventure survival game set in the grim medieval era where the black plague is heavily present. The player must navigate from his home town to the city in which the king called for his aid. Throughout the game, the player will go through a series of struggles and challenges as they must venture through a series of roads and towns.

Equipped with nothing but a plague doctor uniform and some supplies, the player must traverse through a series of roads that connects to each town. The player will encounter a series of puzzles, challenges or people on the roads or in town and will have choices to make on how they should interact.

**Core Gameplay Mechanics (Detailed)**

**- <Core Gameplay Mechanic #1>**

- Switching from regular clothes to plague doctor

The player will have two outfits and each outfit will change the perception on how people view them.

- <How it works>

While being in regular clothing, the player will be seen as a neutral person, people will be less inclined to talk or aid them. When the player puts on the plague clothing, other people might look at or interact with them differently.

**- <Core Gameplay Mechanic #2>**

- Dialogue choice

The player will have a series of dialogue choices and must choose the right one in order to get through certain parts, depending on the outfit the player has, the dialogue will be different.

- <How it works>

The player will encounter people in town or on the road and will talk to him differently depending on his outfit.

**- <Core Gameplay Mechanic #3>**

- Hiding

Sometimes its best not to engage with some people as they may be violent or have bad intent.

- <How it works>

The player will have the option of hiding in certain areas to avoid being detected by people.

**- <Core Gameplay Mechanic #4>**

- Cult Bandits

Wear a rat as their symbol, believe the plague is sent from heaven to kill sinners, they kill plague doctors on site.

**- <Core Gameplay Mechanic #5>**

Binoculars, can see what is occurring from a distance (Dialogue based)

Story and Gameplay

**Story (Brief)**

You are a plague doctor living in medieval Europe (location pending). You are summoned by the king to aid in researching a cure for the black plague. The king is two towns over, you set off on the journey the next morning.

**Story (Detailed)**

You are a simple doctor in your town, you aid the people in your town with basic sicknesses and provide ailments to them. Your town has not yet been hit with the plague, but it has been rumored that neighboring towns have. One day a courier passes by and hands you a parcel, the king has summoned you and all other doctors in the area to meet in the city to attempt to develop a cure for the plague. The city has been struck and people are rapidly dying. Within the parcel is a plague doctor uniform and some gold. You pack up what supplies you have left and leave the morning of.

**Gameplay (Brief)**

Meeting people on the road, interacting with them, hiding, fending off animals, helping or ignoring people.

**Gameplay (Detailed)**

Peasants

Helping wounded peasants on the road

Regular outfit/Plague Doctor

Ignore: Save supplies, no aid in the future

Help: Lose supplies, get assistance in the future

Bandits:

Talk/Reason or Hide

Regular Outfit

Talk/Reason: Steal Everything, game over

Hide: Avoid them

Plague Doctor

Talk/Reason: decide to spare you as you are kings’ company.

Hide: Avoid them

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Assets Needed

**- 2D**

- Textures

- Environment Textures

- Heightmap data (If applicable)

- List required data required - Example: DEM data of the entire UK.

- Etc.

**- 3D**

- Characters List

- Character #1

- Character #2

- Character #3

- etc.

- Environmental Art Lists

- Example #1

- Example #2

- Example #3

- etc.

**- Sound**

- Sound List (Ambient)

- Outside

- Level 1

- Level 2

- Level 3

- etc.

- Inside

- Level 1

- Level 2

- Level 3

- etc.

- Sound List (Player)

- Character Movement Sound List

- Example 1

- Example 2

- etc.

- Character Hit / Collision Sound list

- Example 1

- Example 2

- etc.

- Character on Injured / Death sound list

- Example 1

- Example 2

- etc.

**- Code**

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

**- Animation**

- Environment Animations

- Example

- etc.

- Character Animations

- Player

- Example

- etc.

- NPC

- Example

- etc.

Schedule

**- <Object #1>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #2>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #3>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

**- <Object #4>**

- Time Scale

- Milestone 1

- Milestone 2

- Etc.