**Made It Game Design Document**

**Mantra/Tagline**

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| A quick paced survival platformer |

**Design Pillars**

List up to 3 words/phrases that convey the feeling or emotion you want the player to experience. *Example: Fast. Cerebral. Smart.*

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| Fast | Challenging | Fun |

**Story/Gameplay Summary**

List what the game is from a gameplay and/or story perspective. *Example: This game places the player into an infinite runner where they have to answer progressively harder trivia questions about geography in order to get power ups and stay alive.*

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| Made it puts the character in the shoes of a man on death row, whose only chance at redemption is a death run. Each level gets harder with the timer on your explosive collar becoming scarcer. Complete each level within the allotted time to survive and gain your freedom. |

**Storyboard**

What’s the arc of the gameplay? See this [introduction to storyboards](https://www.nngroup.com/articles/storyboards-visualize-ideas/) for user experience design. Use their [template](https://media.nngroup.com/media/articles/attachments/Storyboard-Template.pdf), or something like it with frames that have captions. See some game storyboard examples: [VR game](https://www.artstation.com/artwork/nxzXr), [robo game](https://sites.google.com/site/videogamedesigntsanh/home/storyboard), [platforming game](https://www.storyboardthat.com/storyboards/soradora/storyboard--penguin-jump). Your storyboard should have at least six frames that explain the key features of your game. Think about the progression all the way from title screen to the win/end screen.

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**Feature List**

List all the features that you want to include in your game. Don’t worry about implementation - it’s okay to list a feature you don’t know how to make. Everything is a feature - from collectables, to player controls to showing visual feedback when a character is hit, to story voice-overs triggered when you enter a room, to a HUD, to the player’s footstep sounds, etc. If you’ve got less than six features, you are very likely missing things or your features are too big (e.g. “platforming” is not a feature, it’s multiple - player movement controller, level design, player animation, etc.).

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| * Jump (1 hour) * Traps (4 hours) |

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| * Timer\*(6 hours) * Obstacles\*(5 hours) * Menu\* (6 hours) * Physics\*(2 hours) |

**Prototype**

Describe what you’ll need to build for your prototype of the core mechanic of your game. What’s the least you can build to test your idea? *For the infinite runner quiz game, that would mean that, at the bare minimum, my prototype should feature a player object moving forward with obstacles spawning in the way and a way to track when the player hits an obstacle. I would use simple Unity primitives for the player (gray sphere) and obstacles (red boxes).*

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| A simple box that collides with the end goal and causes the timer to pause after traversing platforms. |

**References**

Link to at least three links to other pieces of media - books, designs, other games, etc. - that have something similar to what you are trying to accomplish and explain which element you are interested in. It could have similar gameplay elements, a related story motif or an aesthetic you want to remix.

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| <http://supermeatboy.com/>  <https://www.construct.net/en/free-online-games/wanna-boshy-boshy-boogaloo-3474/play>  <https://www.coolmathgames.com/0-fireboy-and-water-girl-in-the-forest-temple>  I like the challenging element of the games although the last link has to do more with puzzles. Each game is mechanically challenging to the player, and while it frustrates it makes the player feel happy when they pass the level. That is the feeling I am going for. Challenge and then reward. |

**Target Audience & Platform**

Who is the target audience for the game (e.g. age, interests, type of games they play, when they play)? How does that experience it (e.g. mobile, browser, AR/VR, desktop with keyboard, console with controller site-specific, etc.)? “Everybody” is not a target audience. *For example, for an educational game to teach geography, the target audience might be high schoolers who like to play quick and rewarding casual games, and it will be played in classrooms on PCs with a mouse and keyboard.*

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| My target audience is the speed run community, and those who want to test their fine motor skills. It is best accomplished by being a PC only port. |

**Asset Research**

This is primarily a scripting class, so the focus is not on creating your own assets. Look through the free resources to find assets that you are considering for your project. Link them below. At minimum, you should have both visual assets and sound assets linked below.

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| I am using Pixel art to make my own very basic and generic character sprites. Currently it is just a box and the goal, but soon it should be an avatar, goal, and obstacles. |