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CIS 2096 – Game Dev

Individual Game Design Document

Style Inspired by “A GDD Template for the Indie Developer” by Jason Bakker

**Intro**

My game is a Dog Simulation game that incorporates stealth mechanics (think Metal Gear Solid) and puzzle mechanics. If you’ve ever wanted to play out the life of a rascally dog this is the game for you.

Stealth mechanics never got implemented into this game. It is a to-do to make the AI actually steal items or affect the player. There definitely is puzzling mechanics that were fleshed out and it did indeed become a dog simulator.

**Character Bios**

The protagonist is Scrappy. Scrappy is a German Shepherd that loves going on walks and burying bones in the backyard. Scrappy just wants to have fun and is sick of his owner finding out the shenanigans that he is up to.

Brian is the owner. Brian loves Scrappy, but thinks he can be pretty annoying sometimes. Brian works a boring 9-5 office job.

George is Brian’s friend.

I was not able to implement the storyline for the AI in this game. However, my dog is an appropriate golden retriever in the game.

**Rough Plot**

Scrappy is stuck in a room inside Brian’s house. Scrappy needs to figure out how to escape the room so that he can ultimately do the things he wants. Scrappy really badly wants to go for a walk, but he may find that he is distracted by some other things along the way.

Brian is just trying to play video games and is sick of Scrappy getting into so much trouble.

Plot was not fleshed out. The general game mechanics and puzzles are already built into the game.

**Gameplay Description**

The premise of this game is that you are a dog that wants to go for a walk with his owner. In order to do this you need to solve puzzles and avoid obstacles.

Levels can switch between first and third-person based on which level/scene it is in.

I suggest a level sequence as follows:

Level 1 – Escape the room (move some boxes, perhaps climb on some things to get out of the room)

Level 2 – Create mayhem, a whole bevy of quests will appear. Get pet by Brian’s friend George, go drink some water, go jump on the counter top and eat that tasty steak.

Level 3 – Brian has kicked you out of the house, you’re now outside. Go bury your bone without being seen by the neighbors. Those pesky neighbors will surely steal your bone if they find it. If you bury your bone in sight, you’ll fail this level.

Level 4 – After burying your bone, Brian will let you back inside. Convince your owner to take you on a walk. This will be the final level so I would like to make it fairly difficult, but am unsure of the exact vision of how to make a challenging puzzle for a dog.

I was only able to make 2 levels and a Main Menu scene / splash screen.

**Artistic Style Outline**

I don’t have an artistic style in mind. I am imagining a relatively realistic scene, however given my artistic abilities limitation as well as the amount of time on this project I can’t imagine it’s going to look super realistic.

**Systematic Breakdown of Components**

For now: Unity3D, Maya, and their associated textbooks for my class.

**Asset Breakdown**

* **Art**
* **Text**
* **Sound –** I would like to record a few sound clips to use in the game like ”Bad boy!” in the transition from Level 2 to Level 3

I didn’t implement the “bad boy” like I had originally wanted, but there is a ton more sound assets than I would’ve imagined. 3 different sets of music.

**Suggested Game Flow Diagram**

Start Game -> Cutscene (Introduction to the room you’re in) -> Tutorial -> Level 1 -> Level 2 -> Cutscene -> Level 3 -> Level 4 -> Cutscene -> Results -> End

Cut scenes didn’t make the cut, but I’m satisfied with the 2 levels that I have. I could’ve definitely added more to the outside scene with unlimited time.

**Suggested Project Timeline**

These specifics are not fully fleshed out yet. This will be a living document.

**Additional Ideas**

Perhaps have a level involving going on a ride in a car. Deceive the protagonist with “going on a ride” to “going to the vet” and scary scene/music ensues.

This game ended up being a hugely arduous task that took more time than 2 classes similar to its nature. I had a lot of fun with the mechanics, but I think if I try to make another game it will be a 2D platformer or a top-down puzzle game. Implementing everything in a 3D space can get very complicated really fast.