

Forklift Certified

DESIGN DOCUMENT

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Introduction

Game Summary Pitch

In Forklift Certified you drive a forklift, unload palettes and load machines according to instructions from an world controlling AI

Inspiration

<https://mikeklubnika.itch.io/the-other-side>

<https://mikeklubnika.itch.io/carbon-steel>

Player Experience

The Player will try to unload materials from trucks and load them into various machines using a forklift according to the instructions given by an all powerful AI. The player is able to order materials and experiment with their combinations or disobeying instructions.

Development Software

The game will be constructed using Unity 2023, with 3d models made in Blender 3D and textures made in [Photopea](#).

Genre

Psychological horror

Target Audience

Me and Jacob Geller maybe?

Concept

Gameplay overview

The gameplay loop is divided into 5 days, where each day starts with unloading materials from trucks and powering up the factory and ends with ordering new materials for the next day.

Theme Interpretation

Primary Mechanics

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
Forklift Driving	
Material Ordering	

Secondary Mechanics

Mechanic	Animated Mockup <i>(Art not necessarily final)</i>
Combining materials	

Art

Theme Interpretation

The theme is styled around an old, brutalist, concrete jungle style building (factory) with murky, dark, unsaturated visuals accompanied by slowed down “doomer” music.

Design

Audio

Music

Slowrd down “Doomer” music in the style of “Molchat doma”

Sound Effects

Anything I am able to come up with and record

Game Experience

UI

Controls

Keyboard

WASD - Player movement (No jump because of OSHA)

Mouse - Look

E - Interact

WASD - Forklift controls

Shift - Fork up

Space - Fork down

Left Click -Tilt backwards

Right Click - Tilt Forwards

Gamepad

Left Stick - Player movement

Right Stick - Look

Right Down button - Interact

Left Stick - Forklift controls

R1 button - Fork up

L1 Button - Fork down

RT -Tilt backwards

LT - Tilt Forwards