**GAME DESIGN DOCUMENT**

Slika na kojoj se prikazuje stablo, nebo, na otvorenom, silueta

Opis je automatski generiran

Path of the wild

**Last Updated:**

20.3.2021.

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**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 6

Overview of Gameplay 6

Player Experience 6

Gameplay Guidelines 6

Game Objectives & Rewards 7

Gameplay Mechanics 7

Level Design 8

Control Scheme 10

Game Aesthetics & User Interface 10

Schedule & Tasks 12

# Game Analysis

You are the 29 years old Anthony Hunt who took the train to Novska for work. The train crashed into the large trunk and stopped in a middle of the forest far away from the first village. As an only survivor, with dead phone, you are forced to walk your way to the first village. As you walk your thirst and hunger rise and you must think how you are going to feed yourself while finding a way to civilization.

# Mission Statement

Path of the wild is first-person survival video game that challenges a solo player to get along in nature to find his way out of impossible situation.

# Genre

* Adventure
* Single player
* Survival

# Platforms

* Microsoft Windows
* Linux
* MacOS

# Target Audience

Target audience for this game would be men of age between 16 and 30. Someone who loves survival type of games that relies on surviving skills. People who prefer more of a realistic survival game over a fiction. Also draws attention of players that enjoy playing adventure games which requires player to explore the given world.

# Storyline & Characters

Game “Path of the Wild” starts with a monologue of a main character Anthony Hunt talking about how terrible trains are in the route he is traveling and how long it takes to travel such small distance. As he continues to complain to himself suddenly train hits the giant rock that fell from the mountain, train derails and crashes and ends up in the middle of an unknown forest. He is waking up with headache and severe injuries trying to get out of the crashed and twisted train. As he finds the way out, he starts seeking for help in a hope that somebody is alive and survived the crash. As he explores the surroundings of a train, he starts to realize that only few people were traveling in whole train and all of them died except him. After taking valuable resources from dead travelers, he starts walking through the forest to the nearest village to get a first aid and survive. As he walks through the forest, he has to find himself place to sleep, drinkable water and source of edible food. He will come across many problems, like wolves that will attack him, cold that can freeze him to death and many other difficulties. Main character can either punch wolves with his bare fists or run away, pick up berries from the bush and pick-up water to fill up his bottle.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Antony Hunt | The main character, you are playing his role in first person. Whole story and gameplay are about his journey from train crash to the village. He is 185 cm tall, athletic build and weights 95 kg. | He is rough temperament man with a difficult personality. He is very though physically and mentally and will fight wolves with his bare hands if needed. He can run, jump, eat, drink and fight. Can feel hunger, thirst and cold, if he stays under the one or more of the conditions above, he will lose his health points. If his health points drop to 0 he dies. | Blue berries are his favorite food. |
| Wolf | The enemy NPC. Will try to chase down and kill main character Antony Hunt. | When close enough can bite and deal damage and cause bleed effect. Has slightly higher speed than Antony Hunt but only for short period. If main character keeps running away, loses interest in chasing him down. | Chance to encounter him is slightly higher at night. |

# Gameplay

## Overview of Gameplay

This is single player survival game with a lot of adventure implemented in core of the game. Being forced to find food and water to get energy to survive brings that survival spirit into the game. Adventurous parts are over every corner of the game, at the start you have to explore around the train, after it you head to the forest alone and explore whole forest to take its potential in your advantage to survive. The game will have 2 modes, the story mode where you are following already pre-defined gameplay which will result in finding the closest village and end of the game. Other game mode will be survival which will let you stay in the forest and survive as long as you can where your longest time survived will count to your highest score and will place you on the leaderboard.

## Player Experience

Your starting screen will be in the train seat and looking around the map. After short time you will have blurred and red vision since the train crashed. When going through the forest you will have to climb over rocks to get to the other par of the forest. You will also have to jump on the visible rocks in the river to cross over the river, if you miss one and jump in river instead you will start to freeze which will start to slowly kill you. As you walk through the forest you will start to feel hunger and thirst so you will have to find yourself food and melt ice or snow to make yourself some water. Only edible food at the moment will be blue and red berries. To light the fire you will need to find some broken tree branches to make fire camp at which place you will be able to get water and pour it into your bottle. During your path you will encounter some wolves that will pursue to chase you and kill you, you got 2 possible options if you want to survive, one would be to stay there and punch him enough times for him to die and other is to start running away which will result wolf not being interested in chasing you anymore. You can eat food to feed yourself and drink water.

## Gameplay Guidelines

The player can move across the map wherever he wants because map is bordered by natural borders like river or dense bushes. Player can eat blue and red berries from bushes and cannot eat anything else even if it may look like edible food in real life. Player will be guided by the game itself if he doesn’t find way further himself in certain time. Game has moderate amount of violence since wolf will bite you and you will see blood on your screen once your health drops low enough, you also can punch the wolf which will result in killing the wolf and make whining sounds. Game language is set to English by default which includes audio and text.

## Game Objectives & Rewards

There will be moderate number of checkpoints. Player is going to be informed every time he reaches new checkpoint. If player has encountered wolf during the progress, sometimes he will have to kill the wolf to proceed to the next checkpoint. Eating food will give you food points, drinking water will give you water points and standing next to the campfire will give you warm points.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| When player eats blue berries, he feeds himself for 15% of food points and 5% of water points. If he eats red berries, he will gain 10% food points and 10% of water points. If he drinks the bottle of water, he will gain 50% of water points. Killing the wolf in certain situations will make you progress in game because you will be able to go through the terrain that wolf has been protecting. | Hunger will make you move slower and will start to take out your health points. Freeze will slow you a lot and will slowly take your health points out. Thirst will take your health points fast if you are not regaining any water soon.  Discuss things that hinder the player on progressing. When close enough can bite and deal damage and cause bleed effect. | Game difficulty is made for average player which means that game doesn’t require high coordination with good gaming skills and can be passed with knowledge that is gained from game itself. |

## Gameplay Mechanics

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Antony Hunt | Player can walk, run and jump with keyboard keys. Also can punch with button on keyboard.  Can drink and eat by mouse. Move camera with mouse as well. Can climb with buttons on keyboard. Can do various operations with keyboard like opening door. Player can gather items with button on keyboard. |
| Wolf | Running - starts this action when player is in vision range  Biting - operation that wolf is proceeding to do when in attacking range. |
| **Game Modes** |  |
| Story | Objectives are pre-defined and already set, player will just have to follow the instructions while trying to solve some mysteries and problems during his journey as he progresses through the map he gets to the checkpoints, while at some points he will face wolves that will try to stop him on the way and natural obstacles that will force player to get over them. By finishing story mode you get the pass to the survival mode. |
| Survival | Unlike story mode, survival mode doesn’t have any checkpoints or pre-defined objectives. Whole map is unlocked and you are left on your own to survive as long as possible. As time passes you will slowly get out of food to eat and water to drink which will result in you dying. When you die in survival mode your score is determined by the time you spent alive and is being stored in leaderboard where you can compare yourself to other players. |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| Survival pass | Survival pass is being obtained by finishing the story mode which will grant the player survival pass. It unlocks survival mode for player which will let him play the game competitive and will be able to compare his score to other players. |
| Points | Can only be obtained in survival mode. Being used in leaderboard to put you in certain rank among ranking system. |

## Level Design

|  |  |
| --- | --- |
| **Levels** |  |
| The forest  Slika na kojoj se prikazuje sport, plivanje, vodeni sport, morsko dno  Opis je automatski generiran | The player spawn is in the train, which is surrounded by rails, on south side is a mountain that blocks players path and on north is a forest that is only way for player to proceed. Forest is full of trees and bushes, has a lot of stones and giant rocks and cliffs which force player to move in certain direction. Has 2 rivers and 7 streams. Level is relatively easy to finish and has only few wolves that will try to hurt the player. Objectives are the train, the forest entrance, the high rock, river and the house. |
| Evil of the forestSlika na kojoj se prikazuje tamno, osvijetljeno, svijetlo, noć  Opis je automatski generiran | The player spawn is in the middle of the forest. Forest is full of trees and bushes, has a lot of stones and giant rocks and cliffs. Has 2 rivers and 7 streams. Level is survival type which means there is only one end and that is players death. This level has more wolves that will try to hurt the player whose spawn rate is higher at night. There are no objectives in this map except one which is to survive as long as possible. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| W - keyboard | Move forward |
| S - keyboard | Move backwards |
| A - keyboard | Move left |
| D - keyboard | Move right |
| Left shift - keyboard | Running |
| Space bar- keyboard | Jumping |
| E- keyboard | Picking up |
| F- keyboard | Physical interaction with guideline |
| Left click- mouse | Punching |

# Game Aesthetics & User Interface

Game has low poly graphics, which are children friendly. Main character and wolf npc models are made out of smaller triangles. Colors in the game are transferring calming yet adventurous mood to the player which was its original purpose. Voice of the main character gives player feeling of power and strength since voice actor has strong deep voice which impacts the whole atmosphere and player experience. The level design is made to make player want to explore other parts of the map. UI will have animation of player sitting next to the fire on the log of wood. In that menu will be tree options, first going to be the start game which will open new tab in which you can choose between story mode and survival mode (survival mode will be locked for new players). Once you choose which game mode you are going to play you are being forwarded to another screen which asks you do you want to play new game or continue the already loaded one from you previous gameplay. Other option would be options tab which would lead player to new tab full of options from video settings to audio and controls. Last option would be quit game which if clicked would ask us are we sure that we want to quit and if we said yes again it would quit the game.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start, but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Level Mechanics | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Art |  |  |  |  |
| Level 1 | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Special FX | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| UI | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Engineering |  |  |  |  |
| Production Pipeline | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Prototypes | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Audio |  |  |  |  |
| Sound Design | Ante Tavra | 19.3.2021. | 31.7.2021. | 0 % |
| Milestone: Game Play Features & Music | Ante Tavra |  |  |  |
| **Testing Phase** | | | | |
| Test Plan | Ante Tavra | 19.3.2021. | 31.7.2021. | 0% |
| Beta Testing | Ante Tavra | 19.3.2021. | 31.7.2021. | 0% |
| Milestone: QA Testing | Ante Tavra | 19.3.2021. | 31.7.2021. | 0% |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans | Ante Tavra | 19.3.2021. | 31.7.2021. | 0% |
| Milestone: Ready for Usage | Ante Tavra | 19.3.2021. | 31.7.2021. | 0% |