

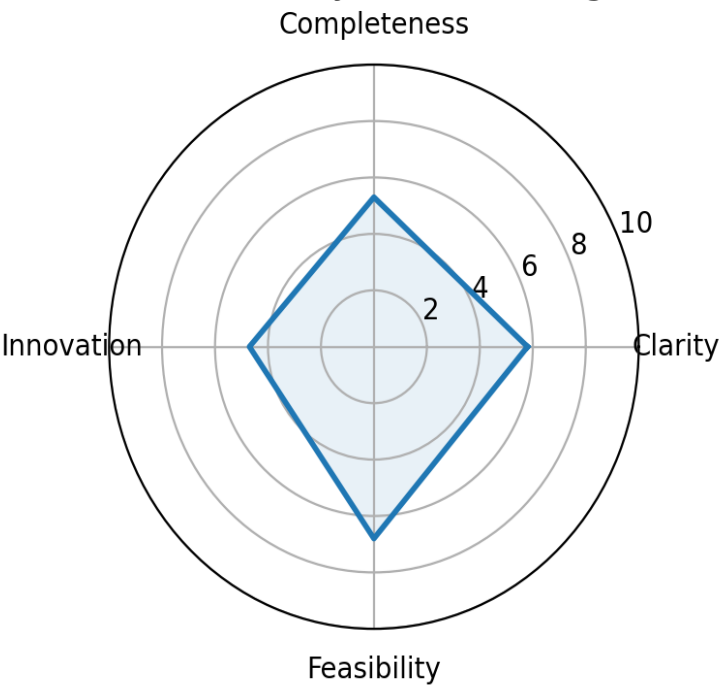
# Game Design Document Analyzer — Final Report

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## Overview

Total sections	11
Total words (analyzed)	5,293
Categories	11

### Overall Quality Scores (Average)



## Category Score Summary

Category	Sections	Words	Clarity	Completeness	Innovation	Feasibility
AI / Enemies	1	295	6.0	6.0	4.0	7.0
Characters	1	165	6.0	5.0	5.0	7.0
Controls / Interface	1	323	6.0	5.0	3.0	8.0
Game World & Levels	1	328	7.0	5.0	4.0	8.0
Gameplay (overview + flow)	1	92	6.0	4.0	3.0	8.0
Graphics / Art Style	1	698	6.0	5.0	6.0	7.0
Intro / Executive Summary	1	201	5.0	6.0	3.0	5.0
Mechanics / Systems	1	1,151	6.0	7.0	7.0	5.0
Out of scope	1	1,018	-	-	-	-
Sound / Music	1	145	6.0	4.0	5.0	6.0
Story / Narrative	1	877	4.0	6.0	7.0	7.0

## AI / Enemies

Avg Clarity	6.0	Avg Completeness	6.0
Avg Innovation	4.0	Avg Feasibility	7.0

### Merged sections

5.2.1 Enemy Progression

5.3 AI and pathing

5.3.2 Guard Patrol Routes

5.3.3 Creatures of The Wild

5.3.4 Bandits

### Summary

5.3.1 describes enemy progression where NPCs with upscaling grow with the player's level; NPCs without scaling get a fixed level. 5.4 outlines AI and pathing: guards patrol town borders via NavMesh and waypoint routes, attacking on sight and aiding the player in combat. Wildlife behavior mirrors a real ecosystem, with wolves attacking in packs only when adults and mothers are present, while cubs stay non-hostile. Bandits typically operate in packs or alone, stay near camps, and may ally with townspeople against wildlife before resuming hostilities.

Clarity	6.0	Some wording is awkward (e.g., 'NPCs with upscaling') and there are capitalization/grammar inconsistencies, but the core mechanics are understandable.
Completeness	6.0	Covers progression, patrol behavior, wildlife dynamics, and bandit behavior, but lacks specifics on perception ranges, stats, spawn rules, and progression curves needed for full implementation.
Innovation	4.0	Uses conventional AI patterns (scaling, patrols, pack behavior) with no clearly novel mechanics or unique player experiences.
Feasibility	7.0	Elements like NavMesh patrols, pack AI, and basic progression are standard and implementable; however, the scaling mechanic would require concrete rules to ensure balance and technical feasibility.

## Characters

Avg Clarity	6.0	Avg Completeness	5.0
Avg Innovation	5.0	Avg Feasibility	7.0

### Merged sections

5.3.1 People of the town

6 Characters

6.3 Character Development

### Summary

Section describes town NPCs with daily AI routines cycling through tasks such as sweeping, farming, and looking after children; some NPCs differ (e.g., the blacksmith) who performs shopkeeping and weapon crafting. It proposes a script-based system similar to guard patrols, using randomized waypoints to assign tasks rather than fixed paths. It also fixes a main playable character model from Maximo (Adobe, 2008) that the player adopts after receiving armor from the blacksmith, with no armor customization changing thereafter.

Clarity	6.0	The idea is understandable but the writing has grammar and capitalization inconsistencies; core mechanics are identifiable though phrasing is occasionally awkward.
Completeness	5.0	Covers NPC routines and a basic main character constraint but lacks specifics on NPC stats, spawn rules, interactions, progression, and how these elements integrate with gameplay.
Innovation	5.0	Routines and randomized waypoint navigation are conventional for NPCs; ideas are solid but not notably novel.

Feasibility	7.0	Daily-cycle AI and random tasks are implementable with standard tools; licensing/usage of the Maximo model could pose constraints, but the overall approach is realistic.
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## Controls / Interface

Avg Clarity	6.0	Avg Completeness	5.0
Avg Innovation	3.0	Avg Feasibility	8.0

### Merged sections

2.2 Layout:

4.1.1 GUI Development

### Summary

2.2 LAYOUT specifies key mappings: W/A/S/D for movement, Shift to run, E to interact, Space to jump, Tab/I to open inventory, Ctrl to crouch and access class panel, J for journal, and Esc to pause; the layout mixes some inconsistencies (D for backward, S for right) but indicates standard action bindings. 4.1.1 GUI Development describes a non-obtrusive, medieval-themed UI with real-time feedback, including an EXP bar, gold counter, and a class portrait with health and stamina bars. Enemies show a health bar plus their name and level; the UI aims to be informative and responsive to player actions. The section emphasizes consistency with a Diablo-like aesthetic and discusses cursor designs to fit the game style.

Clarity	6.0	The controls are listed with concrete bindings, but the text contains inconsistencies (e.g., D for backward, S for right) that create ambiguity. Overall ideas are understandable despite some punctuation issues.
Completeness	5.0	Covers core controls and a proposed UI layout with key HUD elements, but lacks accessibility considerations, platform-specific notes, input customization, and full UI state/descriptions needed for development.
Innovation	3.0	No standout or novel mechanics are described; the UI concepts align with common RPG conventions and a Diablo-inspired aesthetic without distinctive new systems.
Feasibility	8.0	Descriptions are concrete (EXP bar, health/stamina, gold, enemy info) and implementable with standard tools; minor ambiguities in cursor behavior and panel interactions could be resolved in production.

## Game World & Levels

Avg Clarity	7.0	Avg Completeness	5.0
Avg Innovation	4.0	Avg Feasibility	8.0

### Merged sections

3 Game World

3.1 High Reach Brief:

3.1.1 Locations on High Reach Island

### Summary

High Reach Island is described as a small, isolated setting where disappearances drive the player's objective to solve the mystery and find a path back to the intended destination. The section enumerates multiple locations (Cold Pass, Cold Harbor, Pikeman's Pub, Beach Shack, Moonshire Lake, Moonshire Village, Lunar Lighthouse, Deadman's Drop) with brief purpose notes and potential interactions. It hints at mystical and mythic elements (the lighthouse revealing destiny, fairies at Moonshire Lake, Deadman's Drop linked to Valhalla) to motivate exploration and discovery. Overall, it provides a location palette and thematic hooks but lacks explicit gameplay mechanics, progression structure, or encounter design details.

Clarity	7.0	Locations and their basic purposes are stated clearly, though there are some typos and run-on phrases that slightly obscure specifics.
Completeness	5.0	Covers key locations and the overarching objective, but misses traversal rules, progression gating, encounter types, and maps required by the checklist.
Innovation	4.0	Introduces some mythic elements (destiny, lake fairies, Valhalla linkage) but largely relies on conventional exploration/settlement motifs without clear novel mechanics.
Feasibility	8.0	Describes a plausibly implementable set of locations and lore without demanding unconventional tools or scale constraints.

## Gameplay (overview + flow)

Avg Clarity	6.0	Avg Completeness	4.0
Avg Innovation	3.0	Avg Feasibility	8.0

### Merged sections

2 Gameplay

2.1 Overview:

### Summary

Gameplay will be built for PC using keyboard and mouse input, with a control scheme similar to popular RPGs like Skyrim to ease player onboarding. Movement is largely driven by animations, while additional variables determine movement speed and jump height. The section frames the gameplay around familiar PC controls and basic movement mechanics, without detailing combat, progression, or level structure.

Clarity	6.0	The intent is clear: PC/KM controls and animation-driven movement with speed/jump variables; however, punctuation and wording errors (e.g., 'such as;' and inconsistent phrasing) slightly obscure some details.
Completeness	4.0	Covers input method and basic movement concepts but omits core gameplay loop, progression, combat, level design, and win/lose conditions as required by the category checklist.
Innovation	3.0	Relies on conventional RPG control schemes without introducing novel mechanics or unique system designs in the provided text.
Feasibility	8.0	Descriptions align with standard development practices: PC keyboard/mouse input and animation-driven movement with adjustable speed and jump height are realistic to implement with common tools and pipelines.

## Graphics / Art Style

Avg Clarity	6.0	Avg Completeness	5.0
Avg Innovation	6.0	Avg Feasibility	7.0

### Merged sections

4 Graphics/ Art Style

4.1 Storyboard and GUI development

4.1.2 Storyboard

6.2.1 Character Combat Animations

6.4 Character Animation

### Summary

The Vanishing's graphics are described as a stylized high-fantasy cartoony aesthetic that blends influences from Overwatch, Borderlands, and Dishonored with a watercolor shading approach. Shading and lighting are treated as core gameplay elements, with noon light creating numerous, stretched shadows and lighting used as a player-visible light source to heighten mood as night approaches. The section includes concept-art

notes for mountains and Cold Harbor, detailing medieval-influenced structures and ambient lamppost lighting to shape exploration. It also lays out storyboard panels for early-game scenes and outlines two animation tracks (combat and movement) plus a character state graph, but lacks concrete pipelines, tools, or UI guidance.

Clarity	6.0	The write-up is generally understandable but contains typos and formatting inconsistencies (e.g., 'Over watch') that reduce clarity and create some ambiguities.
Completeness	5.0	Covers art style, lighting, concept art, world-building notes, and basic animation references, but misses pipeline/tools, platform targets, UI/style notes, and detailed asset specs.
Innovation	6.0	Introduces a distinctive blend of stylized visuals with watercolor shading and lighting-as-mechanic concepts, plus dynamic title-screen backgrounds; still largely within familiar fantasy-action tropes.
Feasibility	7.0	Concepts like stylized shading, ambient lighting, and basic combat animations are feasible with standard tools, though the document lacks detailed technical constraints or asset budgets to confirm production viability.

## Intro / Executive Summary

Avg Clarity	5.0	Avg Completeness	6.0
Avg Innovation	3.0	Avg Feasibility	5.0

### Merged sections

#### 1 GAME OBJECTIVES / BREIF

##### 1.1 Game Brief:

##### 1.3 Game Objectives:

### Summary

The Vanishing is a first-person 3D RPG with a linear narrative set on a single island, High Reach, delivering a short experiential arc. It uses a cel-shaded, cartoony art style and includes lifelike world details like NPC patrols and an economy system to immerse players. Core mechanics involve collecting weapons and armor, potions, and leveling up to access harsher areas and stronger beasts, supported by side quests and interactions with townsfolk within a 1-hour narrative. The design aims for a focused loop of exploration, conversation, combat, and trades (blacksmith, alchemist) within a compact scope.

Clarity	5.0	The text communicates the core ideas but contains typos (e.g., 'linier', 'Breif') and long sentences that reduce immediacy and precision.
Completeness	6.0	Covers many essential elements (weapons/armor, potions, level-up, side quests, NPCs, economy, trades) but omits explicit target audience, platform, and detailed core loop mechanics.
Innovation	3.0	Relies on familiar RPG tropes (loot, leveling, trades) with no clearly novel mechanics or systems described.
Feasibility	5.0	Scope (one-hour narrative, island exploration) is plausible, but lacks concrete constraints, asset counts, or implementation notes to gauge risk precisely.

## Mechanics / Systems

Avg Clarity	6.0	Avg Completeness	7.0
Avg Innovation	7.0	Avg Feasibility	5.0

### Merged sections

#### 3 6.1 Character Mechanics

## 5 Mechanics

### 5.1 Quest and Dialogue System

#### 5.1.2 Quest System

#### 5.1.3 Relationship System

### 5.2 Skill trees and leveling up

### 5.4 In-Game Economics

### 6.2 Character Combat Mechanics

## Summary

The player controls a 3D character with a switchable first-person main view and an optional third-person perspective. The section outlines a quest system with NPC markers, and a relationship mechanic that shifts town behavior between Friendly and Aggressive, with consequences including possible looting and guard payments. Weaponry includes swords, two-handed weapons, and daggers with rarity tiers; weapon mastery grows with use and a no-cap skill tree consumes skill points to unlock moves and stat bonuses. An in-game economy imposes merchant gold limits and replenishment rules, item values, and a TES-inspired combat progression where weapon skills improve over time; XP drives level and skill point accumulation across all classes.

Clarity	6.0	Core terms (quests, relationships, weapons, skill trees, economy) are identifiable, but the text contains typos and long, sometimes ambiguous sentences that hinder quick comprehension.
Completeness	7.0	Covers key mechanics (quests, relationships, weapons, progression, economy, combat growth) and related variables; lacks explicit core loop, win/lose conditions, and detailed UI/input specifications.
Innovation	7.0	Introduces a persistent town-state mechanic and a no-cap, looping skill progression, with consequences that affect exploration and economy; some ideas are standard but the combination offers novelty.
Feasibility	5.0	Multiple subsystems (dynamic economy, dialogue-driven town states, weapon mastery, scalable skill trees) are described at a high level; implementing them cohesively would be complex and risk scope creep without more concrete specs.

## Out of scope

Avg Clarity	-	Avg Completeness	-
Avg Innovation	-	Avg Feasibility	-

## Merged sections

### 7 Project Plan

#### 7.1 Gantt Chart

#### 7.2 Scrum Reports

### 8 References

### 9 Bibliography

## Summary

This section describes a demo game project plan organized around SCRUM methodology, with weekly sprint reports and a Gantt chart to schedule work. It outlines development phases (pre-production, production, alpha) and tasks such as UI, art, movement, attack systems, dialogue, quest tracking, and bug fixes, noting that some systems were removed to manage complexity and that stretch goals may be added if on schedule. It also references external assets/tools (Mixamo) and provides a bibliography, framing the demo as a repository for core mechanics like attacking and questing, plus character animations and camera controls. Overall, it reads as process-focused documentation rather than a design specification for gameplay content.

Clarity	nan	nan
Completeness	nan	nan
Innovation	nan	nan
Feasibility	nan	nan

### Out of scope

The section is a project management/documentation piece (SCRUM, Gantt charts, sprint reports) rather than a GDD content category (Gameplay, World, Mechanics, Story, etc.), so it does not provide design details suitable for scoring under the standard GDD criteria.

## Sound / Music

Avg Clarity	6.0	Avg Completeness	4.0
Avg Innovation	5.0	Avg Feasibility	6.0

### Merged sections

4.3 Sounds of High Reach

### Summary

The text outlines a music design for The Vanishing that uses epic instrumental battle cues inspired by The Witcher and Skyrim for major battles, while keeping mellow, mysterious ambience for background moments. It envisions a dynamic layering where battle music dominates during combat and lowers to a background mood when not fighting. It also references Deus Ex: Human Revolution as a model for gradual progression, replacing electronic harmony with a medieval instrumental sound. The overall aim is to blend high-intensity battle motifs with atmospheric non-combat passages through instrument choice and progression.

Clarity	6.0	The idea is broadly understandable, but the prose is cluttered with typos and inconsistent phrasing, which slightly clouds the intent.
Completeness	4.0	Addresses high-level direction and references, but lacks concrete details on tempo, layering mechanics, triggers, assets, and tooling.
Innovation	5.0	Introduces a dynamic battle/backdrop concept with medieval instrumentation, but relies on familiar tropes rather than clearly distinct mechanics.
Feasibility	6.0	Concept appears feasible with standard audio pipelines and middleware; however, no specific tools, asset counts, or schedules are provided.

## Story / Narrative

Avg Clarity	4.0	Avg Completeness	6.0
Avg Innovation	7.0	Avg Feasibility	7.0

### Merged sections

1.2 Narrative Brief:

4.2 Example Narrative Development

4.2.1 Chapter 1: The Great Storm

5.1.1 Dialogue System

6.3.1 Character Narrative Development

### Summary

The section presents a narrative-driven RPG setup: stranded on High-Reach, the player investigates disappearances while locals help, with a focus on interactive dialogue and narrative assembly. A Baldur's Gate-style branching dialogue system lets choices affect NPC attitudes and can even cause the loss of key NPCs. A separate in-game device uses a narrative book to piece the story together and tailor dialogues to the player's progress. Chapter 1 (The Great Storm) sets the opening scene with Harold and Anna, hinting at a larger town and a mysterious vanishing, and outlines a trader protagonist with a backstory to be voiced by player-chosen names.

Clarity	4.0	Prose is cluttered and inconsistent; core mechanics are present but not clearly organized.
Completeness	6.0	Covers premise, early beats, and a dialogue system; lacks full act structure, progression mapping, and explicit links between exploration and disappearances.

Innovation	7.0	Introduces an in-game book mechanism to piece the story and uses branching dialogue; original twist on narrative integration.
Feasibility	7.0	Dialogue branching and NPC reactions are standard in RPGs and feasible; lacks technical constraints but described elements align with typical toolchains.