Final Game Full Design

Team Name: GET STUFFED!!!

Flesh out your game design by answering the questions below. *Do not skip the screenshots sketches.*

This game must use real-time 3D graphics (perspective projection camera rather than isometric, mesh geometry rather than sprites). You can use 2D gameplay (fixed-angle camera, movement limited to a plane), which you see in many RTS, MOBA, and RPG games. You can also use billboard sprites in combination with 3D models, as long as some of your environment/entities are 3D.

**High level: Objectives & conflicts**

1. What is the player’s goal, and what do they need to do to achieve it?
   1. The player needs to eliminate all the gang bosses to create peace.
2. What are the most significant obstacles/conflicts to the player succeeding?
   1. The player will have to fight the bosses in a specific order to get to the others and will have to survive the henchman and boss fights.

**More specific: The key system dynamics**

1. What is the most important player action? The most common?
   1. Move, shoot, craft
2. Under what different circumstances does the player perform that action?
   1. In the air, on the ground, in the water, in a vehicle.
3. How does the environment respond to that action, and what are the possible outcomes?
   1. Based on the items you have acquired you can go to/destroy different places

**Commit to a specific idea**

1. List 2-3 player experiences that will make the game fun and interesting. Be specific and player-focused!
   1. The player will have a vehicle to travel around the map faster and to reach certain areas.
   2. The player will have to craft items in order to beat certain npcs and get to certain locations.
   3. The player will have to constantly fight off henchman to survive and find parts to the blueprints around the map.
2. Draw out a sequence of screenshot sketches showing what a player would see during those critical gameplay experiences from question 6. Pay attention to what information is on screen (environment and UI elements). You can use actual screenshots from your work so far and annotate if that makes sense to do.

A picture containing text

Description automatically generatedDiagram

Description automatically generatedA picture containing text, whiteboard, linedrawing

Description automatically generated

1. Write a 1-2 paragraph description that “sells” this concept to potential players. Try to capture what makes it uniquely interesting. Describe at least the premise, aesthetic, core gameplay and how you win or lose.
   1. Did you ever wonder how the balance of power shifted between your stuffed animals growing up? Who controlled the kitchen when you weren’t home? Who controlled the bedroom? What happened when someone got froggy? Ted, your favorite teddy, is out on a mission to bring peace back to your home. The rival gangs are out for stuffing. Ted has to get around the house and fight off each boss. But the your house is a wild open space? How does a lonely teddy bear get into the attic or across the bathtub? Help Ted find blueprints and build his way around the house to show these bad guys who’s boss.

**Planning**

**First playtest is in nine days!** Focus very hard on the first playable version and make sure everyone’s assignments are very clear. Discuss how you are going to communicate and coordinate (remember, don’t edit the same scene at the same time!).

**Team Member (replace with name)**

* Tasks

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