BOB THE HEADER

GAME DESIGN DOCUMENT

"How dare you steal my favorite shoes?"

1. Project Overview

A 3D platformer game in which the player has to navigate through different areas by solving puzzles, dodge obstacles, collect coins, reach to the destination and fight the boss.

Version History

Version #	Implemented By	Revision Date	Approved By	Approval Date	Reason
0.0.0.1	*Pizza programmer*	*11/06/2023*	*Kalakaar [Lead]*	*11/06/2023*	*Initial version with player & its basic movements.*
0.0.0.2	*Pizza programmer*	*13/06/2023*	*Kalakaar [Lead]*	*13/06/2023*	*Moving platform, key & coin behavior*
0.0.0.3	*Vikey Soni(69)*	*14/06/2023*	*Kalakaar [Lead]*	*15/06/2023*	*Key model*
0.0.0.4	*Kalakaar*	*15/06/2023*	*Kalakaar [Lead]*	*15/06/2023*	*Tutorial level environment prototype*

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1. Characters

BOB the header *is the main character of this game. He has very big feet and he wears very big shoes on them.*

Patrol enemies *are in the way of the protagonist to stop from reaching its goal.*

Radius based enemies *who will act when player comes in their radius sphere.*

JINGO *is a big monster and is the final boss who lives on top of the mountain and throws rocks.*

2. Story

Once upon a time, there was a Stone Age man named Bob who had very big feet and wore very big shoes on them. He was a nomad and used to break rocks & logs by jumping on them to make way for him to explore the world.
One day, a monster comes and steals his shoes while Bob was sleeping under a tree.
Now Bob has a mission to find that monster and take his shoes back from him, to do so, he need to solve puzzles, kill enemies that comes in his way to stop him and finally to defeat the monster and take his shoes back.

a. Theme

Bob the header is a puzzle adventure game about a story of a Stone Age man whose shoes got stolen and he is trying to get them back.
Adventure | Story | puzzle

3. Story Progression

The game starts with:
Scene 1:
Bob is shown making his way through the jungle by jumping, breaking rocks and logs.
Scene 2:
Bob tires and go for a nap under a tree with his shoes by his side, after a while, a monster comes and steals his shoes.
*Scene 3:*
Bob wakes up and sees that his shoes are missing, he tries to find his shoes but he don't see them anywhere.

Now the player starts the game in a tutorial level where basic controls are to become familiar with.

*Bob navigates through **jungle environment** by moving, jumping, killing jungle enemies & breaking rocks and logs in his way collecting coins till he finds a locked cave which needs a key that is to be found by Bob to progress further.*

*Next, Bob has to explore the **cave environment** and find his way out by avoiding traps, solving puzzles, collecting coins, killing cave enemies and finding a key which unlocks the cave exit which leads to mountain environment.*

*Next, Bob has to explore the **mountain environment** and find his way to the top of the mountain by avoiding traps, collecting coins and killing mountain enemies. On top of the mountain Bob will fight the final boss and take his shoes back from him. This will be the final level of the game.*

Jungle level

Cave Level

Mountain level
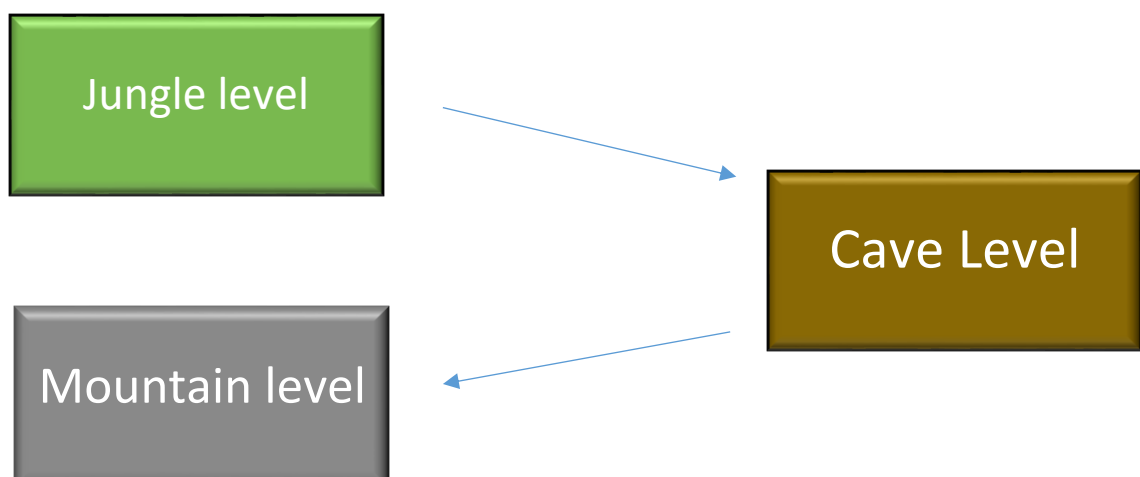
4. Gameplay

Gameplay will be from a third person perspective.

Player perspective reference: Camera should be a little bit more zoomed in.

4.1. Goals

*Overall (Long term) goal: To snatch back Bob's shoes from **JINGO***

Gameplay (Short term) goals:

a. *Level 1: Find a key to unlock cave door.*
b. *Level 2: Find a key to unlock exit door of the cave.*
c. *Level 3: Navigate to the top of mountain to meet and fight JINGO [BOSS].*

4.2. User Skills

a. *Moving around*
   - *Forward, backward, left, right [W A S D]*
   - *Jump [SPACE]*
   - *Jump on the heads of enemies to kill them.*
b. *Breaking things*
   - *Bob can break certain things by jumping on them.*
   - *Like: small rocks & tree logs but not big ones.*
c. *Collect items*
   - *Coins[for now]*
   - *Keys*
   - *Powerups*

4.3. Game Mechanics

4.3.1. Player

Refer to section 4.2 user skills.

Name	Height	HP	Lives	Attack damage
Bob	1 unity unit	10	3	1 [default]

Concept art reference images for Bob & his shoes:

Note: Bob's feet will be bigger than the reference image and he will be wearing his shoes only in the starting cut scene. Also he won't be holding any weapon in his hands. Both shoes and Bob's models are separate.

4.3.2. Enemies

Enemy	What they do	description	HP	Give damage of	Take damage of
Guards [temp. name]	Patrol only	Patrol on a defined path and is fast.	In the range of 1 to 3 randomized	1	1
Rangers [temp. name]	Radius based	Patrol on a defined path but Throws sticks towards player when in range. **Standing enemy**	In the range of 4 to 6 randomized	3	1
Brutes	Radius based	Follows player when Bob is in its range.	3	2	1

4.3.3. BOSS: JINGO

Name	Type	Description	HP	Give damage of	Take damage of
JINGO	BOSS	Stays in the middle of fight area most of the time and does his attacks. Occasionally runs after Bob to punch or kick him.	100	2,3,5	1[default]

Reference images for JINGO:

4.3.4. Collectables

Name	Type	What does it do?	Where to find
Key	Mandatory	Open gate to next area/level	A secret area
Coin	Optional	Currency to buy things [players, skins etc.]	Throughout the level & when rocks or logs are crushed.

4.3.5. Platforms

Types of the platform	What does it do?
Normal	Ground platforms. Stay idle.
Floating	Float in air.
Floating + Moving	Float along a defined path.

4.3.6. Obstacles

Name	Type
Boulders [4-5x the size of player]	Non destructible
Big logs	Non destructible
Fallen trees	Non destructible
Rocks[1x the size of player]	Destructible
Small hollow logs[2x the size of player]	Destructible

4.4. Core Mechanics

- ➢ Walk
- ➢ Jump
- ➢ Destroy things by jumping on their head/top.

4.5. Items and Power-ups

| Name	Description	Where to find	Lasts
Jump boost	Temporarily increases the jump eight [2x].	Before a parkour part of the level	10 seconds
Damage boost	Temporarily increases the damage given by jumping on the heads of enemies from 1 to 5.	Where player have to fight 4-5 enemies simultaneously and in boss fights.	15 seconds or permanent [?]
Health	+1 HP	Specific places.	Permanent
Throw	There are some very small rock or pebbles that Bob can pick up and throw at enemies.	Randomly anywhere	Can only be thrown once.

4.6. Progreesion and Challenge

Game will progressively become harder overtime. The difficulty of puzzles and enemies will increase in later levels/areas and they will become harder to kill, for example, the HP of enemies will be around 1-3 in jungle level, 3-4 in cave level and 4-6 in mountain level. Parkour will become more difficult as new mechanics will be introduced for platforms.

4.7. Losing

5. Art Style

➢ Low poly but cartoony style.

Mood and environment reference images:
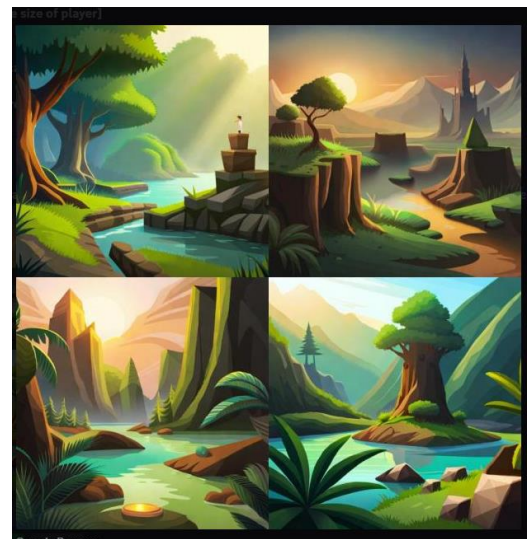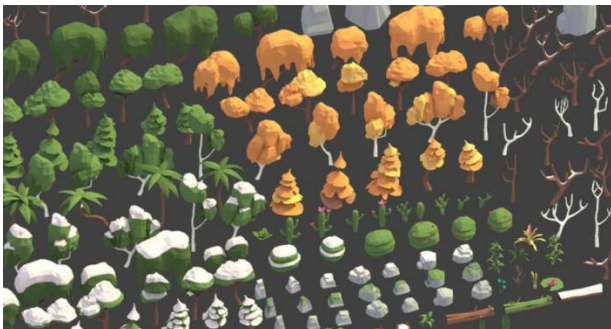
6. Music & Sounds

6.1 Player Sounds:

- Walk [footsteps]
- Jump
- Kill
- Excited sound when key is found
- Win
- Reference: https://elements.envato.com/caveman-happy-vocal-expression-Z87K2WV

6.2 Enemy Sounds:

- Patrol
- Hurt
- Die

6.3 Music

- Menu background music
- In-game theme song

7. Technical Description

7.1 Platforms Supported:

- Window
- Mac OS
- Linux

8. Marketing

8.1 Promotions:

- Facebook posts
- Instagram posts
- YouTube channel

8.2 Demographics:

- Age: 6+
- Gender: Anyone
- Mainly for Casual and Midcore gamers [Anyone can play it though :)]

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