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# **Scales Game Off Project**

## **Presentation**

* Title: Scales (tentative)
* Target Platform: PC
* Target Audience: Casual gamers, Puzzle game fans, Platformer fans, Dungeon Crawling Fans.
* Target Rating: E for everyone
* Expected Shipping Date: 30/11/2023

## **Story and Gameplay**

After a long journey, treasure hunter Kiwi arrives to the arcane ruins of Diceria, only with his bag, his poncho and his loads of cuteness. Kiwi enters the big door to the ominous temple ruins attracted by a strange force. The door immediately gets blocked by a stone ball after him leaving the hero caged. In the center of the room he finda a stone table, with a dice-shaped treasure chest with some mysterious prisms on one side. To the right there is a strange mechanism. When he touches it, he discovers that he can manipulate the prisms and... change his scale to get into them!

*Scales* is a 3D dungeon crawler and platformer where the player has to interact in two scales: large and small. The big picture lets you move several prisms pieces (made in a modular design) to solve an enigma and get access to your precious treasure. The only way to do that is the small view: Kiwi crosses the threshold to the prisms and then he becomes small so he can explore the dungeons that lie within and get the key to the next level. Combining the large scale (by putting the prism modules in the correct order) and the small scale (by beating the platform dungeon within) will grant you the success in your quest.

## **Game Flow**

In *Scales* it is crucial to use intelligence, logic and ability. Room movement and size shifting puzzles are the signature values of this game. You will notice that you have to change a room's orientation while you are big, to cross a gap or to reach a key while you are small.

As a pure-hearted (and a little clumsy) treasure hunter, Kiwi has no power-ups nor magic. His duty is the hunt, in other words, the collection. Collectibles are his goal. Through game progresses, he will face bigger challenges: traps, enemies, puzzles, etc., so the player will have to figure what to do next with practice and decission.

## **Character and controls**

### **Bio Sketch**

Kiwi is a small parakeet who discovered treasure hunting while he was playing in the school yard. One day he was eating his birdseed lunch when he saw his first treasure: a cubic golden seed. He was dazzled by that misterious relic and from that day on, he decided to become a treasure hunter. He went to his town library and studied Treasure Hunting, Ancient History and Archeology. One day, he heard about a legend that said: "When four sides become one, the path to the dice will become large". "A dice?" he asked to himself. And that was the beginning of an adventure...

### **Controls**

Kiwi is controlled by the player in two ways. When he is big we see him in a 3D view and we manipulate the level cubes by switching and turning them. When he is small we control him in the typical platformer way: walking, running and jumping. By the way he has to collect keys to challenge the level. In this scale, graphics are presented in 2.5D but with a slice of depth because he can move to the screen to cross the portal to return to its bigger self.

## **Main Gameplay Concept**

### **Genres**

The genres present in the game are dungeon crawler, platformer and puzzle.

### **Sequence**

It's divided in four worlds / levels, each one with a different theme. Each world / level consists on a modular structured puzzle that the player has to solve by ordering the pieces in the correct way and by beating the platform section. This will grant access to the next world / level. After beat a world/level a side of the treasure dice is unveiled.

### **Minigames**

The game includes some minigames. One implies a recursive vassel, where the avatar can get in by reducing (again) its size. Other one implies a balance where the player has to guess the weight of an object by placing little weighs on the other side.

### **USP's**

* Recursive dungeons. Every level has a dungeon inside it and if we add the vassel minigame we will have another layer of depth.
* Size Shifting puzzles and room movement puzzles.

## **Game World**

* Diceria: it's the main location, the place where the player arrives. The temple ruins may have columns and statues of strange bird-like figures.
* Egyptian dungeon: walls with hieroglyphs, painting of ibis, gooses, god Thot, god Horus, pillars, rolling stones, yellow colours.
* Aztec dungeon: mosaics, quetzal birds, totems, green colours, spikes, poison darts.
* Asian: ukiyo-e, lotus, cherry trees, herons, dragons, red colours.
* Greek: relieves, Doric/Ionic columns, phoenix, harpy, white colours.

## **Interface & Music**

The mood is mysterious and invites to adventure, but with a touch of humour and joy.

### **Game Story Scheme**

Title Menu -> Opening -> First Level -> Level Sequence -> Level Start -Big- -> Dungeon -small- (if user press Start -> Menu) -> Game Over -> Retry (player can change from small to large to try another combination) -> Level completed

## **Enemies**

Kiwi doesn't attack and he is vulnerable to enemies. They are mainly mechanic (obstacles and traps). Enemyies' routine is simple, they go back and forth (floor saw) or they are thrown (darts, stones).

So the big menace are the traps present in every level: darts, spikes, stone balls... Player has to organize the modular structure of the level so that Kiwi doesn't get hurt.

## **Extras**

### **Cutscenes**

They are presented at this moments:

* At the beginning of the game, showing Kiwi arriving the dungeon and getting trapped.
* When you beat a level and get access to the next one.
* At game over.
* When you beat the entire game.

They are made with in-engine animated illustrations.

### **Replay**

An incentive to play again is to try another combination for the module prisms and explore different ways to finish the level and beat Kiwi's quest.

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