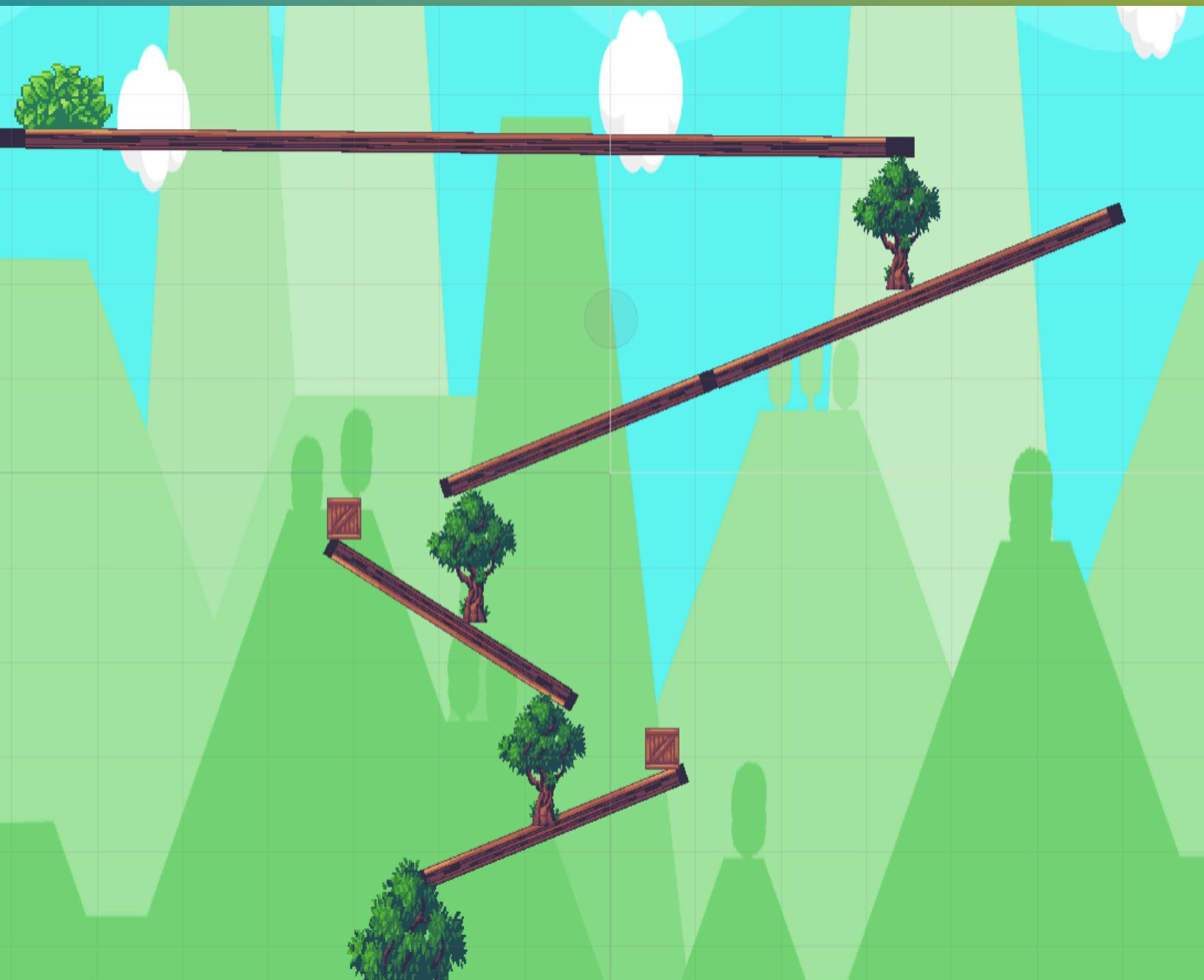
unity Certification

My Journey

GAME DESIGN DOCUMENT



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Game Development Team

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Game Overview+ Genre

Title: My Journey
Platform: Windows and Android
Genre: Platformer
Rating: E for Everyone ESRB
Target: Casual gamer (age: 6 - 14)
Release date: December 19th 2018
Publisher: Unity Technologies & SDSU

My Journey, is a game with a wacky game play style looking to entertain rather than focus solely on game play. The genre is a Platformer because the player is able to control the character via moving, jumping etc. The music theme for the game is wacky and unorthodox, the gameplay is fun moving through obstacles, and boucing on flower platforms to get a heads "up," on your journey. The game objective is to get from point A to point B by using any method available to the player to complete the level. The best part of all this is the wacky song but don't get to carried away as you got a long journey ahead of you.

High Concept

My Journey is filled with obstacles, moving through this fun filled challenge is easier said than done. Using platforms as a means to jump to having to start over again at the nearest passed checkpoint, because you hit a spike. My Journey is filled with a promise of a good laugh.

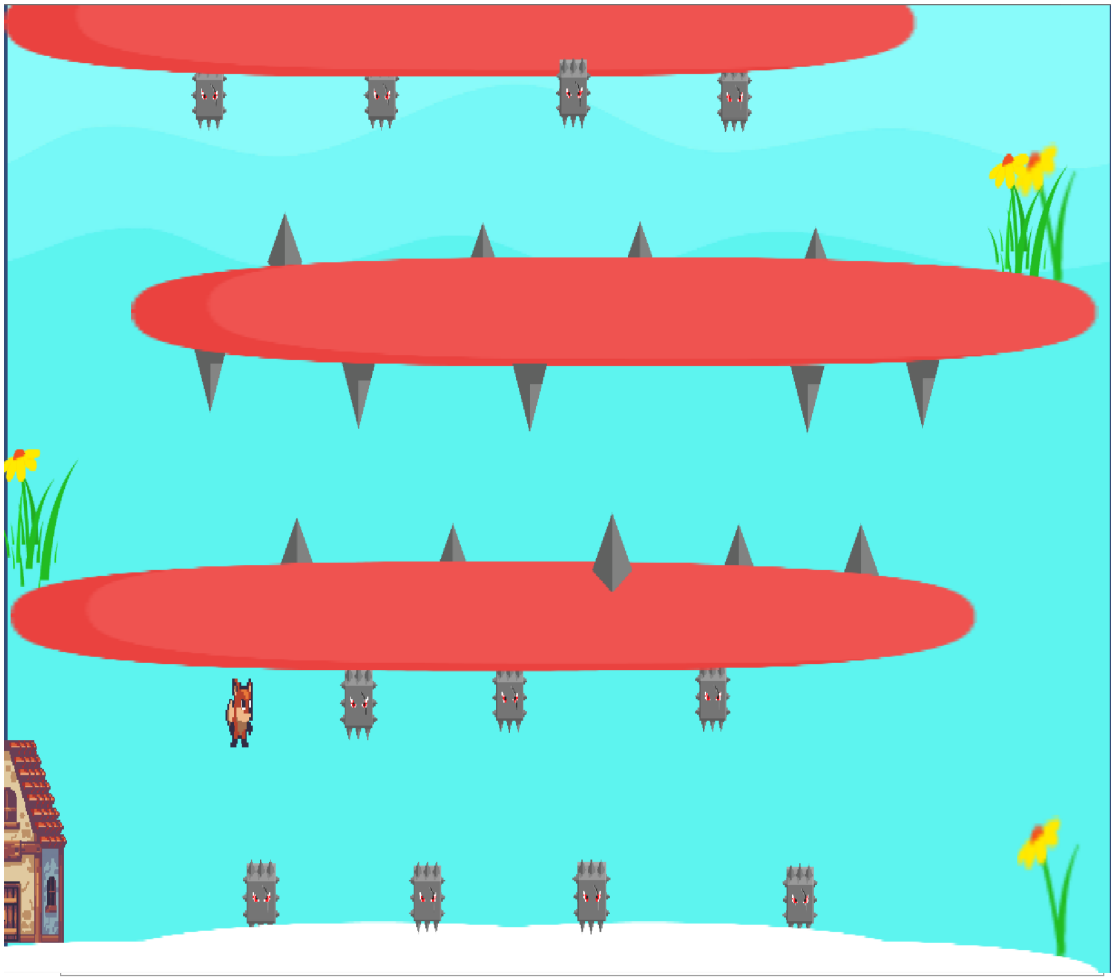
Selling Points

- Astheticlly pleasing
- Interesting Story and music
- Multiplatform

Minimum Requirements

PC and ANDROID

OS: Windows XP SP2+, generally everything made since 2004 should work, ANDROID OS 2.3.1 or later;



Other Genres and Game Style:

Sinlge Screen Adventure game By SDSU and Unity Tech.

Synopsis

Twas the night before chirstmas, well sort of Alex finds himself fighting the elements you only see in a dream to Journey Home.

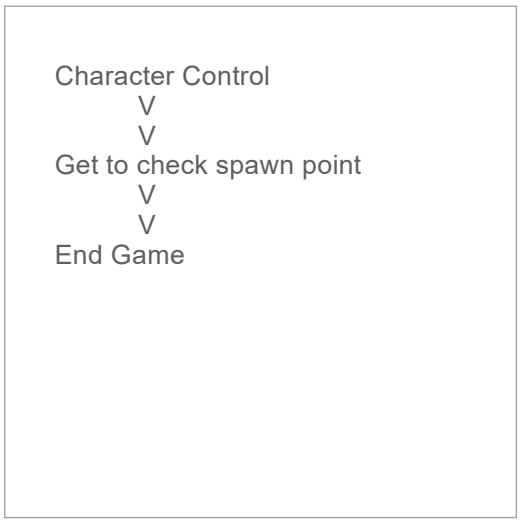
Game Objectives

To get home overcoming obstacles and other pitfalls to achieve this goal, eventually finding the flower of peace.

Game Rules

You must get from point A to Point B (home) and move across the level onto the next goal to find the flower of peace.

Game Structure



Gameplay

Game Controls (PC)

Arrows (UP, DOWN, RIGHT, LEFT)

Keys (UP=W, DOWN = S, LEFT = A, RIGHT = D)

Jump = UP or W

Game Camera

Game Start the camera is one whole view point or scene. The screen is still.

HUD

PLAYER and Time

Player

Player Characters

Fox - Dog Hybrid, but dont let the cuteness fool you.

Player Metrics

Speed: 50
Time: 2 minutes
Jump Force: 600
Movement: 360 degree rotation
Gravity Scale = 3

NPC Enemies

Mace and Spikes are non moving enemies, that do not attack but if touched will cause you to respwn to the nearest check point.

Mace

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
0	0	0	0	0

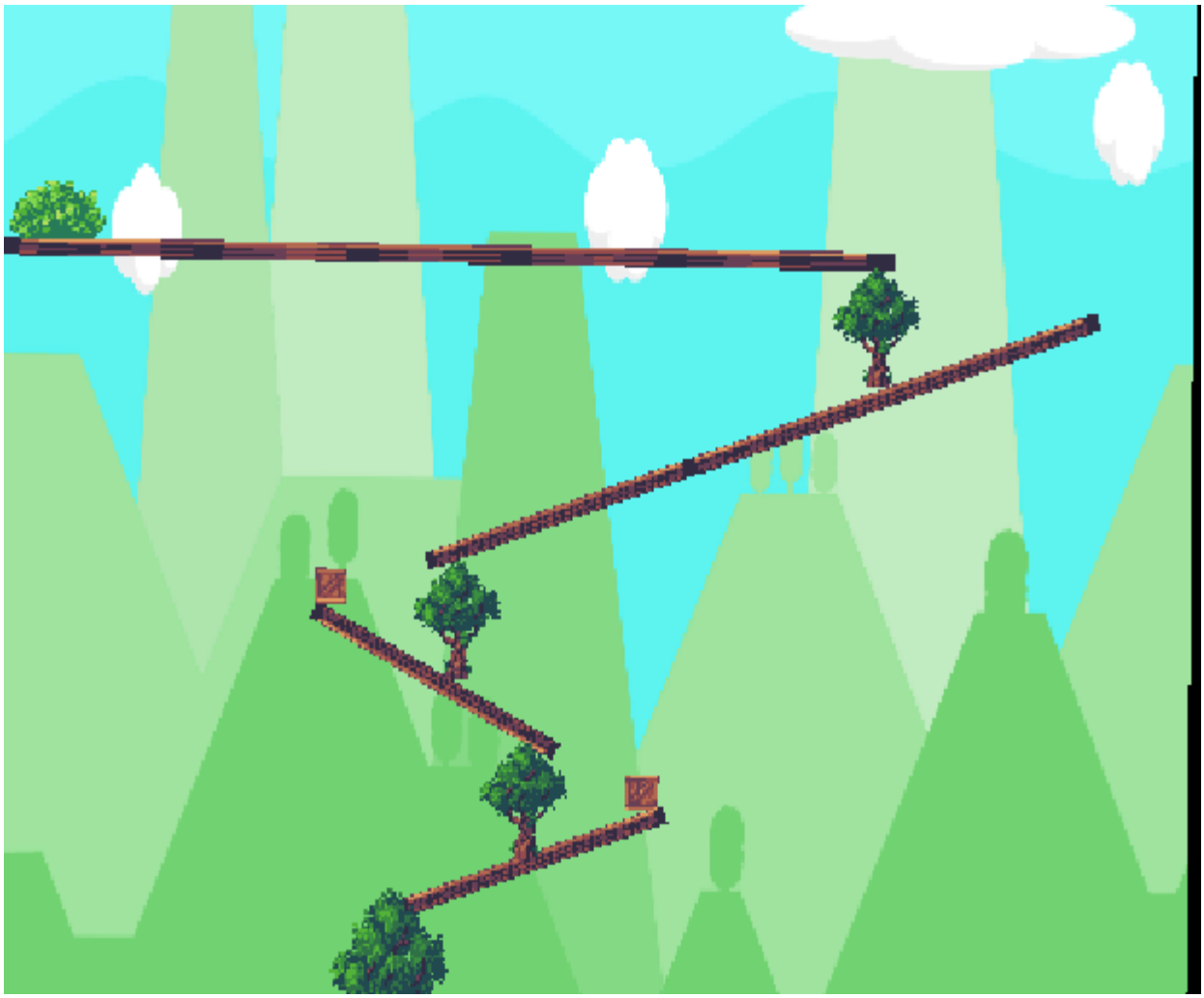
Spikes

SPEED	MAX HEALTH	SCORE VALUE	ATTACK DAMAGE	TIME TO ATTACK
0	0	0	0	0

Art

Setting

Game takes place in the clouds, the music depics the wacky sense of being in a dream. The sky with the clouds is loaded with beautiful art.



Audio

NAME	CATEGORY	DESCRIPTION
Music	Music Background	Plays during start up
Jump	FX	Jump Sound

Wishlist

Add More Scenes, and Moving object that may cause player to touch.

Add more sound affecs especially wacky music to make the game entertaining

Create player animation upon idel, running, jumping, crouching.

REFERENCES:

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