

GAME DESIGN DOCUMENT (GDD) TEMPLATE

Game Name:

Genre:

Arcade style with many mini games

Game Elements:

Game elements are the basic activities the player will be doing for fun

Playing a bunch of mini games: Capture the flag, Laser Tag/Paint Ball, Hide n Seek tag, etc.

Player:

The number of players that can play the game at once

Up to 20 players can play in a lobby at once.

# TECHNICAL SPECS

Technical Form:

Basically, there are 2D graphics (flat) and 3D graphics (form)

2D game play with a 3D environment = 2.5D

View:

Camera view from which the player will experience the game

Third Person View

Platform:

iOS, Android, Mac, PC

PC Platform

Language:

C#, C++, Ruby, Java

Using C#

Device:

PC, Mobile, Console

PC

# GAME PLAY

Use the game play section to create a descriptive paragraph about how the game is played. You want the use tor imagine they are actually playing the game. Try not to use generic (i.e., broad, non-descriptive) terms when writing about the game play. For example, few readers want to hear statements such as, “enemy\_1 will have more hit points than

enemy\_2.” Instead, it’s better to make statements like, “The Lazarus Fighter has more armour than the Apollo Fighter.”

The Game will play as such, upon pressing play the user will be given an option to either create a lobby or join a preexisting lobby, once a lobby is joined/created the first user in the player order will be able to change the queue of the mini games ether picking them by hand or randomly. There are a total of 5 mini games: Capture the flag, Laser Tag/Paint Ball, Hide n Seek, Maze, and Race. Capture the flag will divide players as evenly as possible into two teams, both teams will be on a mirrored colors swapped playing field. Both teams’ goal is to obtain the others flag/totem, to prevent this both teams are given a projectile/water balloon used to “tag” or send the player back to their team spawn. What ever team has the most flag captures by the time limit wins if both teams have an even number of points the game goes into overtime and ends when a flag is captured. Laser Tag/Paint ball is like capture the flag except the only goal is to decimate the other team using Laser guns/Paintball Guns. Hide n’ Seek tag, one player is chosen to be “IT” them must tag every player to win once a player is tagged, they also become it and must find hiders, any remaining players left unfound win if all players are found then the seeker wins. Each games have a set time limit and whomst ever attains the majority of points will be crowned the winner the game will end and you’ll be sent to a lobby of sorts. The player can choose to start/join a new queue or quit to main menu.

Game Play Outline

This outline will vary depending on the type of game.

Opening Game

* Splash screen of the dream team’s logo (idk)
* Game options
* GameCode enter press play
* lobby maybe wait for game to finish/start
* Mini game1
* Mini game2
* Mini game3
* Mini game4
* Winner Crowned
* quit to MM or join lobby
* new queue
* end
* The player spends time with friends but the game will have Varity

Key Features

Key features are a list of game elements that are attractive to the player.

Multiplayer: being able to play with friends  
Mini Games: Keeps the gamer entertained with Varity

2.5D camera 2D art style

The top players receive points/coins/something to ether unlock at random or buy cosmetics

# DESIGN DOCUMENT

This document describes how GameObjects behave, how they’re controlled and their properties. This is often referred to as the “mechanics” of the game. This documentation is primarily concerned with the game itself. This part of the document is meant to be modular, meaning you could have several different Game Design Documents attached to the Concept Document.

Design Guidelines

This is an important statement about any creative restrictions that need to be considered and includes brief statements about the general (i.e., overall) goal of the design.

Game Design Definitions

This section established the definition of the game play. Definitions should include how a player wins, loses, transitions between levels, and the main focus of the gameplay.

Game Flowchart

The game flowchart provides a visual of how the different game elements and their properties interact. Game flowcharts should represent Objects, Properties, and Actions present in the game. Each of these items should have a number reference to where they exist within the game mechanics document.

* Menu
* Synopsis
* Game Play
* Player Control
* Game Over (Winning and Losing

Player Definition

* Use this section for quick descriptions that define the player
* Use the Player Properties section (below) to define the properties for each player. Player Properties can be affected by the player’s action or interaction with other game elements. Define the properties and how they affect the player’s current game.
* Use the Player Rewards section to make a list of all objects that affect the player in a positive way. Define these objects by describing what affect they cause and how the player can use the object.

Player Definitions

A suggested list may include:

* Health
* Weapons
* Actions

Player Properties

Each property should mention a feedback as a result of the property changing.

Player Rewards (power-ups and pick-ups)

Make a list of all objects that affect the player in a positive way (e.g., health replenished)

User Interface (UI)

This is where you’ll include a description of the user’s control of the game. Think about which buttons on a device would be best suited for the game. Consider what the worst layout is, then ask yourself if your UI is it still playable. A visual representation can be added where you relate the physical controls to the actions in the game. When designing the UI, it may be valuable to research quality control and user interface (UI) design information.