Curtin University

ASSIGNMENT COVER SHEET
Electronic or manual submission

UNIT CODE:	GRDE2105
UNIT TITLE:	Game Design Introduction
YEAR:	2015, Semester 2
ASSIGNMENT:	Project 2 – Brief: Game Design Document
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LECTURER/TUTOR:	Dr Glen Spoors
GROUP:	
ASSIGNMENT NAME:	Assignment 2
DEGREE ENROLLED:	Non-award, Study abroad
DUE DATE:	23.09.2016

Signed: Even A. Nilsen _____ Date: 24.09.2016 _____

0. Table of Contents

1. Game Overview

Concept: Choice based interactive adventure roguelite with multiple outcomes. Create a character and venture through a world wrecked by war on your quest to safety. Try to survive as best you can.

Genre: Interactive adventure / roguelite / drama / RPG

Key features: Make choices as situations and encounters come up. The choices you make will have an impact on the future.

Art style: Simplistic and dark. Text based with static pictures.

Sound/FX: Dark, ambient music. Simple sound effects for the different game contexts.

Platform: PC/mac/linux

Audience: Young adults and adults

Competition: The Banner Saga, This War of Mine, Cataclysm: Dark Days Ahead

2. Game World

2.1. Backstory

The world as we know it has ended because of a third world war. The few people that survived are now trying to make it in the new world and strive to accomplish that through different means. Some seek comfort with others and try to create safe havens where they can start a new life, while others choose to live a life of criminality. The lack of any structured society has marked the start of an anarchistic way of life where smaller groups and factions fight for power. Your place in this world is completely dependent on how you choose to start out and the choices you make throughout the game.

2.2. The Protagonist

Since the game will not contain any specific characters, I will write a little about how I imagine the character creation will work.

The player starts of by building his character based on different attributes, skills, and traits. After choosing the basic stats, the player chooses a background which further influences the skills and the choices the player is presented in the game.

2.2.1. Attributes

Physical: Represents the character's raw strength and resistance to disease and poison as well as the ability to withstand pain and physical damage.

Mental: Represents the character's willpower and resistance to psychological damage. The wasteland is a scary place and even the toughest amongst will need a strong mind.

Luck: Represents the character's luck. Increases the chance of good encounters happening and who knows, you might happen upon some nice loot.

2.2.2. Skills

The player can choose from a whole range of skills ranging from the trivial like cooking to the very specific like electrical engineering. Throughout the game the player will qualify for different choices based on the skills they chose when they created their character.

2.2.3. Traits

Traits will be small character quirks and will be more of an optional flavour item than an actual mechanic. In some situations the quirks will have an impact, but mostly not.

2.2.4. Background

A description of who the character was before the player took control. These choices will influence a character's attributes and skills making them more specialized in certain fields.

2.3 Missions and Story Progression

Throughout the game the player can choose their way of life in the wasteland, whether that is to live the life of a hermit, live of the land with a spouse or live of others. The main goal of the game is not to win, but to have fun while playing. Gameplay goes on until the character either dies or the player retires the character.

The story will progress based on the different choices the player makes and branch out accordingly.

Exploring different areas and scavenging for supplies will be a big part of the gameplay and work as a trigger for many of the games encounters. Because I want to borrow elements from roguelikes, the occurrence of the different encounters should be random and somewhat based on the character's background.

3. Production

The mechanics programming will most likely take up most of the games development. Storyline writing, music, and pictures for the encounters and the world is also important to create the atmosphere I am after.

3.1. Asset From the Game

I would like to work on creating an encounter from the game. By that I mean a script with multiple branching options like a flow chart. The different options and outcomes will be influenced by the character's skills and attributes.

3.2. Skills Required

Writing skills and basic photoshop skills to visualize the flow chart.

3.3. Resources Required

Access to a computer with photoshop.

3.4. Schedule

Week 10: Create first draft of the script and write up possible outcomes. Work out some skills that will work as a proof of concept.
Week 11: Refinement of the draft. Get feedback and reiterate.
Week 12: Further refinement based on feedback.

Week 13: Add script to unity's conversation engine.

Week 14: Finish asset and deliver.

4. Mood Board

(511272778.jpg, n/a)

(status.png, 2014)

(the-road.jpg, 2014)

(post-apocalypse-970x545.jpg, 2015)

(post_apocalyptic_city_by_dagionax.jpg, 2012)

(This-War-of-Mine-Review-465376-16.jpg, 2014)

5. Reflections

I hope that I through writing can give a feeling of dread when the player has to make a hard decision. Depending on how the first draft turns out, I hope to get some feedback on both the structure of the encounter and my writing.

6. References

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