Game Design Document:

Team name: Team Co-op

Team member names: *William Ngai, Nayal Sher, Elias Zoghlami, Aaron Pinto, Chris Ibe*

Roles:

- **William Ngai**:
- **Nayal Sher:**
- **Elias Zoghlami:**
- **Aaron Pinto:**
- **Chris Ibe:**

Permission to Show Your Work in Future Classes:
We hereby grant permission to show this report in future courses as a sample project

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1 Title

Defence and Desire

2 Razor

It's like a normal tower defence (like Balloon TD Battles) where you upgrade your towers to kill waves of enemies, except if you romance your towers they fight harder.

3 Slogan

Win their hearts, win the war

4 Top level summary of your game idea (Aaron + Elias)

Defence and Desire is a tower defense game where strategies of the battlefield and strategies of the heart go hand in hand. You must manage limited resources like gold and tower placements, but also the affection and patience of the towers fighting by your side. These aren't just boots on the ground, these are people with names, lives, and relationships. Relationships YOU must navigate, as not all of them are amicable. Not every tower will work with each other, so you must choose carefully who you court and who you ignore. Win their hearts, win the war.

5 Player experience goal(s) + atmosphere users should experience

Items from **Lazarro's** 4 Keys 2 Fun (2014):

Hard Fun": mastery, achievement, "fiero"):	not at all |----------0---------| highly so
Easy Fun: Exploring, Imagination, Curiosity, Absorption	not at all |----------0---------| highly so
Altered States (Serious Fun): Values & Meaning	not at all |----------0---------| highly so
People Fun: Relationships, social bonding etc**.**	not at all |----------0---------| highly so

Items from **Yee's** Player Motivation taxonomy (2006):

	Achievement component
Advancement — The desire to gain power, progress rapidly, accumulate in-game symbols of wealth or status	not at all |----------0---------| highly so
Mechanics —analyzing the underlying rules and system in order to optimize character performance	not at all |----------0| highly so
Competition — The desire to challenge and compete with others	not at all |----------0---------| highly so
	Social component
Socializing — Having an interest in helping and chatting with other players	not at all |----------0---------| highly so
Relationship — The desire to form long-term meaningful relationships with others	not at all |----------0| highly so
Teamwork — Deriving satisfaction from being part of a group effort.	not at all |----------0---------| highly so
	Immersion component
Discovery — Finding and knowing things that most other players don't know about	not at all |----------0---------| highly so
Role-Playing — Creating a persona with a background story and interacting with other players to create an improvised story	not at all |----------0---------| highly so
Customization — Having an interest in customizing the appearance of their character	not at all |0----------| highly so
Escapism — Using the online environment to avoid thinking about real life problems	not at all |----------0---------| highly so

8 items from **Hunicke** et al's taxonomy of "fun":

1. **Sensation**: Game as sense-pleasure	not at all |----------0---------| highly so
2. **Fantasy**: Game as make-believe	not at all |----------0---------| highly so
3. **Narrative**: Game as drama	not at all |----------0---------| highly so
4. **Challenge**: Game as obstacle course	not at all |----------0| highly so
5. **Fellowship**: Game as social framework	not at all |----------0---------| highly so
6. **Discovery**: Game as uncharted territory	not at all |----------0---------| highly so
7. **Expression**: Game as self-discovery	not at all |----------0---------| highly so
8. **Submission**: Game as pastime/go-to leisure activity	not at all |----------0---------| highly so

Summary (NAYAL SECTION)

Our game is mostly focused on strategic challenges with a strong emphasis on the relationships the player creates between waves with their Towers. So when it came to the Lazzaro framework, we wanted this to focus on Hard Fun as the player must master tower placement and the relationship portion to succeed on the upcoming waves. Tying this also to People's Fun, as it pushes players to build these social bonds with their towns through dialogue choices. When it came to Yee's Player Motivation, our game had the highest scale for Mechanics and relationships, as we are hoping that players who enjoy "min maxing" per se will be drawn into all the many ways the towers work together

through the dating sim elements of the game. The game will also just be a single-player game with no multiplayer. With all of that, the atmosphere of the game is charming and humorous because of the dating towers being so bizarre, but also a big focus on the game feeling like an obstacle course, with winning the game only coming when you can manage both the strategic tower placement and dating sim elements.

6 Introduction

Premise:

- The premise behind Defence and Desire *is to combine strategic planning of traditional tower defence games like Balloon Tower Defence with the social engagement that comes with the dating simulations genre.*
- *How it plays out is that the player must defend their home base from waves of enemies while forming bonds through dialogue with their towers to improve them, evolve, etc in doing so progresses the game.*

Game Objective:

- The goal of Defence and Desire *is to place and upgrade towers smartly throughout homebase to prevent enemies from coming and destroying your base.*
- *Progression, as mentioned before, is tied to dating your Towers! You do this by forming strong relationships with towers*

Core Gameplay:

- The core loop we are aiming for is to gain gold by surviving a wave of enemies. In doing so, you can build towers and interact with said towers between waves via mini games and by flirting, choosing the right dialogues and or other dating sim game elements
- By selecting correct dialogue choices, it increases your bond level with a tower indoign, so their attack power will increase or they might unlock a tower exclusive skill.
- Also, there are conflicting relationships between certain towers, which add a strategic layer to Defence and Desire as not every tower will work with every other tower, so you must choose carefully who you court and who you ignore. This also adds an emotional decision-making component to the game.

7 Narrative/Story

None

8 Game mechanics (Aaron + Elias)

Number of players: *Singleplayer*

Target audience: *Lonely strategists*

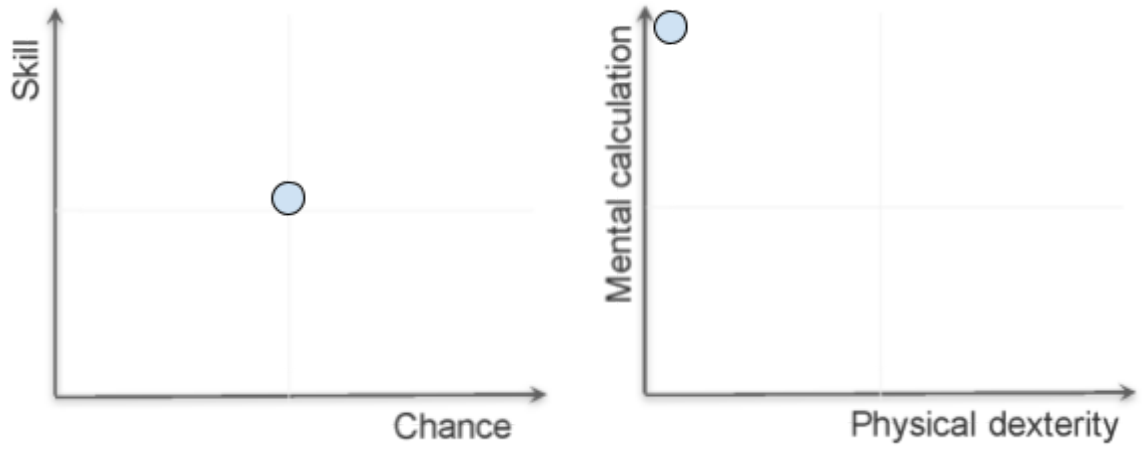
Tower Defense *(Core)*	Dating Simulator *(Secondary)*
Waves of enemies attacking the players	Towers can be romanced through dialogue each wave
Buying and upgrading towers to attack enemies	The higher a tower's relationship level, the stronger upgrades you can buy
Limited tower placement spots	To achieve a high relationship level with some towers, you must have a lower relationship level with some other towers
Killed enemies provide the player with gold	
Different Enemy types (abilities and immunities)	

9 Play matrix (KRIS SECTION)

Our game sits high on the "Skill" axis and low on the "Chance" axis, as player success depends heavily on strategic tower placement, managing relationships, and making optimal dialogue choices rather than luck.

In the Mental Calculation vs. Physical Dexterity matrix, Defence and Desire is positioned high in Mental Calculation and low in Physical Dexterity. Players must plan tower synergies, manage resources, and predict wave patterns, but quick reflexes are less important.

This placement reflects a game focused on strategic decision-making and emotional engagement rather than speed or random events.



Graph 1 (On the left)

- Dot placement on the top leftish
- High skill: players must use limited resources and the correct use of towers against enemies they are effective against
- Medium chance: players are not exactly certain what dialogue options are correct when flirting with towers

Graph 2 (on the right)

- Dot placement on the top leftish

- No physical dexterity: because the player is placing towers and not interacting with the enemies (no timed component)
- High mental calculation: player must traverse the game economy and build strategic defences

STOP HERE FOR NOW UNTIL WE BUILD THE GAME

10 Rule Sheet [submit as separate .docx or .pdf]

Create a rule sheet (i.e., written game instructions for the player) that clearly describes how your game is to be played. Feel free to include illustrations/pictures etc. as needed. Note that this section is intended for the gameplayers.

Submit this as a 1-2 page separate .docx or .pdf file and bring 2 printouts of the rule sheet for any playtesting sessions.

Do not use more than 2 pages – as discussed, the longer the rules sheet is the less likely players are to engage or even start playing a game.

11 Playtesting script including testing goals, questions, and assumptions/ hypotheses

Write a **playtesting script** for the upcoming playtest sessions. Revise and improve your script based on your insights, testing, and discussion after each playtesting, provide the latest version below.

To make this playtesting and script useful and effective, please relate your script questions to clear, specific, and relevant **goals** for your playtesting session, based on **questions** you'd like to answer and **assumptions**/**hypotheses** you might have about your design (e.g., your (re)designed different aspects of your game to meet specific user experience goal - now you can test if/to what degree your design hypotheses worked). Integrate those goals, questions, and hypotheses here into the playtesting script and make sure they clearly related. (Hint: use Chapter 9: Playtesting and the inset by Chaim Gingold in Chapter 7 to guide you for this question). E.g., you could first list a given goal and resulting questions and underlying assumptions/hypotheses and then the respective playtesting questions to ask participants and things you're planning on observing/looking out for etc. Do this for all the goals/questions etc.

During the playtesting, make sure to not lead or suggest ideas to the playtesters. I suggest including and adapting relevant items from GDW Figure 9.10 "Observations and Playtester Comments" and have separate sections for

(1) in-game observation,

(2) postgame questions, and

(3) revision ideas.

Include both **questions** to ask participants and planned **observations**, i.e., things you want to observe and look out for, which typically includes both qualitative and quantitative observation (as discussed in the textbook).

Merge this into a script (e.g., word document) that has room to take notes and a list of all your questions. Include this here.

12 Insights and results from playtesting

Test for foundation/fun and structure, then later for functionality, completeness, loopholes, balance, and dominant strategies

Similar to the previous GDD instructions, please iteratively playtest and revise your game with the appropriate playtesters as described in the textbook, class, and previous GDD instructions.

Report, **analyze** and **reflect** on your main findings for the different aspects described in the section title using the below evaluation table. Focus your game re-design especially on the main issues observed (that's what the severity/priority rating is for). You don't need to include every single finding – instead focus on the most relevant and noteworthy ones.

Explain **design modifications based on the testing results in the right column**. i.e., please indicate how you addressed the observed issues and feedback, or how you plan on doing this if you have not already addressed it in the latest prototype.

Note: Whenever you run a playtesting session, please take at least one photo of the session and attach it to your game design document. The photo should show your game prototype while being played by the playtesters (this illustrates your current prototype in action, and how that the playtesting session happened). However, you don't need to show the playtesters' faces in your photo.

Issue name & brief explanation Please described how the issue was found/observed (e.g., did the playtesters mention it during the gameplay, did it show up as part of your gametesting scipt/interview, did you observe it when watching others play? Explain what the underlying issue is or might be	Issue category (foundation/fun and structure, then later for functionality, completeness, loopholes, balance, and dominant strategies)	Playtesting session # where the issue found	Severity rating / Priority: [options: low, medium high, critical]	Resolving mechanism (how did you changed the game to resolve the issue?)

13 Analyze your game in terms of decision types, dilemmas, rewards, surprise, and endings

Based on GDW readings and in particular chapter 11, please do the following in your team and reflect on each of the sections below.

13.1 Decision Types

Please briefly analyze your game in terms of decision types.

Take your game and categorize the types of decisions you ask your players to make. Are there any hollow, obvious, or uninformed decisions? If so, try to redesign these choices. Either way, please explain here briefly.

13.2 Dilemmas

Please briefly analyze your game in terms of dilemmas.

Does your game contain any dilemmas? If so, describe these choices and how they function, and how they might affect/improve the gameplay. Note that good games often have interesting choices as a key element of their gameplay.

13.3 Rewards

Please briefly analyze your game in terms of rewards.

Analyze the rewards system in your revised game. Look at each reward and determine if it is useful, romantic, and/or tied to the story line. How are rewards timed? Does the timing reinforce the player's desire to continue playing? Please elaborate briefly here on the different rewards in your game.

13.4 Surprise

Please briefly analyze your game in terms of surprises.

(E.g., Are there any surprises in your game? Try taking one type of choice and adding an element of surprise to the outcome. How does this affect the gameplay?)

13.5 Endings

Please briefly analyze your game in terms of its ending.

(E.g., is the ending or resolution of your game satisfying? If not, how could you make it even better?)

14 Overall Reflection

Please reflect on your overall team game (re-)design process and activities (from brainstorming to designing, prototyping, playtesting, critiquing, and iterating). What were main insights? What worked or did not work well? Is there anything you plan on changing/improving in the future? How?

Appendix A: Design documents

Please add relevant images from your brainstorming and prototyping session(s) for this game project (make sure it's readable). They can be attached in a zip if needed.