**GAME DESIGN DOCUMENT**

**PUZ**

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1. ***Executive Summary, Quick overview***

“PUZ” is a platformer game where you control a character in different platforms built from hexagons. The goal is to find a green portal and advancing to another level. Game is a one player game.

***2. Target Audience***

This game is targeted for ages 8+, and is not specific to any gender.

1. ***Main Characters***

The main controllable character in this game is a guy named Puz.

***4. Main Features***

*4.1 Main mechanics*

There are different sizes of platforms on a level that you can walk and jump on. Once you find the green portal and jump into it, you will move on to a next level. Game gets harder every time you complete it.

When you complete a level, you will be awarded with additional health. When you drop from a platform you will lose one health. If you lose your last health game ends.

*4.2 Movement*

You can control Puz with arrow keys. Shift makes Puz run and Space makes him jump.

*4.3 Physics*

There are simulated physics revolving around hexagons on the platform. When a player falls from a platform it merely drops back on the same platform, resetting the players position on the platform.

***5. Genre, Setting, Concept Art book\****

Setting and the mood of the game is melancholic. Character you control is all alone in this huge space, standing on a platform, trying to find a way out.

***6. Enemies, NPCs, Other objects***

There are no enemies in current version. There is a plan to include enemies in future version of Puz.

***7. Story board, script\****

Players drops down from the sky and lands on a platform where you begin your first level.

***8. Technical definitions, Tech guide\****

Game is targeted for desktop computers. It can be played through a web browser.

***9. Business definitions\****

Game is a free-to-play game with ability to buy additional levels or enhancements for a small fee in later stages.

***10. Outsourced/Bought Assets***

Character and character animation

Character Pack: Free Sample by Sypercyan

Hexagon blender modeling, Blender model to unity, Hexagon grid generator

Creating a Hexagon Grid in Unity by Cornelius Custard

Floor textures

10 Texture Sets 'Industrial 02' by Angry Ant Entertainment

Day and night cycle

Simplest possible day night cycle in Unity 5 by Øyvind Strømsvik (TwiiK)

Menu background

Grid hex hexagonal hexagon pattern by Coffee

Menu logic and selection box

Make A Gorgeous Start Menu by Thomas Brush

Menu and game fonts

Barkentina by Kiril

Game fonts and icons

Lecompte Free Font by Andy Lobjois

Menu sound effects

SciFi UI Sound FX by Bright Shining Star

Footstep sound effects

Classic footsteps SFX by Matthew Anett

Character sound and effects

Voice of Heroes: Billy by Artefoley

Various game sound effects

FREE Casual Game SFX Pack by Dustyroom

Boulder sound effects

Breaking A Wall Down (With A Hammer) by scampsie

Background music

Art of Silence by Uniq (CC BY 4.0)