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| Game Design Document |
| Game Design Practicum |

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# Player-Based Mechanics

* Navigation – yes, the player should be able to move around using WASD. With a fixed, top-down facing camera, the A and D buttons should move the player left and right respectively, while W and S should move them up and down.
* Using weapons or other objects – yes, there should be items to be used in the game, such as keys to be collected and possible power up items to be decided upon at a later point.
* Interacting with objects – yes, there should be doors at the end of each level, which can only be opened with the press of a button once a key is obtained from within the level.
* Interacting with other characters– yes, in between levels there should be a small room the player must pass through which contains a single NPC that should talk to the player and supply the player with new abilities and items, should they be available.
* Attributes – yes, there should be a lives system. The player should have a limited number of lives with which to complete each level. Upon running out of lives, the game ends but the player can replenish lives between levels.
* Object inventory – yes, the player should be able to store a key or item once they pick it up and this should be visible on the player’s HUD.
* Line of sight – Only objects in the player’s line of sight should be visible. Although the player’s movement is controlled using WASD, the player should always be looking in the direction of the cursor, which should be visible on screen.
* Proximity-Based Hearing– given the player’s limited visibility, they should not be able to see enemies over walls, regardless of the top-down perspective. If an enemy is nearby and also outside of the player’s field of view however, the player should be able to hear the enemy. The player should not be able to tell the enemies exact location through this, but the enemy’s presence should be made known.

# NPCs

* Navigation – yes, certain NPCs should be able to navigate the levels freely. They should follow strict pre-set patrol routes using NavMeshs.
* Artificial Intelligence – yes, the NPCs should display certain aspects of artificial intelligence. Such as the enemies chasing the player, if the enemy spots them, possibly through triggers. The Friendly NPC should interact with the player through triggers that initiate dialogue. The enemy NPCs should be able to detect the player when they enter the enemy’s line of sight, once they have detected the player they should switch from a patrolling state to a state of pursuit.
* Interacting with Other Characters – There should be a pop-up dialogue system which the player can use to converse with the friendly NPC. The player should not be able to respond to what the NPC says, they should simply be locked out of movement and their field of view should also be locked while in dialogue. The dialogue text should appear on screen in a text box. It should scroll on to screen a paragraph at a time, with the player being prompted to press a key before the next paragraph begins.

# Objects

* Key – in each level, there should be keys to be collected by the player before they can proceed on. The keys should spawn randomly in the level with no room containing more than 1 key.