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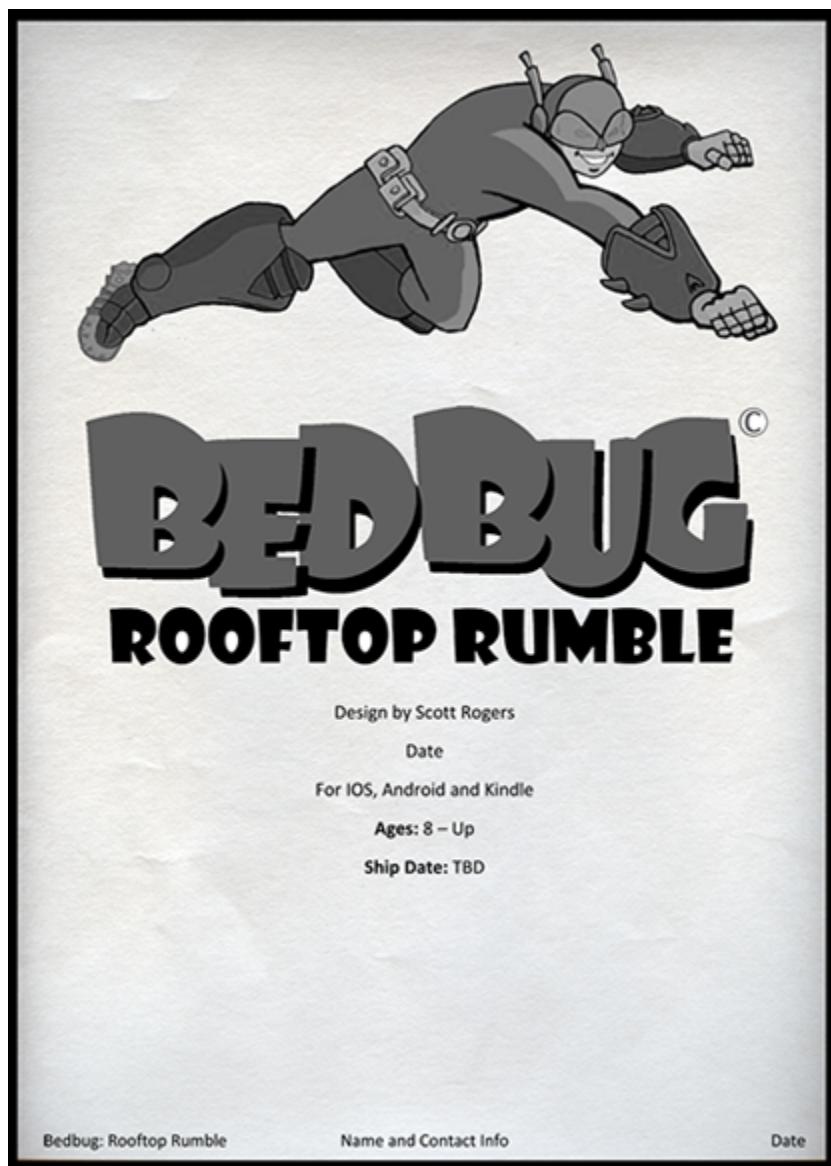
Bonus Level **2** The Ten-Page Design Document Sample

UNLIKE THE ONE-PAGER, which should be kept to one page, the ten-pager is more like a set of guidelines than a strict policy.¹ It's more of a "ten-pointer" than a ten-pager, but as a general rule you should dedicate a page per topic.

What's important is that you include all the broad strokes of information and the document is accessible and exciting to read. The goal is to use this document as the foundation for both your GDD and the slides of your pitch.

Page 1: Cover Page

Include a graphic if possible, a title (preferably a logo) and your contact information, target platform, target audience, target rating, and expected shipping date.



Page 2: Story/Game Summary

Outline the story (beginning, middle, and ending ... or at least a cliffhanger) mentioning the setting, the characters, and the conflict. Give a brief description of the gameplay and some of the cool things the player can do in the game.

Game Story Summary: Bedbug, the leaping lawman, protects the citizens of Silicon City from the forces of evil. Unbeknownst to him, **Player One**, the couch jockey of crime, has "leveled up" Bedbug's arch-villains using his holographic video game technology; turning the bad guys into a super-powerhouses! Can Bedbug run fast enough, punch hard enough and jump high enough in this endless runner/jumper?

Game Flow Outline: **Bedbug: Rooftop Rumble** is a side-scrolling endless runner/jumper that finds Bedbug, the single-father superhero dashing across the rooftops of Silicon City. Using Bedbug's jumpin' boots, the player can launch themselves into the air to avoid hazards and break height and distance records. The player punches out criminals and rescues citizens to earn Pow! points. Earn enough Pow! to execute super-moves or earn the assistance from favorite Bedbug characters like Captain Superior, Blue Tiger or Elvira. Watch out! Super-villain bosses will attempt to stop the leaping lawman, forcing the player to change tactics if they hope to survive. Players can defeat bosses and earn (or purchase) Bug Bytes to restock their utility belt with power-up items that aid them in their never-ending fight against crime! Players can try to improve their high scores and post them to Game Center. Or compete against friends in "Duo Duel" mode.



Bedbug: Rooftop Rumble Name and Contact Info Date

Page 3: Character(s) and Controls

Who does the player control? What is his/her/its story? What can the player do that is unique or special to this game? Does the player play as more than one character? How does the player do these things with a controller or a finger (in the case of touch-controls)? Show a control map if applicable. Obviously, this page is very nosy and needs to know the answers!

CHARACTER: As a child, **Buddy Sprang** wanted to be a superhero when he grew up but a tragic accident resulted in an injury that confined him to leg braces and crutches. Turning to computer programming and the internet, Buddy created a search engine he sold for millions. Using his newly earned fortune, he built jumpin' boots that allow him to not only walk but jump as high as a building and kick hard enough to dent steel and shatter concrete. He spends his days taking care of his daughter, Elvira and nights as **Bedbug**; striking terror into the hearts of criminals who fear the Bedbug's bite!



CONTROLS: Bedbug: Rooftop Rumble use the following touch-controls to play:

- Bedbug runs constantly, requiring no player input, but Bedbug will slow down if he takes damage or runs into an enemy or obstacle.
- Tap the left hand side of the screen to **upercut**. This allows Bedbug to jump over obstacles and leap high into the air. Upgrade his Jumpin' Boots for higher jumps.
- Tap the right hand side of the screen to **punch**. Punch enemies to defeat them and collect Pow!
- Tap both the left and right hand side simultaneously to **block**.
- Tap on a utility belt pouch to use an equipped **gadget**. Players can equip up to four utility belt gadget during one game session. Each gadget is a one-time use power-up.
- Bedbug automatically collects Bug-Bytes and Super-Helper power-ups. Players can spend Bug-Bytes for gadgets and upgrades. Super-Helpers are one-shot advantages to help Bedbug – from summoning the destructive power of Captain Superior and the flashing claws of Blue Tiger to the healing aid of his daughter Elvira.

Bedbug: Rooftop Rumble Name and Contact Info Date

Page 4: Gameplay Overview

What game genre is your game? (If you need help, refer to the handy list of gameplay genres in Bonus Level 5.) What is the primary action of the player? What awesome things is your player doing? The gameplay overview should give the reader a brief idea of the flow of the game. Break the information about gameplay into bullet points if conveying info that way is easier.

GAMEPLAY: Bedbug: Rooftop Rumble is an endless runner, where the player automatically runs from left to right over the rooftops of Silicon City. Along the rooftops, he will find criminals to fight, innocent victims to rescue, Bug-Byte chips to collect and super-villain bosses that bar his way. But the action doesn't restrict itself to the horizontal plane! Bedbug uses his Jumpin' Boots to launch himself up the sides of buildings, dodging hazards and enemies as he goes.

All of the controls in Bedbug: Rooftop Rumble are optimized for touch screen play. A simple tap can make Bedbug punch, jump, and block or use one of the gadgets from his utility belt.

As Bedbug defeats bad guys – from muggers and bank robbers to costumed criminals – the player will earn Pow! Once a player has collected enough Pow!, the player will be attacked by one of Bedbug's super-villains. Unfortunately for our hero, all of the baddies have receive high-tech upgrades from Player One, turning them into holographic versions of famous video game enemies. Bedbug will have to keep on his toes and the player will have to change tactics with each boss encounter if they want to survive.



But Bedbug isn't without his tricks. Players can either collect Bug-Byte chips or spend real money to buy gadgets for Bedbug's utility belt. Flash pellets temporarily stun enemies. Bug-bite zapper causes more damage. Snacks can restore health. The player can also collect Super-Helper power-ups that summon help from Bedbug's family and fellow superheroes – from the Blue Tiger's spectral claw attack that clears the screen of enemies to a simple hug from Elvira that restores all of the player's health.

The levels in Bedbug: Rooftop Rumble are programmatically generated – changing up enemy placement, mechanics, hazards and background art to keep things fresh for the player. The player can try to beat their best time (and display it in Game Center and at Google Play Games) or fulfill the requirements of over 50 achievements to earn more Bug-Bytes.

DUO DUEL MODE: Players can compete against each other in Duo Duel mode: an asynchronous game mode where players take turns "ghosting" each other's moves for points. Think of it as a game of H-O-R-S-E with far more punching, jumping and super-villains!

Bedbug: Rooftop Rumble

Name and Contact Info

Date

Page 5: Gameplay Overview (continued)

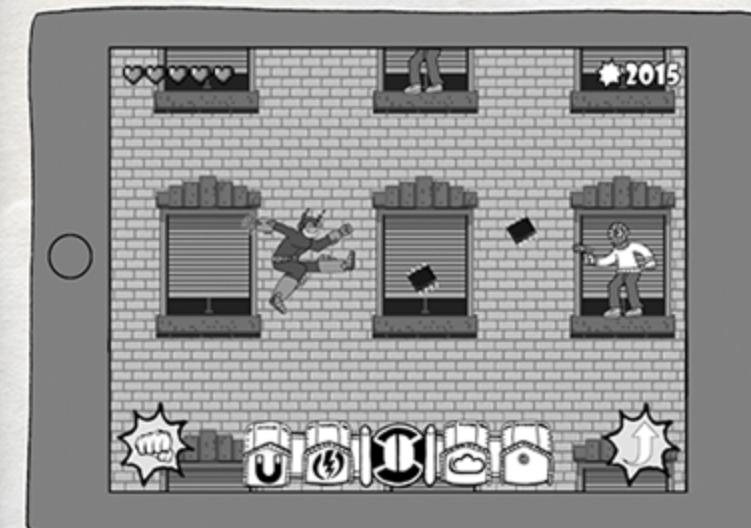
Sometimes your game is so awesome, you need a second page to describe all of the goodness!

GAME WORLD: It's bad enough that the rooftops of Silicon City is a dangerous place filled with hazards like sparking electrical wires, swinging crane arms and treacherous drops but it's also a haven for ruthless criminals who prey on the innocent. Fortunately for the citizen of Silicon City, Bedbug patrols these rooftops.

Leaping from building to building, the leaping lawman helps those in need and battles crime no matter where it shows up – whether on the urban sprawl of downtown to the smoky rooftops of Little India to the gleaming spires of the Cassandra Building.

When play shifts to vertical leaping sections, the player will jump past hazards like dropping plant pots, flocks of pigeons and open windows – some hiding criminals while others show amusing vignettes of city life and cameos from Bedbug supporting characters.

As the player's run continues, the locations will randomly change to prevent the scenery from getting boring – shifting in color and lighting to indicate to the player that they are making progress.



Bedbug: Rooftop Rumble Name and Contact Info Date

Page 6: Gameplay Experience

Here's where you talk about the overall feel of the game. What is it like to play it? What emotions or moods are you trying to convey? How is the game's story going to be told? (Cutscenes? Movies? Text boxes?) When do they appear? (In between levels? At the beginning and end of the game?)

GAME EXPERIENCE: After the Bedbug Games logo, the player is taken to the start screen. The player will have three options: Shop, Play and Duo Duel. Shop allows the player to buy Bug Bytes, power upgrades and gadgets for the utility belt. Duo Duel starts the two-player competitive mode. Play starts the game.

A short cut scene shows Player One in his lair vowing revenge on Bedbug. The camera pulls back to reveal he is speaking to all of Bedbug's greatest foes. Then Player One presses a button on his gamer glove which shoots out a beam of energy and imbues the villains with a mysterious power. Cut to Bedbug running along the rooftops – this is where gameplay begins.



The world and characters of **Bedbug: Rooftop Rumble** isn't grim like *Batman: Arkham Origins*, but it isn't a parody like the *Middle Manager of Justice*. The overall feel of the game and its world is of a classic American comic book from the 70's and 80's. The stakes are high, the danger is real even if it's from super-villains wearing holographic armor based on classic video game characters. That's not to say there isn't room for humor in the game. The reaction of an enemy getting defeated by an attack or super-move could be look or sound funny, as long as it doesn't descend into the realm of silliness.

The music in **Bedbug: Rooftop Rumble** should be up-tempo and heroic – either orchestral or rock. It should be something you never get tired of hearing even after the 100th time a player attempts to break their distance record.

Bedbug: Rooftop Rumble

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Page 7: Mechanics and Modes

Break down some of the cool gameplay mechanics and play modes. Is there a multiplayer mode? Are there mini or micro games? Let us know!

GAME MECHANICS: These are some of the hazards, purchasable gadgets and collectable items available to the player.

HAZARDS: The rooftops can be a dangerous place for even a superhero! In addition to enemies and super-villains, here are some of the hazards that our hero faces:

Sparkling neon signs	Collapsing walkways	Falling flower pots
Smoking chimney tops	Whirling air conditioners	Flocks of dangerous pigeons

GADGETS: Fortunately, Bedbug's utility belt is packed full of gadgets including:

- Steel gauntlets – does double damage to enemies
- Smoke pellets –
- Flash bomb - temporarily stuns criminal enemies
- Bug-bite taser - zap baddies and earn double the Pow!
- Boot Boosters – gives Bedbug a longer and higher jump
- Jamming device – reduces projectile accuracy by 50%
- Nighty-night gas pellets - knock out an entire screen of enemies
- Kevlar body suit – provides 25% protection from melee damage
- Nomex body suit – provides 25% protection from projectile damage
- Snacks – replenish 25% health
- Tech magnet – makes bug bytes easier to collect

SUPER-HELP: At random intervals, Bedbug can collect Super-Help Icons. Super-Help icons instantly summon Bedbug's family and allies

Captain Superior: The leader of the Super Battalion upstages Bedbug again by zooming in and attacking enemies before Bedbug even gets near them. Be sure to collect the resulting Pow! or you might lose it!

Blue Tiger: This mystical member of the Super Battalion unleashes the power of his spectral tiger gem, creating a flurry of claw attacks that does major damage to all enemies on screen.

Vampire Bat: The late-night avenger unleashes his flock of bats that collects all Pow! and Bug Bytes pickups for a short period of time.

Battle Girl: This princess of patriotism uses her mystical spirit shield to protect Bedbug temporarily from any damage.

Mistress Mind: The mistress of mind-control mesmerizes all enemies on screen, stunning them and leaving them easy targets for Bedbug to mop up!

Elvira: Bedbug's daughter arrives for a big hug – that replenishes all of the player's health.

Bedbug: Rooftop Rumble Name and Contact Info Date

Page 8: Enemies and Bosses

While it doesn't hurt to weave descriptions of enemies into the other pages like story and gameplay, sometimes you need to call attention to a particularly gnarly enemy or boss character. What makes your enemies unique? If applicable, what kinds of boss characters does the player face? How does the player defeat them? What does the player earn for defeating them?

If you have no enemies in your game, you obviously don't need this page. Instead, you can use this page to describe the game's conflict. How will players be challenged and how will they overcome it?

ENEMIES: Bedbug fights a wide-variety of crooks, thugs and low-lifes on the rooftops of Silicon City. From pipe-wielding punks to safe-crackers with bundles of dynamite to machine-gun blasting hoods, Bedbug has his work cut out for him!

BOSSES: What's a superhero game without super-villains? That arch-fiend of the arcade, Player One, has assembled Bedbug's greatest foes to play a game of life or death with our hero! **Bedbug: Rooftop Rumble**'s rogue's gallery includes:

- **Grave Robber:** Normally satisfied to rob convenience stores, Grave Robber has newfound bravery now that he's at the helm of a holograph skull-bot! Watch out for those twin machine guns, Bedbug!
- **Calamity:** The cowgirl of crime rides atop a holographic Millipede. Jump and punch away at its multiple sections before it can make a meal of our hero!
- **Scrapper:** Player One's holographic ape suit amplifies Scrapper's already superhuman strength. But where did those explosive barrels come from?
- **Rook:** Rook flies high above Bedbug with a fleet of Invading Aliens. Watch out for their dropping bombs and swooping attacks!
- **Boogeyman:** The normally sinister Boogeyman has to suffer the indignity of Player One's Mushroom Princess holographic armor. While the Crime Ghoul might look ridiculous in frills, his maniacal mushroom minions are no laughing matter.
- **Player One:** The couch jockey of crime has saved the best holographic armor for himself – a laser-shooting, rocket-blasting, mind-controlling Master Brain! Can Bedbug shatter the super-ego of this game-obsessed super-villain once and for all?



Bedbug: Rooftop Rumble Name and Contact Info Date

Page 9: Bonus Material, and Downloadable Content

What extra cool stuff can the player earn or unlock? Can they purchase additional content? How will the game live beyond its initial release? What incentive is there for the player to play again?

BONUS MATERIALS: Players that download **Bedbug: Rooftop Rumble** will also get a digital copy of **Bedbug #1**. This exciting 32 page comic features the origin of Bedbug, three additional Bedbug adventures, four who's who guides to Bedbug's greatest allies and enemies and never-seen before artwork.



ACHIEVEMENTS: Each game, **Bedbug: Rooftop Rumble** players can attempt to earn three achievements. New achievements replace older ones when collected. There are over 30 achievements that will challenge the player's skills, endurance and patience!

- **Crime Smasher:** Defeat 100 criminals
- **Combo Artist:** Get a 100 hit combo
- **Punching Bag:** Get knocked out 100 times
- **Block Master:** Block 200 attacks
- **Friends for Life:** Collect all six Super-Help icons in a single game
- **Blow Back:** Deflect a dynamite bundle back into its thrower
- **Pow! Procurer:** Didn't miss collecting a single Pow! during a game
- **Fully Loaded:** Purchase all utility belt gadgets

Bedbug: Rooftop Rumble

Name and Contact Info

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Page 10: Monetization

Does your game have an economy? How will the game make additional money? Is there additional material for the player to buy?

MONETIZATION PLAN: While Bedbug: Rooftop Rumble will be a paid game (\$1.99) Players will still be able to make in-game purchases. There are no hard gates within the game, rather the player will be able to collect and spend two currencies in the game: Pow! and Bug Bytes.



POW!: Players earn Pow! every time they defeat an enemy. The bigger the baddy, the more Pow! is rewarded. Players must collect Pow! by tapping on it or collect it with a power-up, gadget or Super-Help ability. Earn enough Pow! to unlock Boss Fights and new gadgets.



BUG BYTES: Bug Bytes are small microchips that are collected throughout the game. Players can also earn Bug Bytes by defeating bosses. Use Bug Bytes to purchase gadgets, one-shot boost power-ups and special costumes. Players can visit the in-game shop to purchase packages of Bug Bytes (at .99, 4.99, 9.99 and 19.99 increments) or a one-time purchase Bug-Bite Zapper (\$1.99) to double the Pow! yielded from defeating a bad guy.



Bedbug: Rooftop Rumble

Name and Contact Info

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To sum things up, you want the content in the ten-pager to act as a starting point—for both you and the reader. It should provide a framework for your GDD outline, so you aren't starting from a blank page. It should excite readers enough to want to learn more about your game. And that's where the GDD comes in—filling in all those details.

¹ Kind of like the pirate's code.