[INSERT NAME]
DESIGN DOCUMENT

Introduction

Game Summary Pitch

[Insert Name] is a shooting game using augmented reality technologies to fight
against plastic microparticles.

Inspiration

Face Raiders

Face Raiders was our main inspiration for this game. It's the main source of how the AR technologies are used within the game as well as the gameplay. It provides an easy way of using augmented reality, using the environment as the fighting ground; effectively making the game easier to create and understand. It takes in the gameplay with the idea of sending projectiles in order to defeat opponents without getting hits. It also takes the idea of progression by having waves of enemies before a boss appears.

Player Experience

After starting the game, the player will see waves of monsters coming at him and it'll be up to him to attack them using his trusty hammers to not become lazy. The game in itself is pretty basic, you click on a button to send your hammers on the monsters that appear on your screen to beat them. However he'll have to be wary, they can also spawn behind him. It's also to note that each boss has divergent effects from the normal micro particles; hence increasing their difficulties.

Platform

The game is developed to be released on Android Phone.

Development Software

- Unity (ARcore)

Genre

Single Player, Shooter, Simulation

Target Audience

With a simplistic gameplay, it mainly targets new players or younger players. However the complexity of the increasing difficulty could be an option for more veteran players.

Concept

Gameplay Overview

The player is the main controller by itself. All it has to do is to click on the button that appears on his phone screen in order to send hammers in the direction of the plastics that'll appear on the screen.

Theme Interpretation *(Involvement leads to success)*

> **Involvement: "**Emotional or Personal implication with someone or something"
>
> The game takes a very ecological approach to the world around us; using augmented reality to make us realize all the micro plastics around us. It involves the player within that struggle in order to sensibilize him to the matter at end. The idea being that by involving him into a virtual struggle against pollution, we might involve him into a real struggle against pollution. The core motor being that if we manage to create that involvement to reality then we have led to a success for the ecological cause of pollution. **As such the involvement of players within the game may lead to success in the struggle of today against pollution.**

Mechanics

Mechanic	Utility	Asset
Hammers	Projectiles to send to monsters	
Monsters	Main enemies to defeat	
Boss	Powerful enemies that appear after a certain number of monsters as been beaten	
Healthy food	Food that appear on the map that heal the player when eaten (so when their position is the same)	

Mechanic	Utility	Asset
Unhealthy food	deal damage to the player when eaten (so when their position is the same)	

Art

Theme Interpretation

The flashy and colorful palette makes it easy for children of every age to make the difference between every in game component, making it easy for them to play. The assets used for the game creation are all made by the same artist to keep some consistency between them.

Design

The background is using augmented reality, it as such is the real background you're seeing through your phone. The assets are quite childish but it's fine like that because it attracts more children's attention.

Audio

Music

To help the world around us feel less empty, the addition of music is necessary. An entertaining music was chosen in order to make people want to play the game; to help them get more attached to it.

Sound Effects

The sound effects are here to help the player know they're hit or when they hit something. They are synthesized to help the player feel how inhuman the micro particles are.

Game Experience

UI

The UI is simple, made so that children can get a fast hang on it.

Controls

- "Lancer" button: send a hammer on the direction pointed by the visor
- Visor: points the direction that is currently in line when sending a hammer. Can be moved by changing your position.
- Health bar: show the current health of the player.

Development Timeline

Task	Status	Date	Remark
game base	Finished ▾	27/04/2024	/
Main Menu	Finished ▾	27/04/2024	/
addition of enemies	Finished ▾	27/04/2024	/
enemies tracking system	Finished ▾	27/04/2024	/
attack system	Finished ▾	28/04/2024	/
Creation of GDD	Finished ▾	28/04/2024	/
sound effects	Finished ▾	28/04/2024	/
add 1st boss	Finished ▾	28/04/2024	/