Honors Contract Project

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Point Plaza

Game Design Document

TABLE OF CONTENTS

1. Concept
   1. Game Description
   2. Technical Details
   3. Documentation
2. Design
   1. Gameplay Pillars
   2. Technical
   3. Underlying Systems
      1. Save System
      2. Menu & UI
      3. Input System
      4. Player & Item Interactions
   4. Game Flow & Core Gameplay Loop
3. Art
   1. Visual Style
   2. Audio Engineering
4. Misc.
   1. Credits
   2. **Concept – Game Description**

Point Plaza…

List of Party Games

* 1. **Concept – Technical Details**

Targeted System: PC

Engine: Unity

Genre(s): 2D, Platformer, Party game

Asset Creation: Photoshop (Visual), Audacity (Audio)

* 1. **Concept – Documentation**

Graphical user interface

Description automatically generated with medium confidence

Figure Initial Game Concept

**2.1 Design – Gameplay Pillars**

Time: All gameplay design choses shall keep time in consideration. Namely, design choices shall impose urgency and limit idle time.

Justification: In doing so, …

Action:

Justification:

Score: Design decisions shall ensure that players …

Justification:

**2.2 Design – Technical**

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**2.3 Design – Underlying Systems**

**2.3.1 Underlying Systems – Save System**

**2.3.2 Underlying Systems – Menus & UI**

Menus: Start,

In-game UI’s: `

**2.3.3 Underlying Systems – Input System**

**2.3.4 Underlying Systems – Player & Item Interactions**

**2.4 Design -Game Flow & Core Gameplay Loop**

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**3.1 Art – Visual Style**

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**3.2 Art – Audio Engineering**

**4.1 Misc. – Credits**

Lead Programmer & Project Lead – Aaron Duffey

Programmer & Art Lead – Caleb Winkel

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