Game Design Document (GDD)

Project Title: Moving with the Times

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Module: AINT253

URL for overall project blog: http://tomsgamedev.blogspot.co.uk

URL for design posts only: http://tomsgamedev.blogspot.co.uk/search/label/Design

YouTube link: https://www.youtube.com/channel/UC9q4RxvNT3MkU8TayRxCnVQ

Table of Contents

1. Introduction

This GDD is about my game 'Moving with the Times' which is a single player 'Walking Simulator' set in a small Western town.

2. Scope

It's a tool to show the design process and development of my game to allow people to see how everything came together. If the reader is interested in making something similar it should help them construct the game by following my steps.

3. Target platform(s)

My game is designed for PC.

4. Development Software

4.1 Engine software

Unity Engine V5.2

4.2 Programming software

Visual Studios 2012 is used for the scripting of the game.

4.3 Artwork software

3DS Max is used to create the environment and props whilst Photoshop is used to texture items. Audacity is used to record and edit sound.

5. Design Process

5.1 Brainstorm

I started the design process by throwing all of my ideas down and seeing what I had in the end. My general plan was to make it a quick and easy game, the only thing I hadn't solidly decided on was the setting. I put down Wild West because that was the theme of another game I was planning and I felt I could make a good street model out of it. In terms of style I hadn't made up my mind on whether I wanted everything to be bright and cheery or appear darker and dingier to set the mood. I felt this would make itself apparent when I finalised the game aspect, so the environment represents that decision.
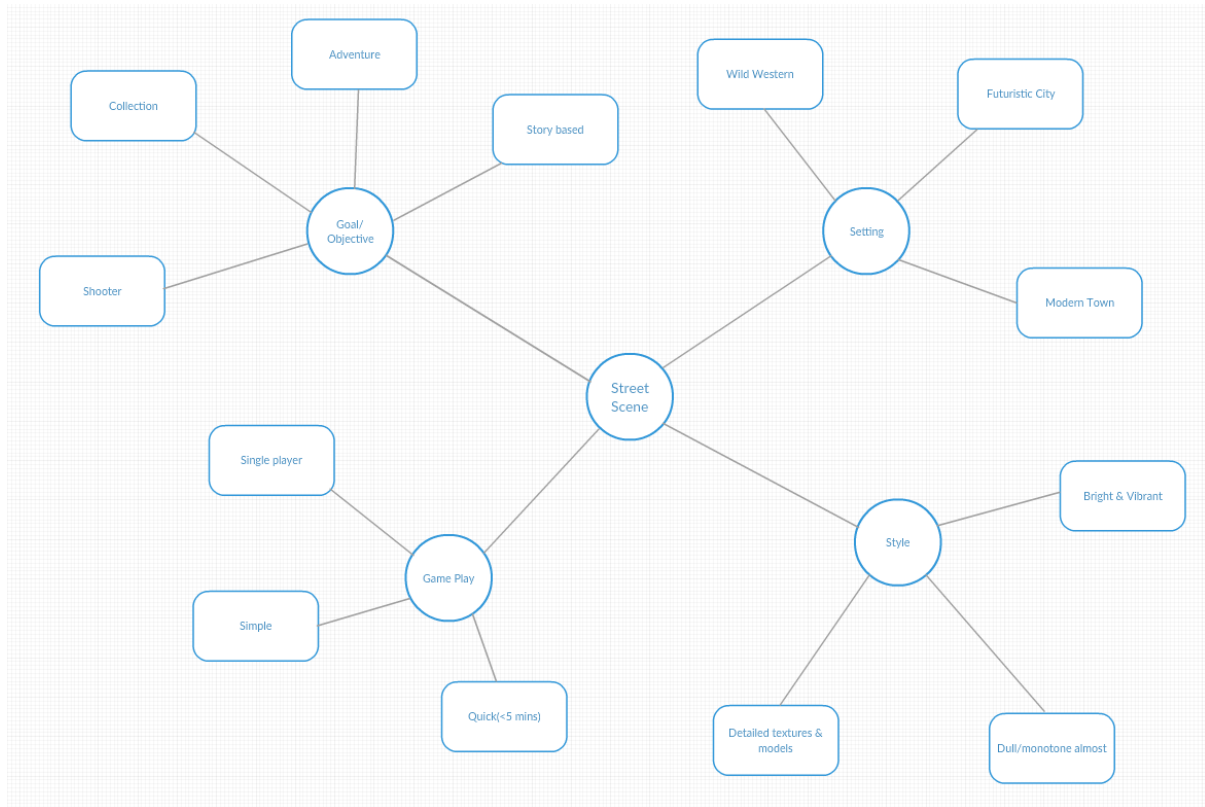
5.2 Mind map

Even though my brainstorm wasn't messy or too difficult to read, organising it in a mind map helped to define the separate areas I would need to plan out for my game. This was the point that I decided I'd like to go forward with the Western theme.
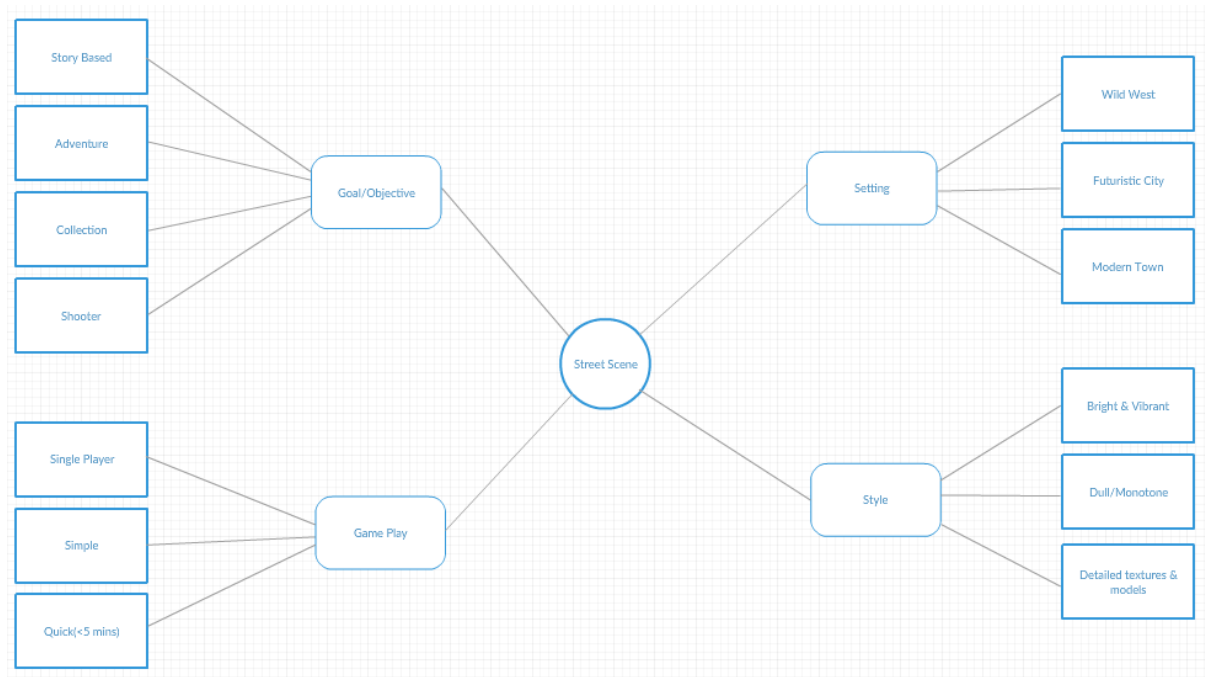
<u>5.3 Mood boards</u>

I used the same mood board that I'd generated for the other Western themed game I had planned, since I wanted the street to be very similar in style. Keeping the street straight means the player can't get lost, meaning they can easily keep to following the story. Since the entire basis of my game is the story, I don't want to distract players from it, so making it as simple as possible for them to explore and stay on track fits in with my plan.

My street is a single dirt/dusty road with a row of buildings on both sides and a train station at the end. The main buildings that are found along it are: church, doctors, general store and saloon with the fifth main building being the train station at the end of the road. There are a few small filler buildings dotted along the street as well, to give the scene a bit more size.

Another mood board I made was for ideas about the foliage and decal I could include in my game. I needed to find images of plants that could be found in a Wild West desert setting, so I found a few real life examples and pulled some more from Red Dead Redemption, seeing as it was already a great source of inspiration. The decals were a little harder to find examples of what I wanted, but I still managed to find a few things that fit the bill. The decals are for signs on the front and even sides of buildings, such as the saloon or general store.

Foliage and decals

5.4 Prototype

For all prototype information, refer to the YouTube link at the beginning of the document.

5.5 Tutorial

I've decided that there won't be any tutorial for my game, as the objective is pretty straight forward from when the player enters the game. The player will click start and instantly load into the street scene, where they'll see the glowing light of a few story points, knowing that's their objective.

5.6 Menu Flowchart

The menu system in my game is very simple and easy to use. Players start at the main menu screen with 3 buttons: Play Game, Options and Quit Game. Play launches the player into the game, options provides the player with 2 sliders: one for game sound and one for the game audio. Quit game gives the players a choice of yes or no on whether they really want to exit. No places them back at the menu screen, whilst yes exits the application.
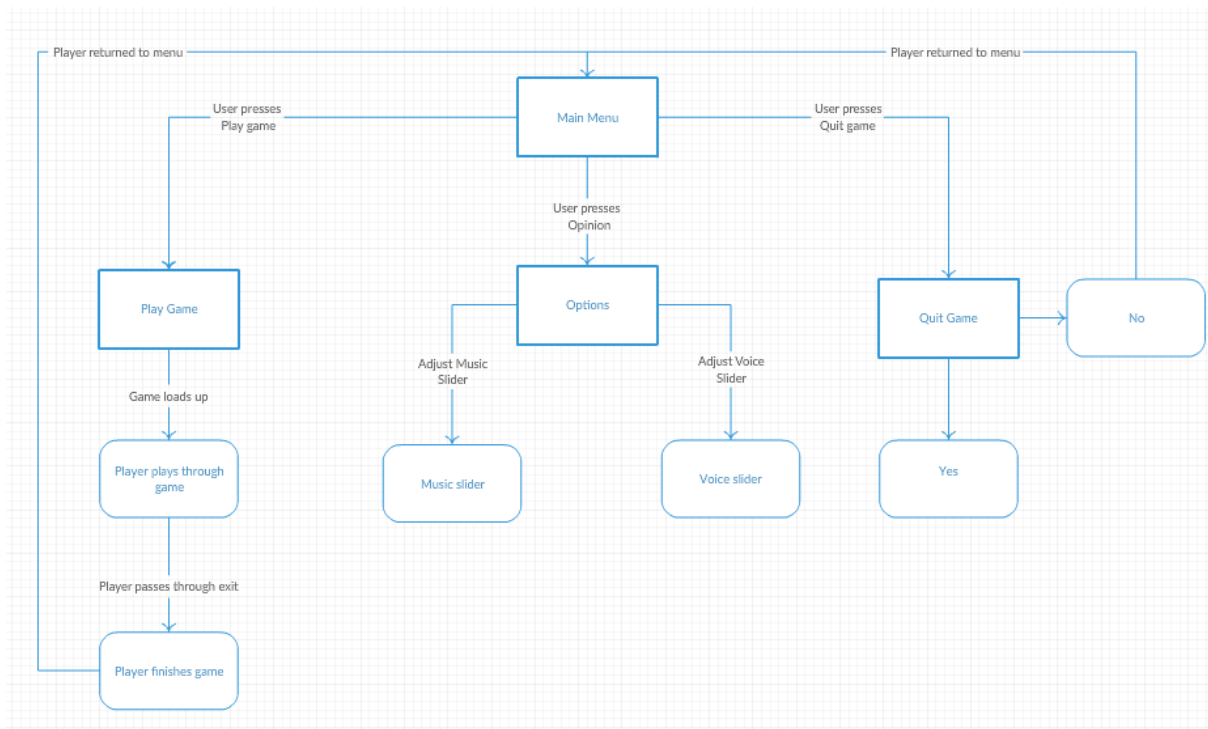
5.7 Story

The story of the game is about a man that has lost everything and is leaving town. Each story point explains a little bit more about the man's past and why he's going to leave. He had a wife and 2 adult children, owned a small farmstead and was happy with everything he had. Piece by piece you find out that his wife passed away, both children perished in accidents and his farm was destroyed in a storm, causing him to have to leave the small failing town for the big city to begin a new life. The story is uncovered in snippets when a character finds a story point, which are dotted around the street and in & around different buildings.

5.8 Production Line

This production line is a quick view of when I performed each design process stage during the course of the games development.
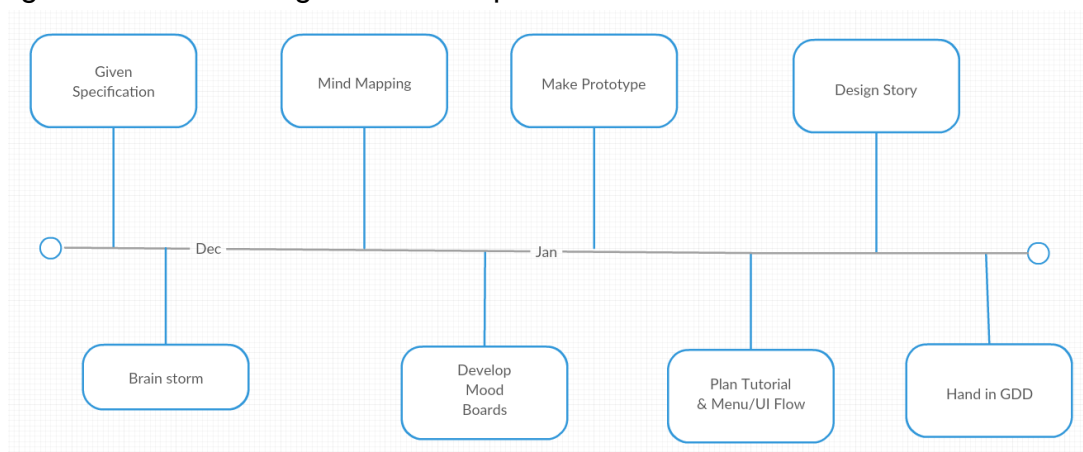
6. Specification

6.1 Concept

The player starts at the end of an empty western high street with many buildings either side of them. As they walk down the street they'll find glowing lights at specific points and by specific buildings. Walking into these points will trigger a voice recording to play which tells the player a small snippet of story about the world and main character. Players need to walk around discovering these story points in order to uncover what has happened to the main character. When every story point has been triggered, the player can head to the train station and enter the glowing light there, finishing the game with the indication that the man left on a train.

6.2 Setting

The setting is an early 1900's Western American theme when the 'Wild West' era was dying out and making way to a new technological age of automobiles, telephones and electricity in a whole. Along the street there is a variety of western buildings such as a: saloon, general store, church, doctors and the train station.

If time permits it, sound wise I want a sad, slow guitar-like tune playing to set the theme as a quiet empty situation where the character is all alone and against the world.

6.3 Game structure

There is a single level/game mode in which the player moves around an abandoned Western high street. They begin at one end of the street and make their way down to the other end, exploring and interacting with the story points as they go. Once every point has been visited and the player knows the entire story, the door of the train station fills will light and the player can 'enter' to finish the game. There is no score, no secrets, no extra objectives, just experience the story and then finish.

6.4 Players

The one and only player is the main character, who is revisiting points of his past.

6.5 Actions

The player doesn't have any actions to do other than walk about. All story points are trigger based so will activate when the player gets close enough to them. I was thinking of making the player interact with doors to open them, but leaving everything open to exploration seemed like a nicer idea to me in general.

All the player has to do is trigger every story point which will end up unlocking the train station. Entering the station ends the game and leaves the characters story as an open cliff-hanger on whether they succeeded in their new life.

7. Graphics

7.1 Look and Feel

The final product has nice wooden textures on buildings and walls, with a dusty dirt road straight down the centre. The lighting style is light and open since the game is set in an open, outside environment, but changes dynamically with the time of day as the player progresses. The menus will include a scenic view of the street with buttons in the centre.

7.2 Fonts

Since the game is designed to be all about the story, I wanted the main title font to be fancy and decorative, like in 'The Beginners Guide'. To capture this I want to use the font 'Respective Slanted', pictured below. I could, in the future, add subtitles to the game and if I did then I would stick to something simple and easy to read like Arial.

Respective Slanted

7.3 Colours

Wood brown (#9E5410). Brass fixtures (#FFB51D). Foliage green (#2C512A).
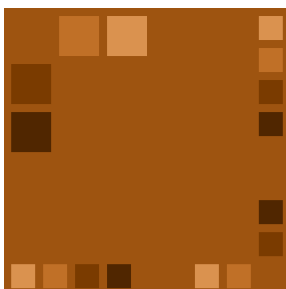
<u>7.4 Influences and component plans</u>

The high street influence came from the town of Armadillo from 'Red Dead Redemption' with extra influence from old Western films which keep the same straight wooden street feel. The buildings are also influenced from the same things, with wooden walkways in front for people to walk along. They all maintain two rows of buildings, one either side of the road, with nothing else.
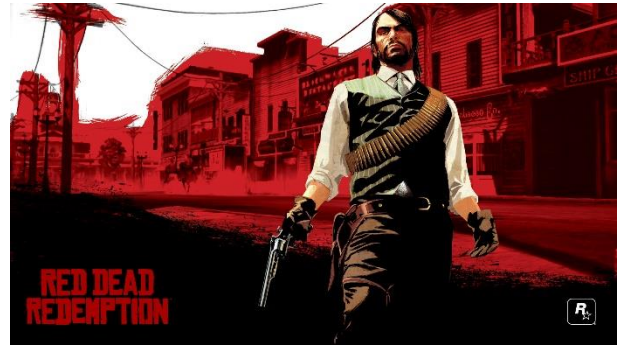
For the story point markers I've created a glowing light particle effect. They hover/float in place waiting for players to walk into them and trigger them. When the point is triggered, the light fades away and the story snippet is told to the player. I really like the lights used in 'Everybody's Gone to the Rapture' hence them being the inspiration for this design decision.

8. Gameplay

<u>8.1 World</u>

The small town is set in the middle of the Western desert areas, so all around the town is nothing but sand and rocks. I've added an invisible boundary around the town to stop the player from travelling too far away.

<u>8.2 Controls</u>

The only controls are for the player to use WASD to move around the street and the mouse to look around. The story points are triggered automatically when the player walks into them.

9. Screens & Menus

9.1 Menu & UI Flow

The background of the main menu screen is an orthographic aerial view of the street which the camera rotates around. On top of this background are 3 buttons that the player can press.

The 3 buttons are: play, options and quit. The play button takes the player straight into the game. Options brings up the choice to change the general in game volume or change the volume of the voice sound clips. Quit exits the game application.

9.2 Pause menu

When the player pauses the game they are presented with 3 buttons: continue, options and exit. Continue takes the player back into the game, options provides the same options as in the main menu and exit will bring the player back to the main menu.

9.3 Game Over

To finish the game, the player must find each story point and activate it. When they've done this the train station door will turn gold/glowy. Entering the light will fade the screen to white and play a train whistle noise letting the player know the character has gone on the train. They will then be returned to the main menu screen.

10. Credits & Final Notes

This game is for anyone and everyone, there are no restrictions to play it as there isn't anything to cause controversy. Whilst the story subject may be a little sad, it shouldn't stop anybody from playing it. Every asset in the game will be personally created/modified by myself. All voice acting done by friends or family is accredited in game.