Stuart Dunan, Fraser McAuley

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# PROJECT DESCRIPTION

This game design document or GDD is set out to describe how our ideas are represented within a game concept we have in mind to develop. The game will be a 2.5d platform/puzzle adventure with one main central playable character with a straightforward easy to understand story and end goal.

The game plays a lot like other platform games where the player has no attacks but instead relies on the player to make quick decisions to traverse each area completing the necessary goals to achieve the levels progression with unique puzzles and traps to fit the games genre and overall feel.

Names for the game so far before final decision are…….[insert names here……]

# CHARACTER

Main character description

1. Backstory
2. Description
3. Special powers??
4. Likes/dislikes

# STORY

After introducing the character’s backstory what events will transpire throughout the game to have the player empathize with our character, some introduction to our aims and goals.

1. Set a scenario
2. Is there a main boss at some point?
3. Will we introduce enemies?
4. Why are we hunting keys? Rescue from a prison? Open a treasure vault? Etc.
5. Description of the game world?
6. Give a story style explanation i.e. “Our character wakes up with a loud bang in their dwelling, looking round anxiously realises his keys are missing!! Rushing out the door he heads straight for the nearest teleporter………”

# THEME

What kind of story are we portraying are we telling a comedy tragedy or just a straightforward fantasy setting??

Such as, “Our story revolves round the hardship of our main character sense of loss of his career losing his keys where we join them on a journey building the character to a point of pride and hope as the levels progress as they collect more keys…..”

Do we need a detailed explanation of how our theme will transpire or keep it simple??

# STORY PROGRESSION

Once we have our story set out and in stone how will our game have the story’s progression told to the player?

1. Do we have an intro animation or text story?
2. How do we show the player what to do from a gameplay screen in the UI? or have the first screen with our initial portal advising follow our arrow signs?
3. Do we have a quick scene before the portal having the player collect a key which opens a door to the main initial game area with a few jumps?
4. Do we allow the player to choose what level to go for first or constrain them to follow a set out path?
5. What theme do we have for both levels? Name them and theme them to be more interesting such as Cave Level/Sea Level etc? Allowing the game to feel like a journey?

# GAMEPLAY

* GOALS: Why is the player playing our game (Long Term) Collect all keys (Short Term) traverse our levels from start to finish collect keys solve puzzles advance to next stage.
* USER SKILLS: Keyboard/Joypad what keys or buttons will do to player move jump etc, Puzzle solving, Concentration, Strategize etc...
* GAME MECHANICS: How will our game work? How will the player react in our world? Artwork, Screenshots of prototype.
* ITEMS OR POWERUPS: adds to game mechanics do we have health replenishment for a health bar or simple life structure but can pick extra ones up int the levels? If so, is it food? Hearts etc how does it effect the UI, at the end of each level after collecting keys does the UI reflect player progression visually i.e. a key symbol with a number of 0/8 collected?
* PROGRESSION AND CHALLENGE: What challenges are available to the player how intricate will the levels be? Is there a simple start but complex end to each level as well as with the puzzles to the player? Such as the first areas are easily managed by the player but becomes instantly or gradually harder to them?
* LOSING: Once decided on lives or health system how does the world effect these, instant deaths or lose of hit points? Where does the player respawn after death? Do we add a timer to enhance the challenge? Resulting in progression or failure? When the ultimate of either progression completion or failure what screens are involved i.e. “Game Over”, “Congratulations”.

# ART STYLE

More concept art for character level design etc give explanation of are all assets 2d/3d do we decide on cell shading? How do we keep the art style consistent with each other’s designs and plans? Does everything feel colourful within our world or simply suit the levels theme at the time? What are we doing with backgrounds are they completely 3d as well do we add visualization such as Parallax or animated? show some concept art side by side with the finished game assets to show final designs.

# MUSIC AND SOUNDS

* What kind of styles are we going for?
* Retro 8bit/16
* Recorded sounds or used from free sources
* Modern real life
* High quality voice or sound effects or more game based
* Collect keys have a triumphant sound as well as level completion
* Death sound or Death voice sample
* Music a recurring theme or 1 to suit each other Main screen Game screen level at the time etc
* What type of music high tempo relaxed etc.

# TECHNICAL DESCRIPTION

* Console/PC
* Future Mobile Support?
* What Engine and why?
* What Graphics Software and Why?
* What Project management we are using i.e. Git and why?
* Visual Studio or Blueprint?
* Charts for structure? UML
* Character Movement UML
* Level Interaction UML Movable platforms player movement collect items etc pseudocode UML?

# MARKETING AND FUNDING

Show the prototype levels we have do we aim it at a Kickstarter campaign, is there any funding that’s available to help the production, are we pitching the game at a publisher to gain funding? How are we going to promote the game to show off gaining an online presence for the title to help get the game and idea out there?

# DEMOGRAPHICS

* Who are we aiming at?
* What age group or groups?
* What type of player casual hardcore etc?
* Does our game fit the demographic we are stating and how?

# PLATFORMS AND MONETIZATION

If on Console and PC how will we market it?

* Free game?
* In game purchases?
* DLC?
* Cosmetics?
* If not, what price tag is acceptable?
* XBOX live, PlayStation Store, Steam Epic etc which is most viable for a first-time title attempt?

# LOCALIZATION

* Initially English
* What later? French, Spanish etc
* If the game takes off seek Asian Publisher to expand into Asia to help with localisation.