

Game Design Document

Game's Name: Resurrection

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Introduction

Resurrection is a single-player exploration and strategy game inspired by Turkish mythology. The player must find and collect five sacred objects hidden on the map within four minutes while managing stamina and time effectively. The game combines cultural storytelling with strategic gameplay, offering an engaging and immersive experience.

Problem

The player faces the challenge of completing their tasks within a limited time frame (4 minutes) while managing stamina. The sacred objects are hidden in specific locations, requiring exploration and strategic planning. The game emphasizes resource management and decision-making under pressure.

Analysis

Resources:

- **Stamina:** Limits the frequency and intensity of player actions such as running, jumping, and dodging.
- **Sacred Objects:** The key items required to complete the task list.
- **Time:** The player has only four minutes to complete their objectives.

Conflict:

Players must balance exploration and stamina management while racing against time to collect the required sacred objects.

Outcome:

The player wins by collecting all five objects within the time limit. Failure to do so results in a game over.

Design

Initial Design Idea

The game's theme is based on Turkish mythology, where the player explores a map to find sacred objects inspired by mythological stories. Early designs focused on simple exploration mechanics combined with stamina management.

Final Design Idea

Dynamics:

The interplay between exploration, time constraints, and stamina management challenges players to think strategically and adapt their approach.

Mechanics:

- **Movement:** Running, walking, jumping, and dodging, all of which are constrained by stamina.
- **Task Completion:** Sacred objects are hidden on the map and must be discovered by the player.
- **Time Management:** Players have only four minutes to complete their objectives.

Rules:

1. Only objects listed in the task list can be collected.
2. Tasks must be completed before time runs out.
3. Decreased stamina limits the player's mobility and action frequency.

Implementation

Game Flow:

1. **Start:**
 - The game begins with a task briefing and a countdown timer.
2. **Gameplay:**
 - Players explore the map to locate and collect sacred objects.
 - Stamina management is crucial to maintain mobility and complete tasks.
3. **End:**
 - The player wins if all five objects are collected before time runs out. Otherwise, the game ends in failure.

Multiplayer Mode:

Resurrection supports multiplayer gameplay through network connectivity, enhancing the social dimension of the game by allowing players to collaborate or compete.

Evaluation

Focus Group Study:

- **Casual Players:** Tested the game's accessibility and ease of understanding.
- **Mythology Enthusiasts:** Evaluated the thematic elements and their integration.
- **Strategy Players:** Assessed the challenge and mechanics of gameplay.

Key Findings:

1. Strengths:

- Players appreciated the mythological theme and strategic elements.
- The stamina system added depth to gameplay.

2. Challenges:

- Some players found it difficult to locate hidden objects.
- A few players suggested a tutorial level to better explain game mechanics.

Results of Play Testing

- **Task Completion Rate:** 75% of players completed the tasks successfully.
- **Average Playtime:** 3 minutes and 45 seconds per session.
- **Feedback:**
 - Positive: Mythological theme and strategic gameplay were well-received.
 - Suggestions: Add visual cues for hidden objects and improve the tutorial system.

Recommendations & Conclusions

Recommendations:

1. Add a hint system to assist players in finding hidden objects.
2. Expand the map to include more exploration opportunities.
3. Increase environmental storytelling to enhance the mythological experience.

Conclusions:

Resurrection successfully combines Turkish mythology with strategic gameplay, creating a unique and immersive experience. The game has strong potential to appeal to a wide audience, with opportunities for further development and refinement.