



DESIGNSMILL

GAME DESIGN PROPOSAL

PUT
YOUR IMAGE
HERE

CLIENT: SAGA SPORTS

12 BROADWAY
MANHATTAN
NY 10001

DESIGNED BY DESIGNSMILL

10 BROADWAY
MANHATTAN
NY 10001

SUBMISSION DATE: 12 DEC 2020

IDEA

IMAGE GOES HERE



I'm obsessed with giving the audience something they don't see coming.

Everything begins with an idea!

Our goal is to create a game, in which multiple players try in a cooperative and or competitive way to accomplish a certain task. Each one takes control over a toon character and moves him in jump'n'run style through a map, collecting power-ups, defeating enemies and solving puzzles.

Each map consists of stairs, elevators, doors and interactive elements such as switches. It also contains enemies, which try to complicate the task of each player. To defeat them and other players, each player has access to weapons as simple bombs or small toon bombs running towards the enemy.

STORY

IMAGE GOES HERE

No story lives unless someone wants to listen.

The purely evil Dr. Morbo wants to take over the world. He developed a machine that can split the the toon world into multiple dimensions. With this machine he evokes ultimate chaos among the inhabitants. In this era of anarchy it'll be a effortless task to enslave each and every living creature.

But evil Dr. Morbo once again underestimated the courage and power of our toon heroes, who will come alive from the big pen every new episode. With the help of their friends at ACME laboratories they set off to confound Dr. Morbo evil plans and reunite the toon world so everyone can live happily ever after.v

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GAMEPLAY

Every artist wants something
different out the game.

The aspect of the dimensions, allowing each player to do different things corresponding to the dimension he is part of, will take a major role in the gameplay. It will require the players to play cooperatively to progress in the game. This will be done with simple mechanics like sections where only one player can defeat the enemies. But it will also incorporate more complicated situations where puzzles



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SCREENPLAY



Lest make and excluded design

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CRAZY

STORY BOARD



**See the world transforming in
the storyboard**

Story Board transform the whole story in front of the eye for the very first time.

PUT
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Opening Intro of the Game!

PUT
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Between the Game when king is taking the world

PUT
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The End. Game Over.

CHARACTERS

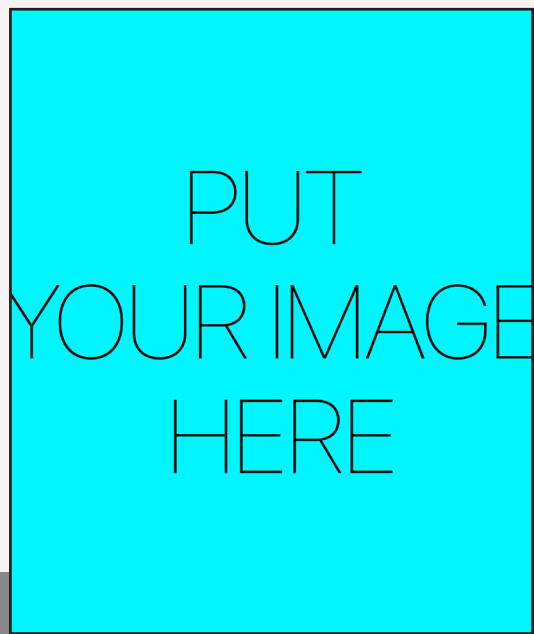


See the world transforming in the storyboard

We are introducing all the major character of the game.

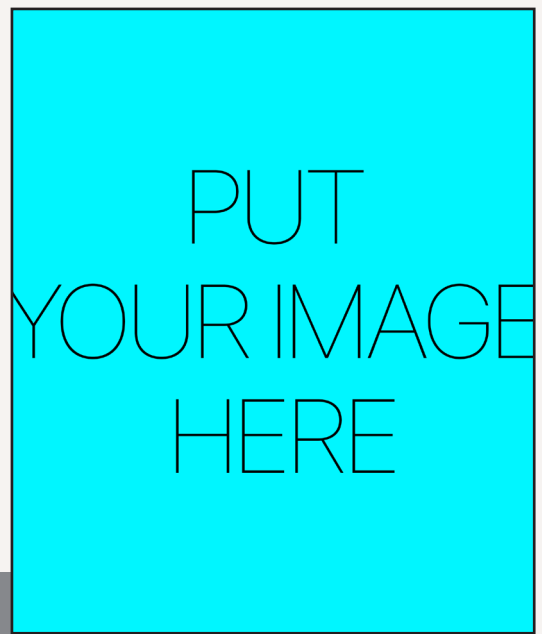
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PUT
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IMAGE
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BOLD



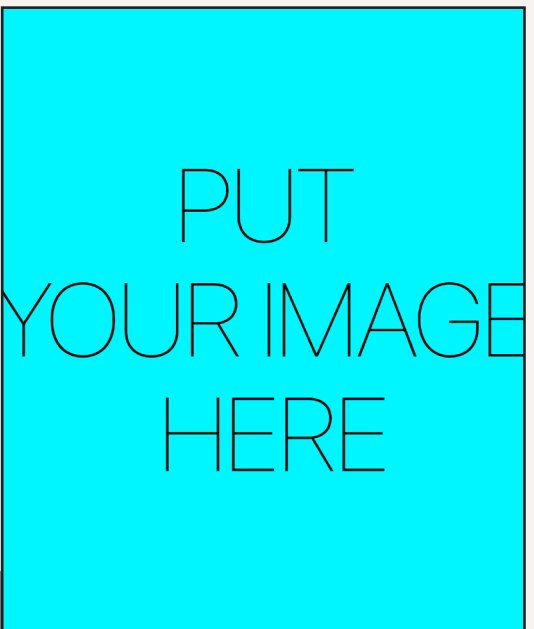
The Queen

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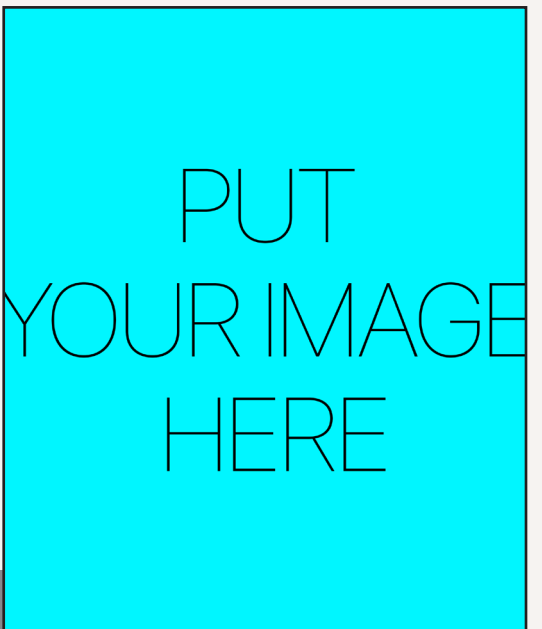
The Poison Ivy

We are introducing all the major character of the game.



The Devil

We are introducing all the major character of the game.



The Diva

We are introducing all the major character of the game.

CLASSIFICATION

See the world transforming in the storyboard



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Static Entity

This class contains all entities of a map, which do not change position or form during the whole game. Their physical representation is created once and keeps the same and can therefore be optimized. Static entities have an infinite mass. They do collide with other entities but have no further logic. Because of their simplicity, they are directly handled by the map controller. Examples of this class are walls, the floor and stairs. This enables the map to be an arbitrary mesh.

Semi-static Entity

All map entities which can move along a given path and react to events are called semi-static. The movement can be cyclic or caused by an event. Therefore they have to implement a certain logic and have to be represented by an own controller. They do collide with other physical representation but have an infinite mass and do not deviate from their given path. Examples for this class are elevators, doors, portals and switches.

IMAGE GOES HERE

Dynamic Entity

Entities which are only moved by physics and external forces are called dynamic. They have a certain mass and react on collisions. They can be destructible and also change their physical and visual representation. Examples are boxes and all kinds of bombs.

Character Entity

These are the intelligent entities of the world. They can move and interact with the environment and try to complete a task. There are player characters which are the avatars of the players and there are non player characters which are the enemies. Characters have health and can be damaged.

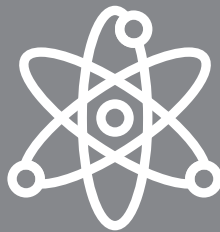
FUN

VISUAL ASPECT

See the world transforming in the storyboard

The characters are toons and have to look as if they just jumped out of a cartoon. An option would be to render them using the cell shading technique.

AWESOME



PUT
SOME
CORRUPT IMAGE
HE



TEAM

PUT

YOUR IMAGE

See the world transforming in
the storyboard

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HERE

The characters are toons and have to look as if they just jumped out of a cartoon. An option would be to render them using the cell shading technique.

The maps can either play in the toon world or they can be more realistic, using bump maps and other realistic looking shaders. Although there will be many explosions, the game should never look violent but funny and humorous.

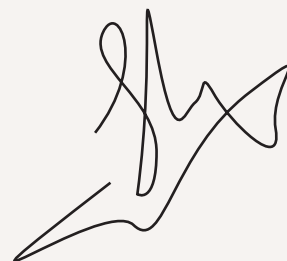
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Personalize Gaming Experience

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BRILLANT

PUT
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NAME HERE
Position: Designer
Skill: iOS and Android
Experience: 10 Years

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Professional Team Summery

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TIMELINE DETAILS

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1 MONTH

SCOPE
IDENTIFICATION

1 MONTH

REQUIREMENT
ANALYSIS

1 MONTH

PLANNING
AND BUDGETING

2 MONTHS

UX DESIGN

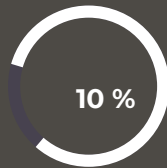
TIM



DELIVERY TIMELINE PROCESS

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ANDROID

Write something meaningful,



IOS

Write something meaningful,



Loss

Write something meaningful,



Error

Write something meaningful,



Error

Write something meaningful,



Error

Write something meaningful, some

3 MONTHS

DEVELOPMENT

1.5 MONTHS

TESTING

2 MONTHS

UAT AND
DEPLOYMENT

ING

BUDGET

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1st Quarter 6 Months

Design, Development, Testing

\$45000

IMAGE GOES HERE



2nd Quarter 6 Months

Design, Development, Testing

\$45000

IMAGE GOES HERE



3rd Quarter 6 Months

Design, Development, Testing

\$45000

IMAGE GOES HERE



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YOUR IMAGE



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OST



DESIGNSMILL

YOU WILL NEVER WALK ALONE

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PUT
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PUT
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YOUR ADDRESS

**10 BROADWAY
MANHATTAN
NY 10001
PHONE 1 123 456 789**

WWW.YOURDOMAINNAME.COM