# Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. I want you to think big…bigger than what you are able to develop. I also want you to be clear about what the software delivers and what the design entails. My recommendation is that you define the ultimate game and then clarify what it is that you have developed. If you are finding it too difficult to do that, you may produce too documents.

1. Title Page
   1. Game Name – Perhaps also add a subtitle or high concept sentence.

The Final Exam

1. Game Overview
   1. Game Concept

You are a student in Majid’s class who fell asleep at the beginning of a test and stumbled into a dream set in a dark, warped version of the school. You must navigate the dark school hallways and classrooms in search of your study sheet, which is torn into 4 pieces, each located in a different quadrant of the map. There are enemies who patrol the halls and who will kill you on sight, and your only tool to defend yourself with is a flashlight with 4 different coloured bulbs. The bulb colours correspond with the colours of the enemies, and are used to stun the enemies as you confront them. To stun an enemy, you must switch your flashlight to the bulb that matches their colour. Your flashlight’s main (yellow) bulb simply illuminates your path and doesn’t consume any resources, but the other coloured bulbs consume battery power, which you must replenish by searching the map for battery pickups. The game is visually dull, relying heavily on audio design and cues to help the player make sense of what’s going on. Enemy proximity is revealed by the various sounds they emit, and serves as the main motivator for the player. The goal of the game is to collect all pieces of the study sheet and travel to the exit without dying.

* 1. Genre

Horror Survival

* 1. Target Audience

Fans of SOMA, Slender: The Arrival, Outlast

* 1. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.

The player must navigate in first person through the dark map with the assistance of a dim flashlight, and must listen for audio cues that reveal enemy locations. While avoiding enemies, the player must search for battery pickups to keep their flashlight powered, and for the 4 pieces that make up the study sheet that will allow them to exit the map and complete the game.

* 1. Look and Feel – What is the basic look and feel of the game? What is the visual style?

The map is labyrinth-style with winding hallways and a dark setting. Horror effect is created by claustrophobic map layout and the sinister audio atmosphere.

1. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression
      2. Mission/challenge Structure

Enemies become stronger with each piece of the study sheet you collect.

* + 1. Puzzle Structure
    2. Objectives – What are the objectives of the game?
    3. Play Flow – How does the game flow for the game player
  1. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
     1. Physics – How does the physical universe work?
     2. Movement in the game
     3. Objects – how to pick them up and move them
     4. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
     5. Combat – If there is combat or even conflict, how is this specifically modeled?
     6. Economy – What is the economy of the game? How does it work?
     7. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
  2. Game Options – What are the options and how do they affect game play and mechanics?
  3. Replaying and Saving
  4. Cheats and Easter Eggs

1. Story, Setting and Character
   1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.
   2. Game World
      1. General look and feel of world
      2. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
   3. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters
2. Levels
   1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.
   2. Training Level
3. Interface
   1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?
   2. Control System – How does the game player control the game? What are the specific commands?
   3. Help System
4. **Audio, music, sound effects** **–** **For this project, this the most important part. Sound should be a central part of the game, a driving force for everything else. Whether its cues for players to better understand what is happening in the game, or sound cues to help a player navigate the scene or avoid enemies, or special effects, or simply to enhance the game and make it more entertaining and fun. Here are some functions of sound in a game to think about as you design your game:**
   1. **Setting the mood**
   2. **Adding realism**
   3. **Providing clues to the surrounding**
   4. **Enhancing entertainment value**
   5. **Creating tactile and interface feedback**
   6. **Establishing brand identity**
5. Artificial Intelligence
   1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making
   2. Non-combat and Friendly Characters
   3. Support AI -- Player and Collision Detection, Pathfinding
6. Technical
   1. Target Hardware
   2. Development hardware and software, including Game Engine
   3. Network requirements
7. Game Art – Key assets, how they are being developed. Intended style.