Game Design Document Outline

Game Design Document

Version 0.1

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November 2, 2024

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Design History –

1. Version 1
   1. Creation of Document
   2. Added Name and Document
   3. Added overview and pillars
   4. Added Hook, Unique Selling Point, and Settings
   5. Added Game Flow Summary, working on Loops
   6. Added Number of Levels, Areas, weapons, and started NPCs

Section I - Game Overview

* 1. Game Concept
     1. Overview

The game takes place in a 1930-40s style era, outfitted with era style outfits, clothing, and environment.

The player, a detective of sorts, is tasked with taking out a mob boss, located in a secured complex flooded with henchmen, and optional mini-bosses for the player to uncover.

In order to complete this, the player will fight their way to the boss, utilizing melee and firearms, picking them up via powers, ammo pickups, or other means.

However, not everything is as it appears, as this isn’t the only objective that the player has. There are other things the player is searching for, other things that are hidden and must be hunted down as well.

* + 1. Pillars
       1. Exploration

Exploration is important in the game, as the player not only fights through waves of enemies, but must also enter through various doors leading to different areas of the complex. Each area may contain more enemies, weapons, or other things the player must hunt.

* + - 1. Combat

The player will find themselves in constant combat, shooting or melee their way through enemies.

* + - 1. Pickups and Ammo

Finding weapons and ammo is vital to accomplish the mission. Ammo drops and weapons will be scattered throughout the level, dropping from crates or enemies alike. The player must fully utilize these drops to get the upper hand in combat.

* + - 1. Collectibles

Fighting isn’t the only thing the player will do. Finding and collecting certain collectibles will prove to be fruitful, unlocking certain areas that are out of view.

Also for fun.

* 1. Feature Set
     1. Key Features

1. Ammo
   1. Ammo is dropped from enemies, or crates, in which the player can pick up for their pistol.
2. Weapons
   1. Enemies or crates can drop additional weapons, in which the player can pickup and use until it runs out of ammo.
3. Doors
   1. Player can enter through doors, which takes them to another section of the complex with additional enemies and even hidden mini-bosses.
4. Mini-Bosses
   1. Player can encounter additional mini-bosses, allowing the player to engage in additional challenges.
5. Collectibles
   1. Player is able to collect collectibles, allowing them to progress through the game and unlock certain features or secrets within the complex.
      1. Genre

Shooter Side Scroller.

Has a more 1930-40s style era to it.

Dark, but poppy.

* + 1. Player Perspective / Dimensions

Platformer, 2D

* 1. Players and Audience
     1. Design Goals

* + 1. Target Audience

1. Players who like platformers, and like shorter type games, since this game is designed for a Game Jam.
2. Ages 16-25
   * 1. Player Motivation
3. Collectibles
   1. The player has a set of collectibles that they can collect, allowing them to be motivated to collect all collectibles in the game.
   2. Collectibles can also unlock additional areas, motivating players to collect collectibles if they want to explore the game in it’s entirety.
4. Mini-Bosses
   1. The player will be motivated to take on mini-bosses, creating an exhilarating and additional challenge for the player to play.
5. Exploration
   1. The player would be motivated to continue playing in order to explore, allowing the player to discover additional secrets, mini-bosses, and collectibles.
      1. Hook

There is more than the eye can see. The player, when they collect certain collectibles, will discover more hidden secrets hidden within the complex. Perhaps even…otherworldy.

* + 1. Unique Selling Point

The main Unique Selling Point would actually be the replay ability, as when the player collects collectibles, they can replay the level and discover new secrets as these collectibles unlocks hidden secrets and challenges in the level.

* + 1. Target Platform

PC / Computer, WebGL

Game is part of a game jam, so sticking to computer or PC platform, especially for WebGL, would be preferable.

* + 1. Competitor Analysis
       1. Game 1
       2. Game 2
       3. Game 3
  1. Setting
     1. Style / Theme

The style / theme of the game will be a 1930s-40s style.

* + 1. Interior

The interior of the complex is a large mansion, filled with retro style items fitting the era.

The areas will be brightly lit, with a cleaner environment.

Things that can be included:

* Wooden / Carpeted floors
* Painted walls
* Chandeliers
* Tables
* Stairs
* Radios
  + 1. Exterior

The exterior of the complex can be accessed by the player in certain areas.

The setting takes place during the night, with a full moon present.

Some accessible areas is a garden, a few balconies, and the rooftops.

* + - 1. Garden

The garden is lush with flowers, leaves, and stone pathways winding into the area.

Statues and decorations can be found as well, acting as platforms or cover for the player to use. A large fountain can also be found in the garden center, which can act as a boss arena.

* + - 1. Balconies

Access to the balconies are scattered throughout the area, allowing the player to traverse outside around the complex. Balconies can include chairs (wooden), tables, railings, additional lighting, and doors leading to other places.

* + - 1. Rooftops

The rooftops is accessed through more restricted areas of the mansion.

Rooftops can include a railing, sloped areas on the roof, walkways with railings, and possibly other rooms that are only accessed through the rooftops.

A place on the rooftop can be a large boss arena.

* + 1. Dimensions

The dimensions are accessed through the additional collectibles being collected, opening either portals to other places, or randomly teleporting the player once the designated collectible is collected.

Dimensions can range from a wide area of looks.

* Dark and gloomy, filled with a range of blacks or grays.
* Cosmic areas, filled with stars and a palette of blues or purples with white as stars.
* Dungeons or underground caverns, filled with gray and more medieval style lighting (torches).
* Castle style dungeons or areas, built with stony bricks, libraries, torches, and furniture, but all in a decaying state.
  + 1. Boss Rooms

Boss rooms will vary from place to place in the complex, but will follow the same principle in design:

* Large, open area.
* Some platforms for the player to jump to.
* Decoration or unique designs, giving the rooms a more distinctive look compared to the regular areas of the complex.
  1. Game Flow Summary
     1. Gameplay loops

The player will essentially be running and gunning through the level, collecting collectibles as they do.

* + - 1. Sub-loop
    1. Engagement loops
       1. Sub-loop
  1. Look and Feel
     1. Features
        1. Number of locations

5 Separate Locations

1. Garden
2. Interior
3. Balconies
4. Rooftops
5. Dimensions
   * + 1. Number of levels

1 Entire Level.

Level will be broken down into several separate levels, but will be considered as one entire level.

* + - 1. Number of NPC’s
         1. Enemies
      2. Number of weapons

1. Pistol
2. Shotgun
3. Tommy Gun
4. Rifle
5. Heavy Pistol (Revolver)
6. Dagger ( Melee )
7. Fists ( Melee )
   * + 1. Etc.

Section II - Gameplay and Mechanics

* 1. Gameplay
     1. Game Progression
        1. Progression 1
           1. Topic 1
           2. Topic 2
           3. Etc…
        2. Progression 2
        3. Etc…
     2. Mission/challenge Structure
     3. Puzzle Structure
     4. Objectives
     5. Play Flow
  2. Mechanics
     1. Physics
     2. Movement
        1. General Movement
        2. Other Movement
        3. Objects
        4. Picking Up Objects
        5. Moving Objects
     3. Actions
        1. Switches and Buttons
        2. Picking Up, Carrying and Dropping
        3. Talking
        4. Reading
        5. Combat
        6. Economy
        7. Game Options
        8. Replaying and Saving
        9. Cheats and Easter Eggs
  3. Systems
     1. System Name
        1. Description
        2. Statistics / Techinicals
        3. Screenshots

Section III - Story, Setting and Character

* 1. Story and Narrative
     1. Back story
     2. Plot Elements
     3. Game Progression
     4. License Considerations
     5. Cut Scenes
        1. Cut scene #1
           1. Actors
           2. Description
           3. Storyboard
           4. Script
        2. Cut scene #2
           1. etc.
  2. Game World
     1. General look and feel of world
     2. Areas
        1. Area #1
           1. General Description
           2. Physical Characteristics
           3. Levels that use area
           4. Connections to other areas
        2. Area #2
           1. General Description
           2. Physical Characteristics
           3. Levels that use area
           4. Connections to other areas
     3. Characters
        1. Character #1
           1. Back story
           2. Personality
           3. Look
           4. Animations
           5. Special Abilities
           6. Relevance to game story
           7. Relationship to other characters
           8. Statistics
     4. Items
        1. Weapons

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Statistic | Image |
|  |  |  |  |

* + - 1. Collectables

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Statistic | Image |
|  |  |  |  |

* + - 1. Consumables

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Description | Statistic | Image |
|  |  |  |  |

Section IV - Levels, missions

* 1. Level #1
     1. Synopsis
     2. Introductory Material
     3. Objectives
     4. Physical Description
     5. Map
     6. Critical Path
     7. Encounters
     8. Level Walkthrough
     9. Closing Material
  2. Level #2
  3. etc.
  4. Training Level

Section V - Interface

* 1. Screen Flow
     1. Screen Flow Chart
     2. Screen Descriptions
        1. Main Menu Screen
        2. Options Screen
        3. Etc.
  2. Visual System
     1. HUD
        1. Basic HUD
        2. Vehicle HUD
        3. Etc…
     2. Menus
     3. Rendering System
     4. Camera
     5. Lighting Models
  3. Control System
     1. Button Inputs
     2. Analog Controller
     3. Keyboard and Mouse Controls
     4. ETC…
  4. Audio
     1. Music
     2. Sound Effects
  5. Help System

Section VI - Enemies and allies

* 1. Opponent AI
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     2. Pathfinding

Section VII - Game Art

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  5. Equipment
  6. Cut scenes
  7. Miscellaneous

Appendices

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        1. Model and Texture List
        2. Animation List
        3. Effects List
        4. Interface Art List
        5. Cut scene List
     2. Sound
        1. Environmental Sounds
        2. Weapon Sounds
        3. Interface Sounds
     3. Music
        1. Ambient
        2. “Action”
        3. Victory
        4. Defeat
     4. Voice
        1. Actor #1 lines
        2. Actor #2 lines
        3. Etc.