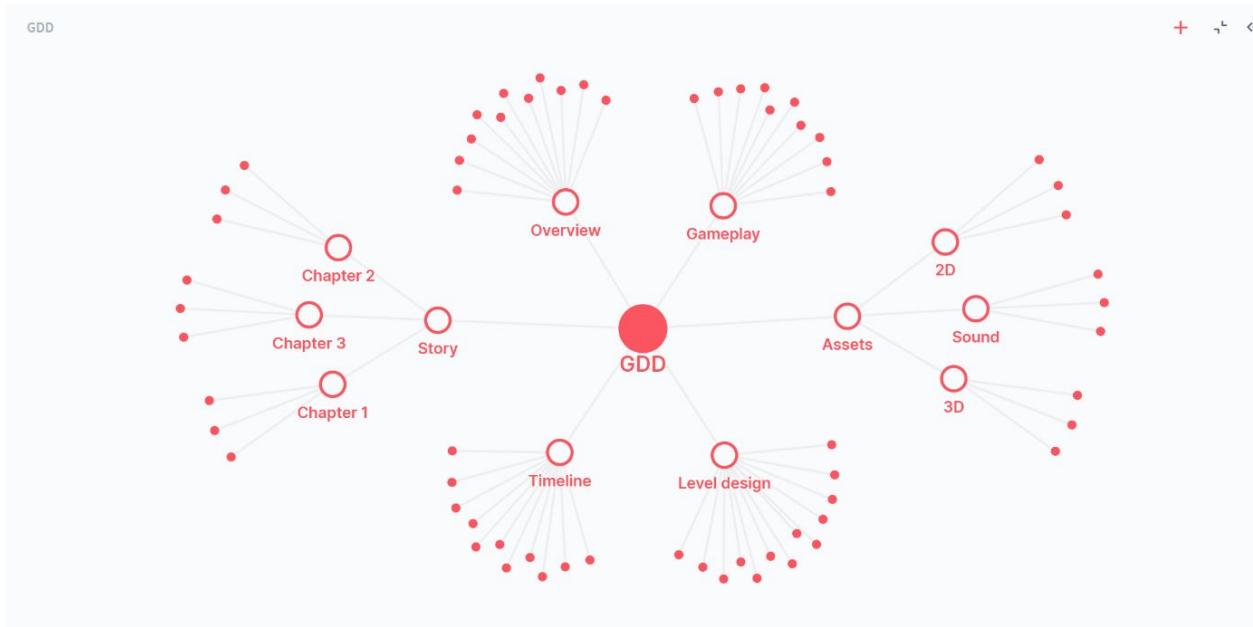

GDD

Game Design Document and Concept Initiation

Prof. Charu Monga
Department of Design
Indian Institute of Technology Delhi



Keep it collective



Game Overview

- The first pillar of your game design document is the game overview, which contains:
 - The executive summary
 - A very brief description of the theme and setting of the game
 - A few bullet points introducing the main features

https://docs.google.com/document/d/109F2tENX265N_9bVelJ8vZpPQFPdLEk-/edit?usp=sharing&ouid=102018102838252953279&rtpof=true&sd=true

Theme & Setting



Develop on GDD: Game Elements



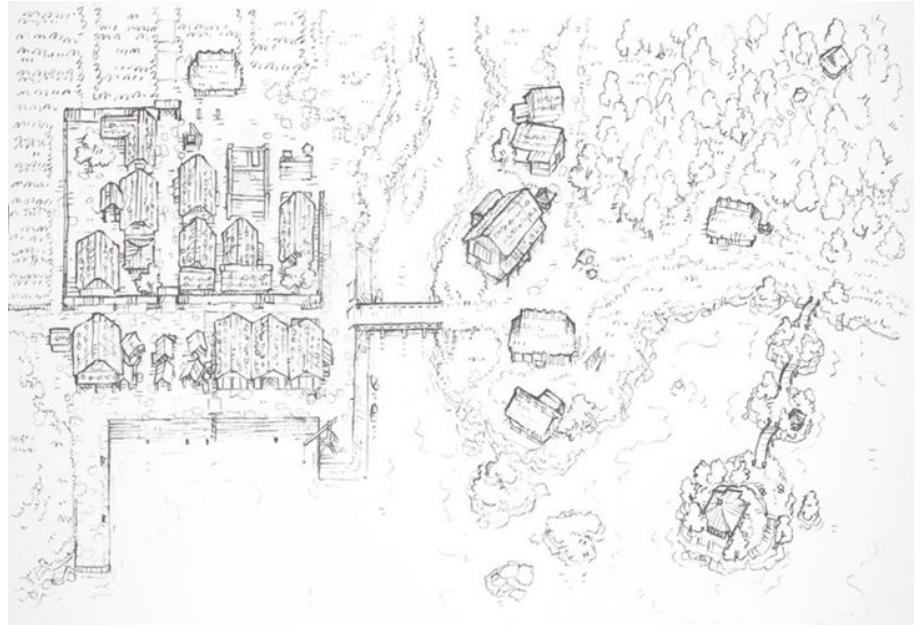
Example: Coastal Town



Description written by designer

- This town map ties together the maps I have drawn while travelling Japan; the Island Crossing and Plateau, Shrine Essentials, Rock Garden & Tea House, and East Bridge. In my campaign, this town is called **Hyakushima**:
- War and piracy has disrupted the trade routes in the north, and now more and more merchants are opting to sail through the “hundred island coast”. Due to all this wealthy sea traffic, Hyakushima has grown quite suddenly from a village into a blossoming port. West of the river, a number of merchants have moved in permanently, where they are investing heavily in the port and market.
- Coin attracts more than wealthy opportunists though, and the once lonely town now sees its fair share of undesirables. Sailors, thieves, and cowled figures roam about in the night. It’s no wonder that the wealthy folk have erected a wall around their new neighborhood, what with all the tales of “bridge brawls,” tea house drug dens, and angry shrine spirits.
- Only a handful of people have lived here for more than a generation, and they worry for their rapidly changing home. Few in number and better suited to fishing and farming than diplomacy and police-work, they hope for a few experienced travelers to help them find security.

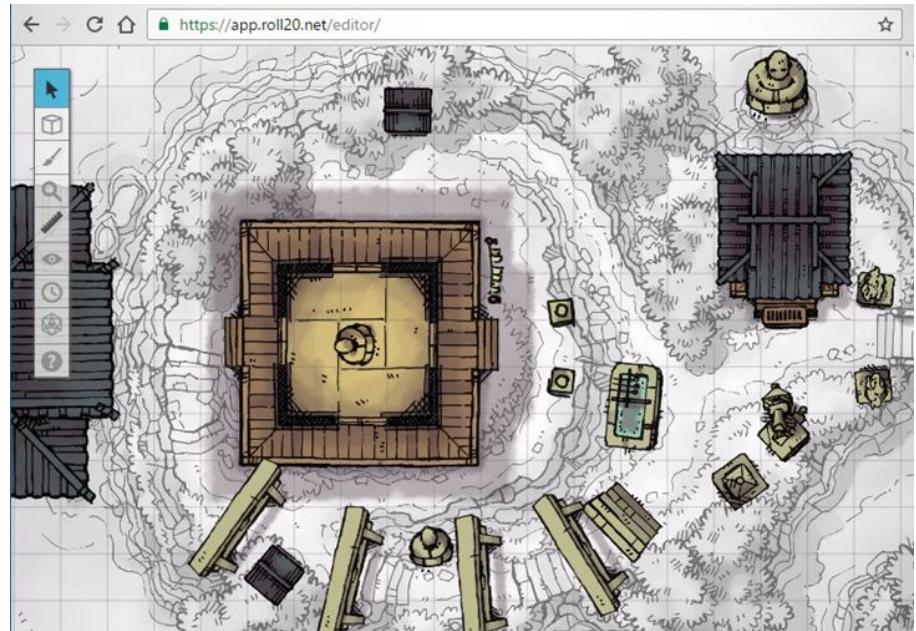
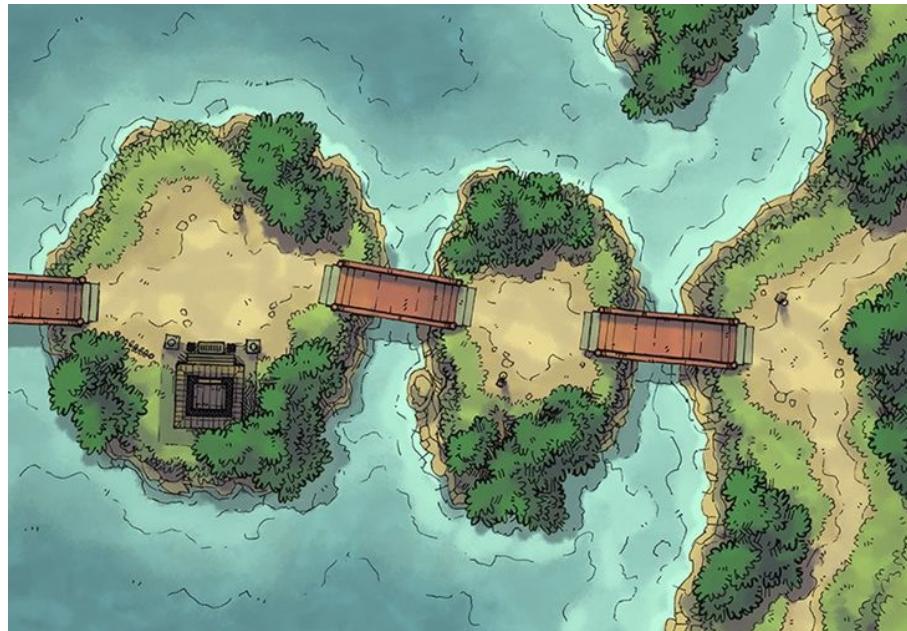
Incorporating Visualization in Planning



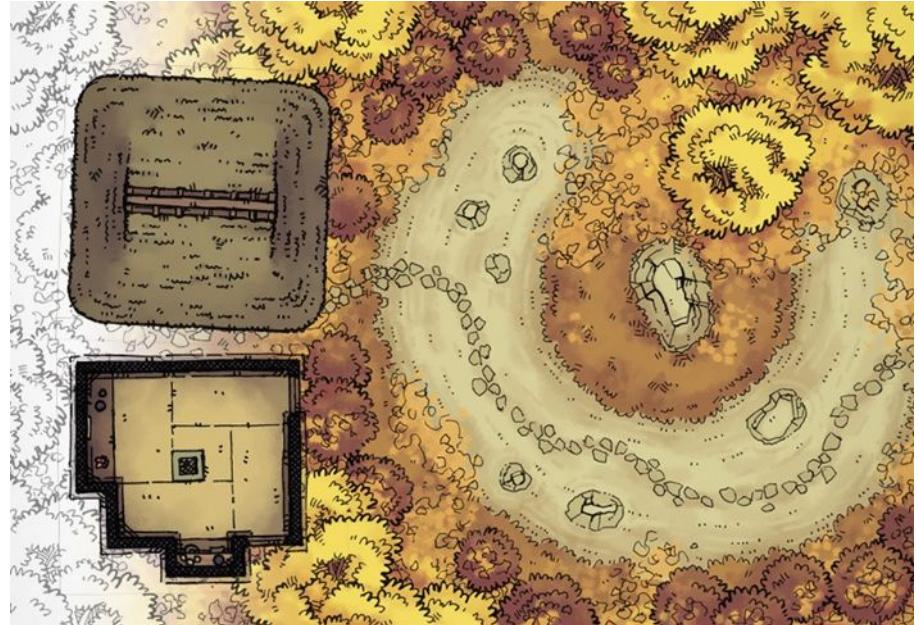
Developing patterns and Spaces



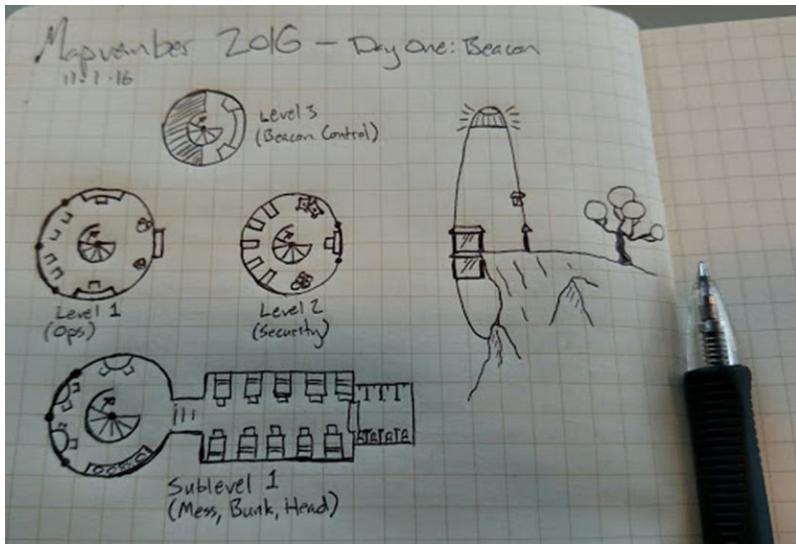
Developing patterns and Spaces



Incorporating Assets

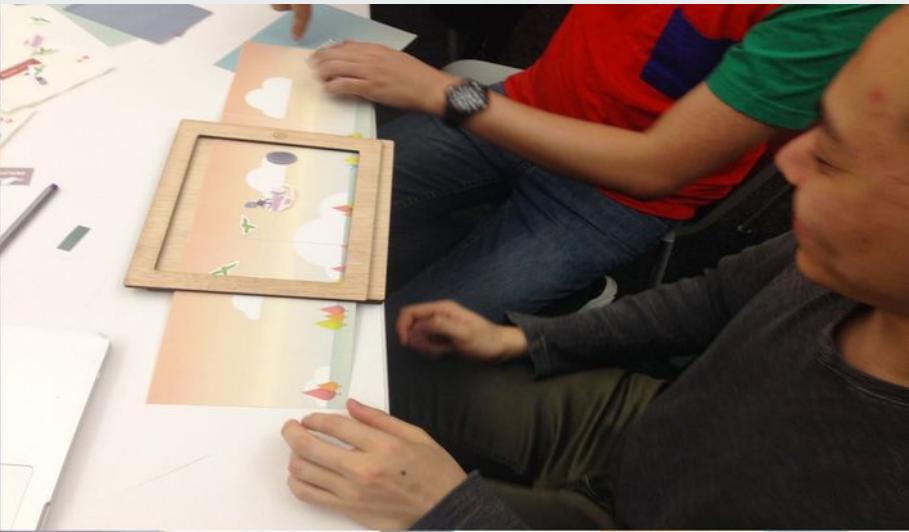
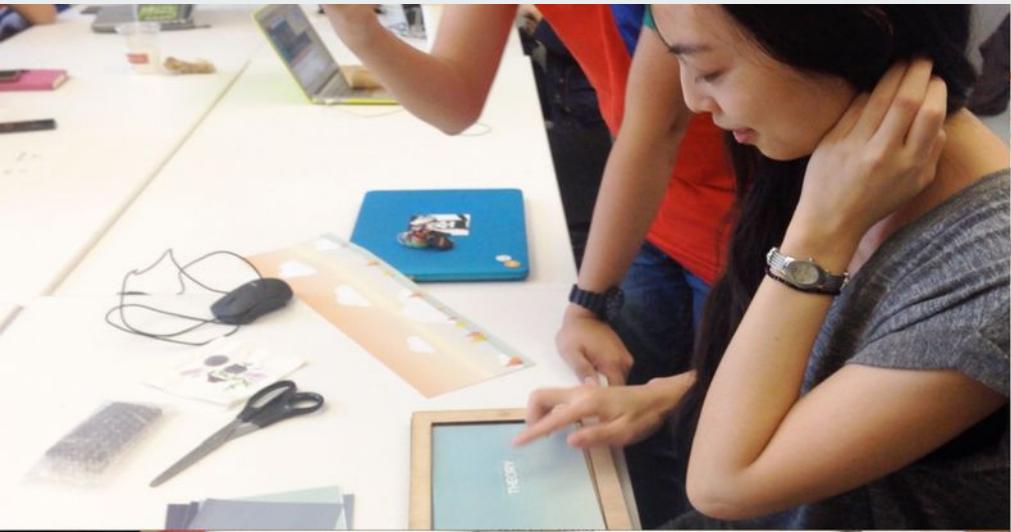


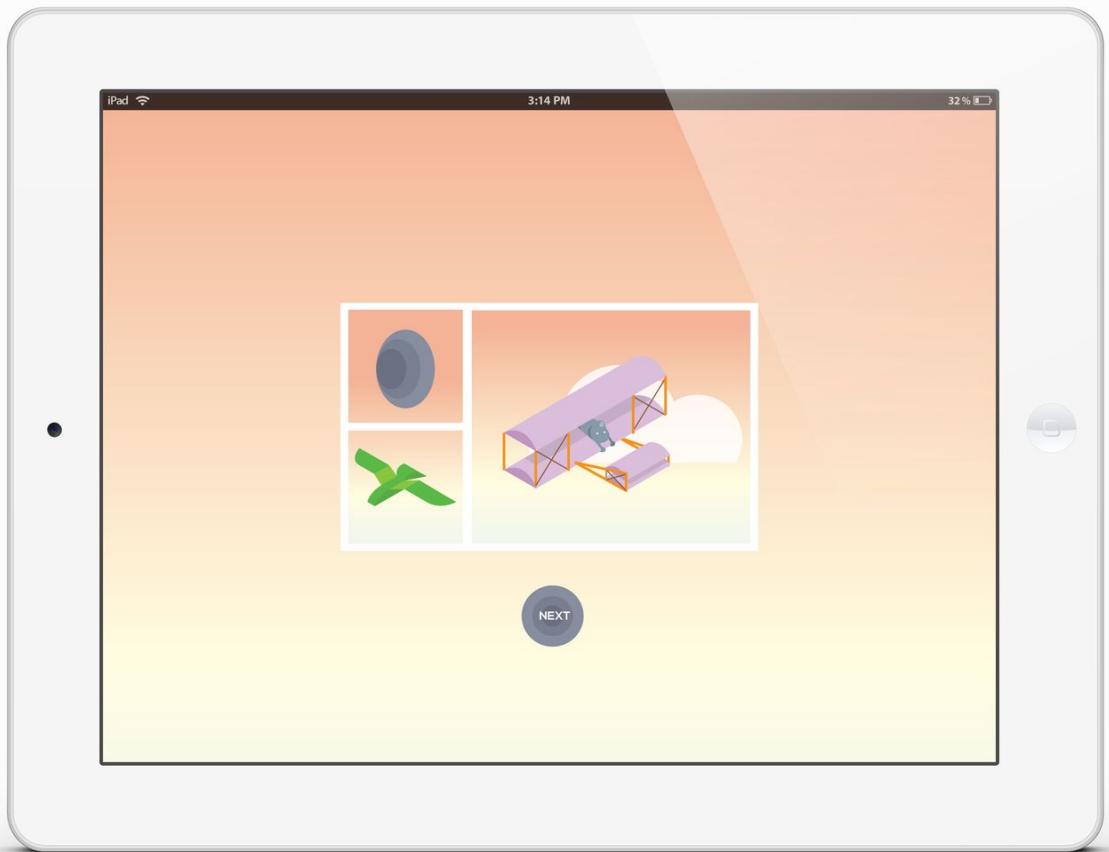
Ideating (Doodling)



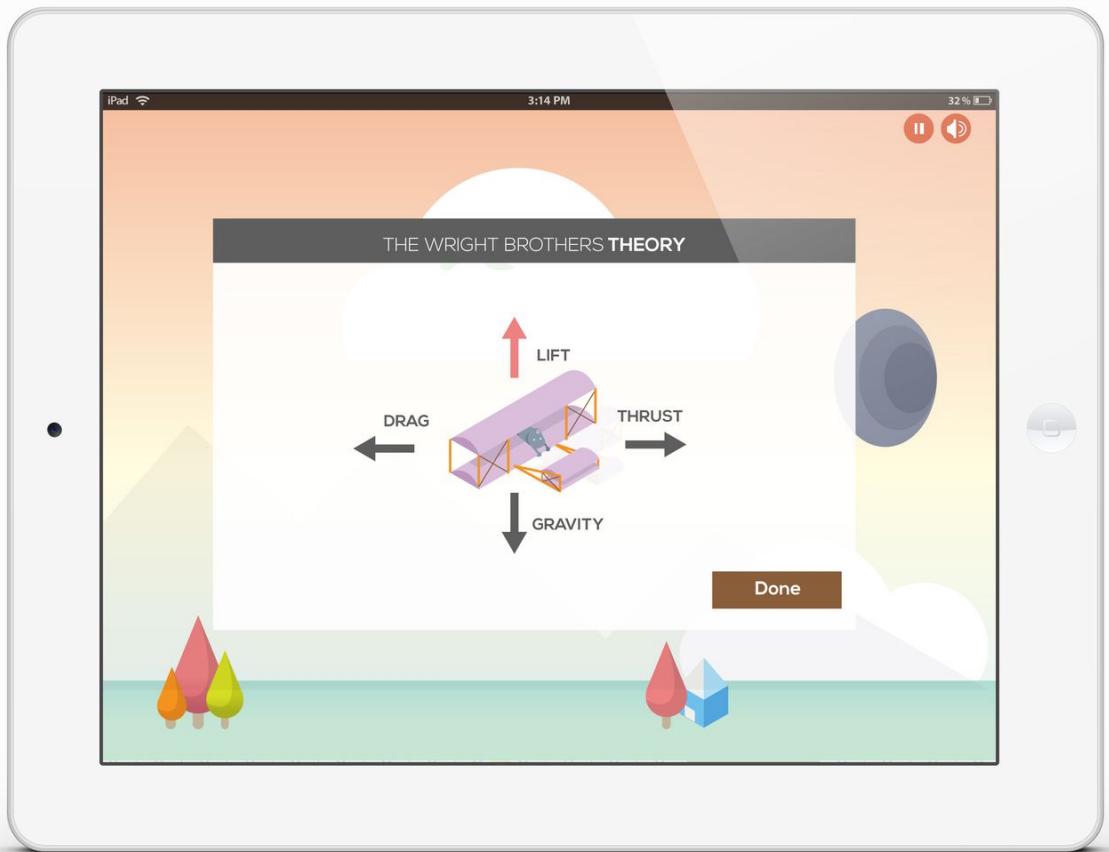
Paper Prototyping

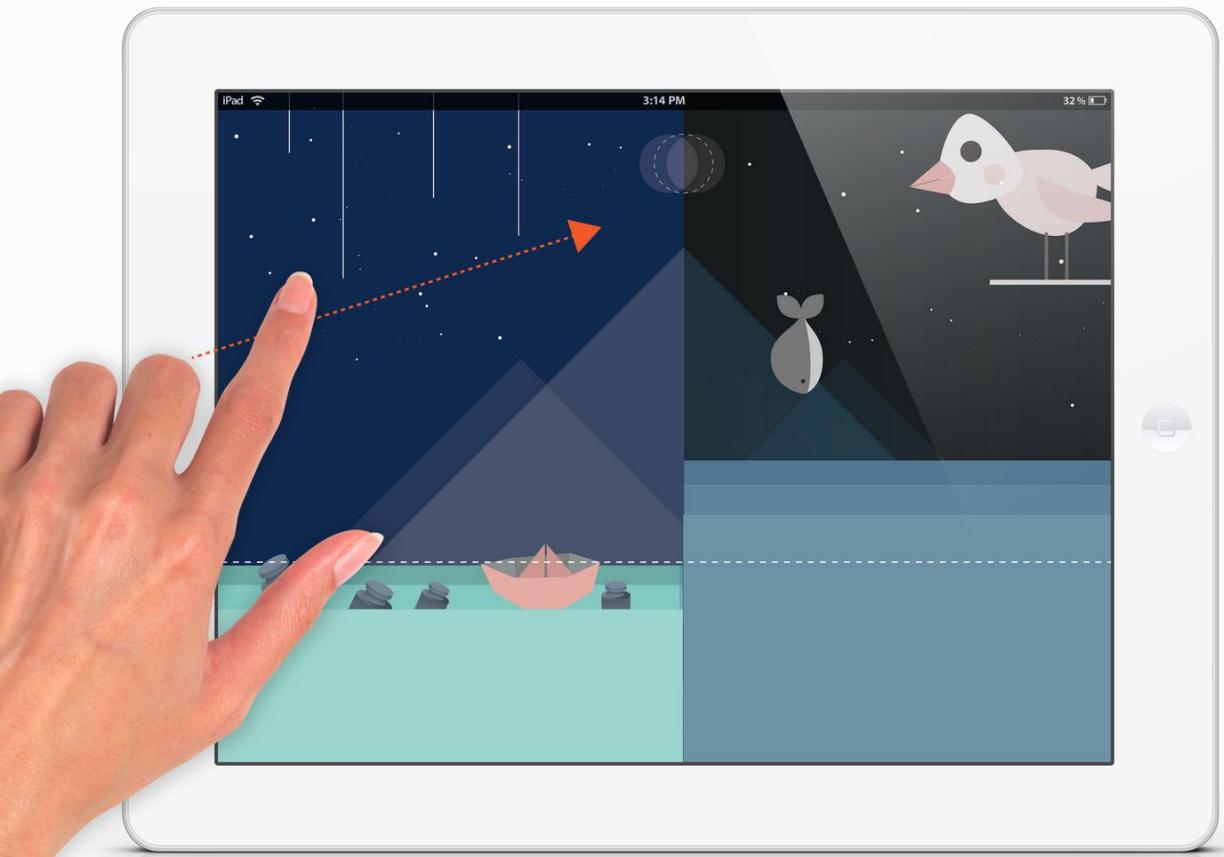


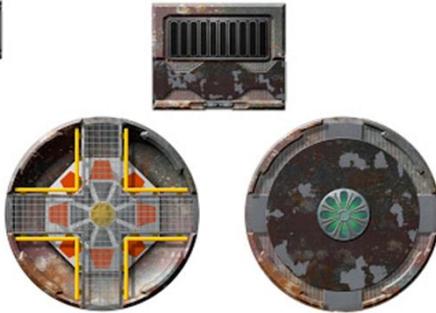
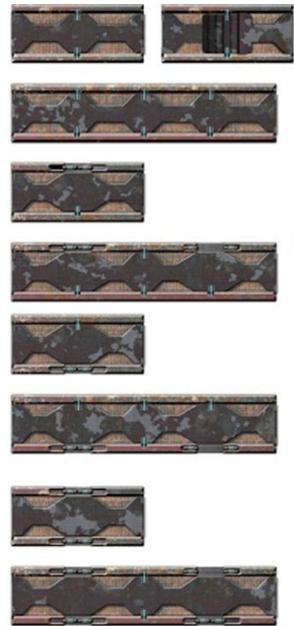






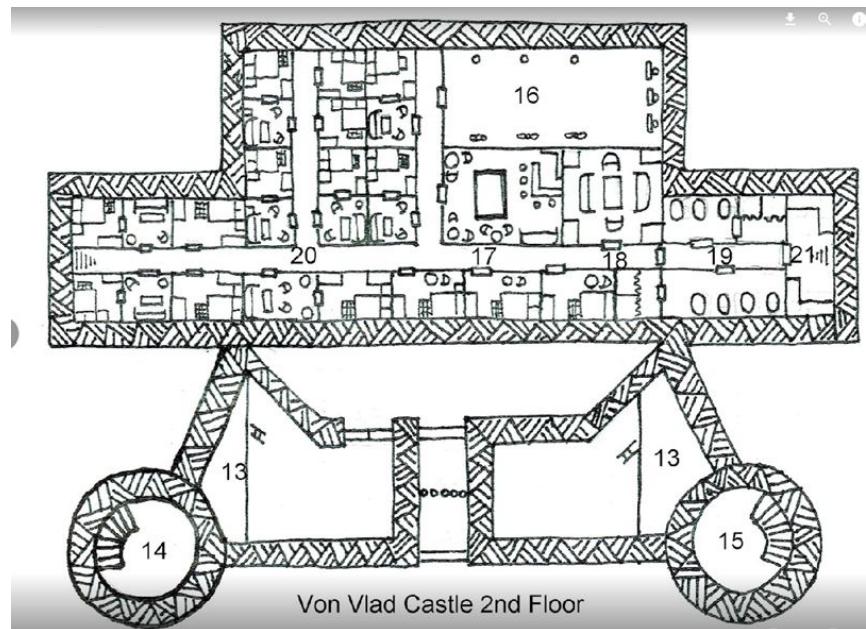




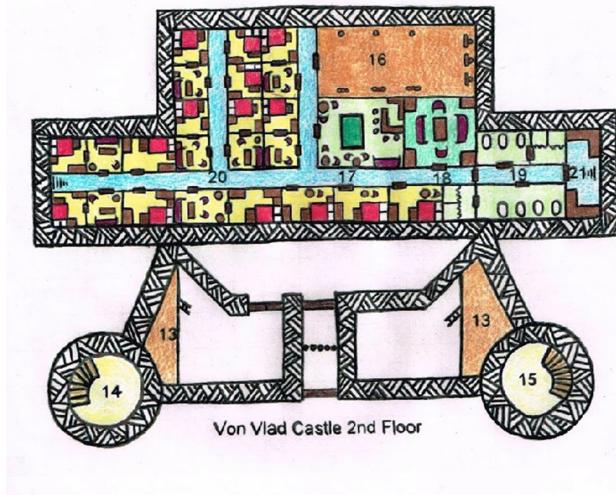


Don't forget the Narrative

Here we go 2nd floor of Von Vlad Castle, both the color and the rough black and white version. The second floor not only has rooms and suits for the nobles of the court but a weapons training room complete with archery butts, a billiards room, and sitting room for the ladies. It also has the communal baths, one for males and one for females. Of course there are the lofts from the stables towards the front to either side of the gate house and the second floors South West and South East towers



Decide upon the colour palette

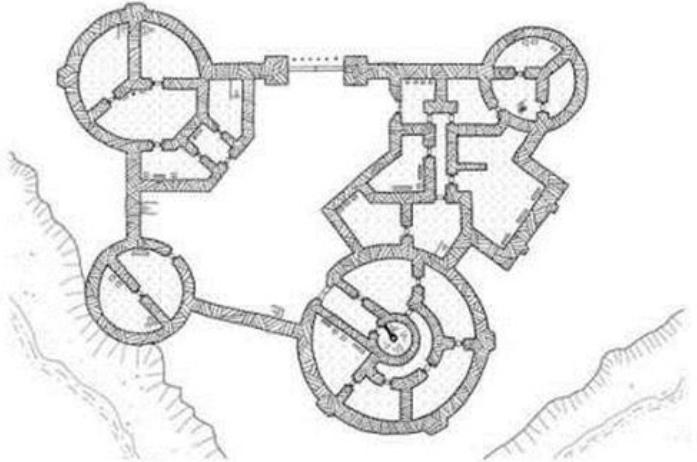


Theme helps in generating assets & environment

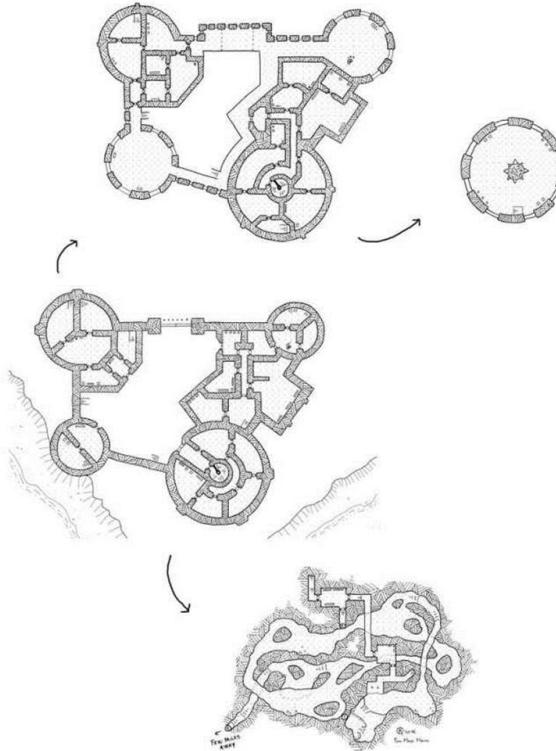
A fantasy map for a change from my sci-fi stuff. I'm calling this Stone Turtle Temple. I got the idea from a huge stone turtle statue featured in one of the multiplayer levels in Call of Duty: Advanced Warfare located at a South Korean Resort. This one is going to serve as a temple structure with interior passages and chambers cut from solid stone entering at the base, under the turtle's head. The turtle is a 3D model I created, it features an unusually high shell (higher than normal). The grid shows 1 inch = 5 feet scale, so the turtle temple is huge. (Work-in-progress - interior levels to do next.)



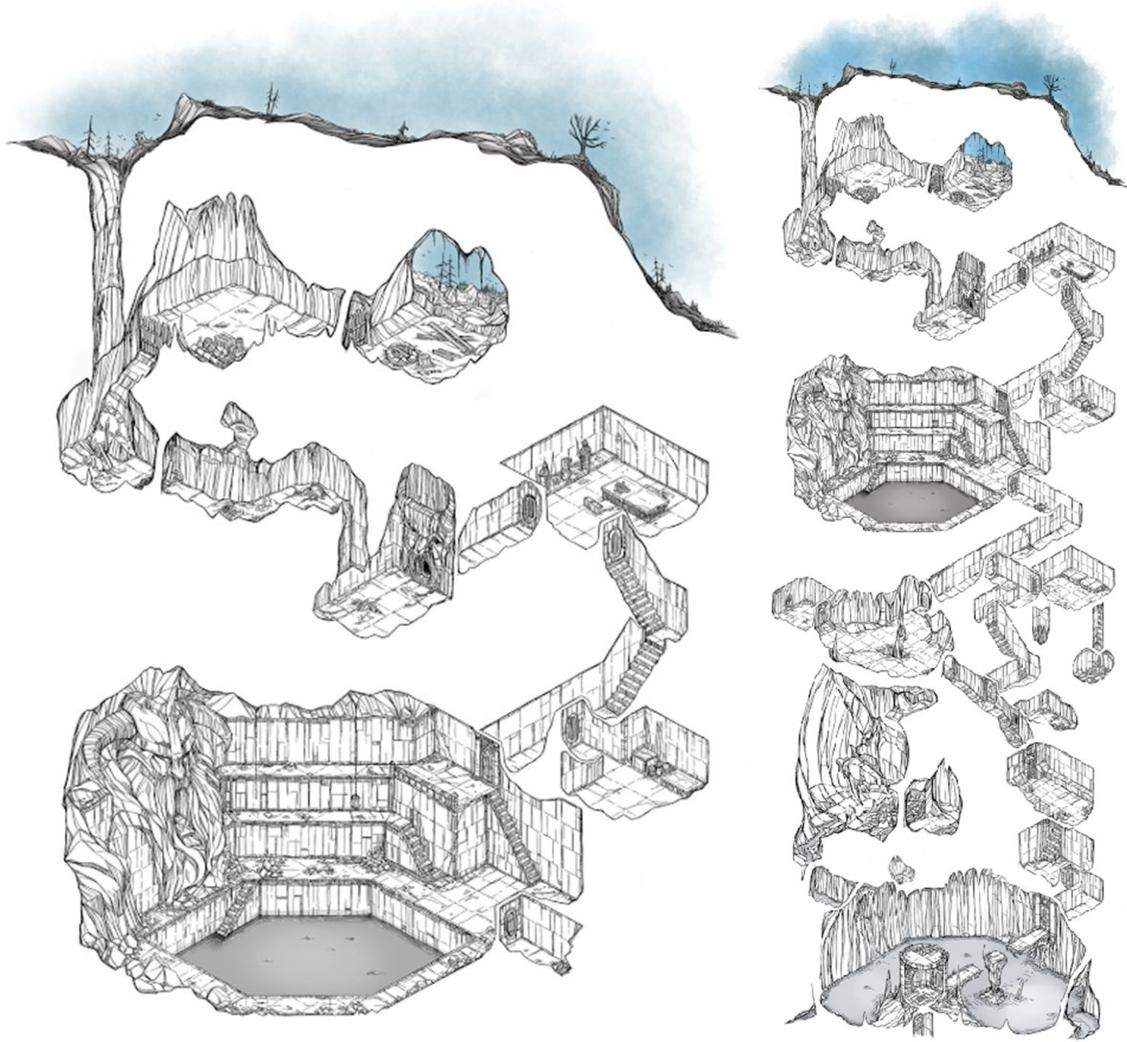
Mapping & patterns



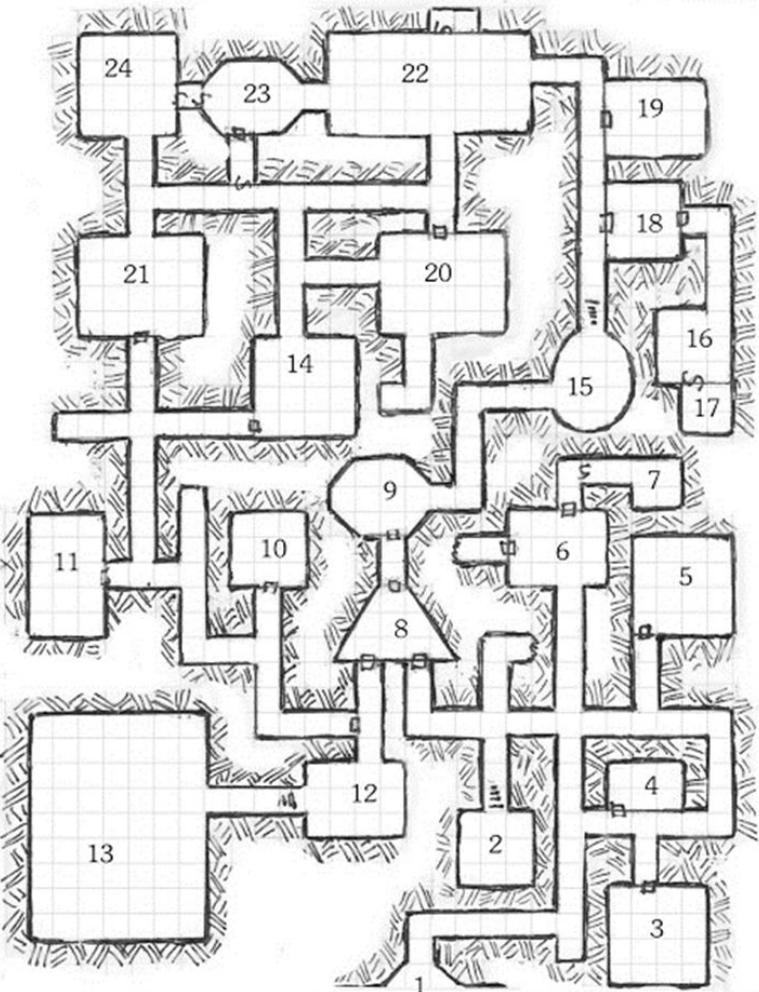
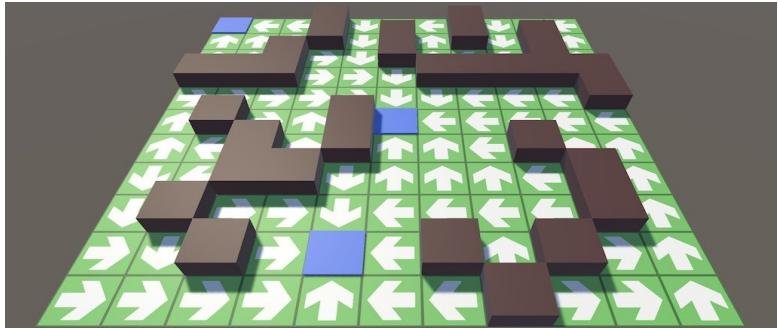
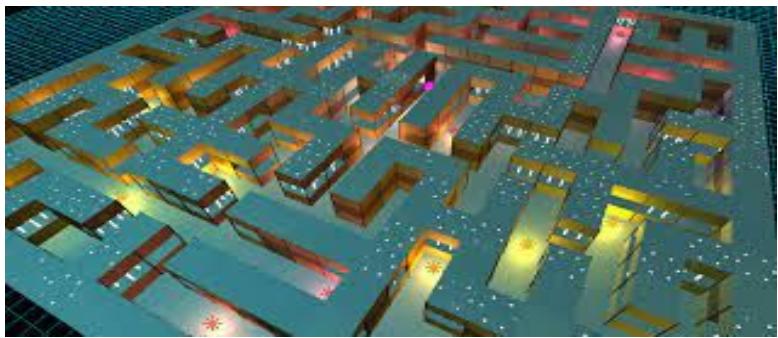
Airain Castle
Fan Map Mars 16



Mapping & patterns

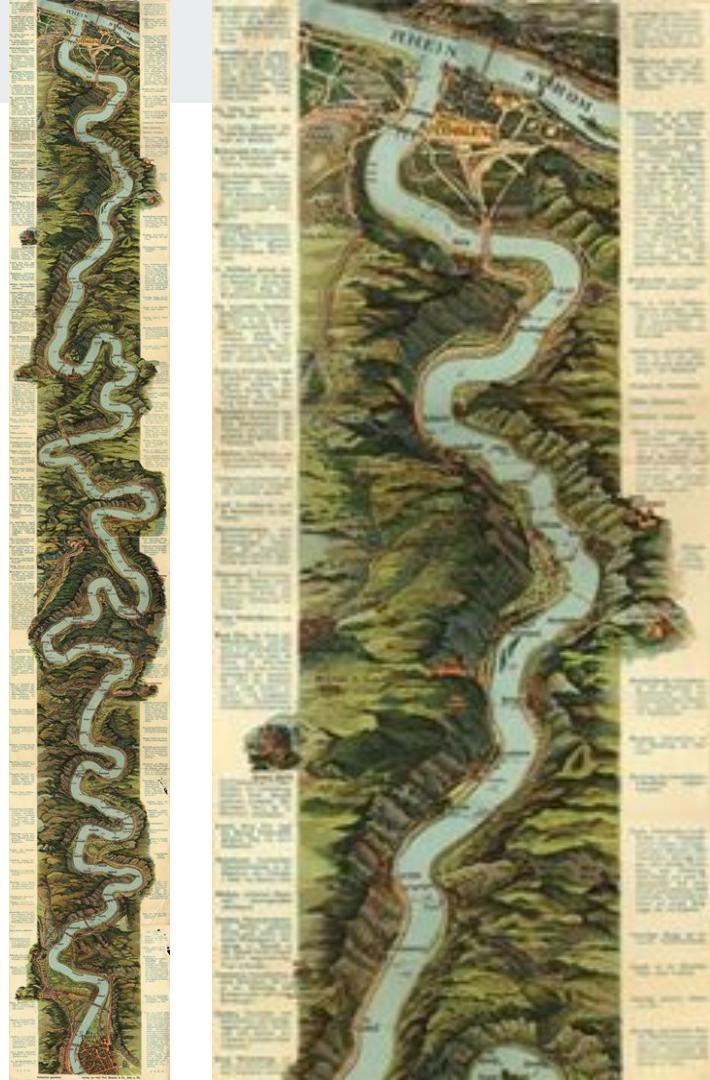


Grids in games

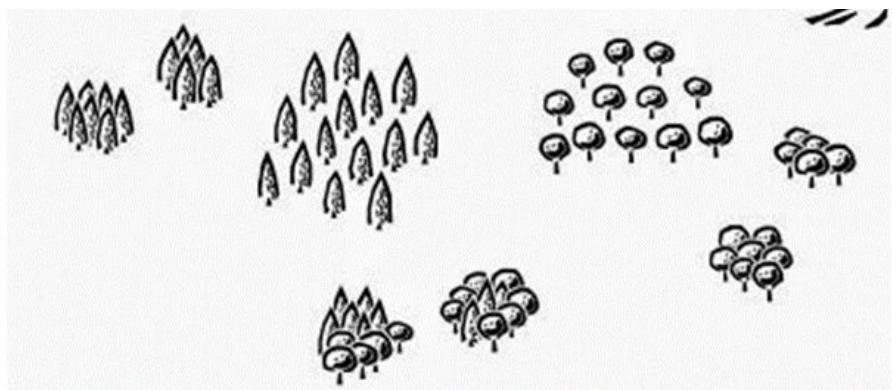
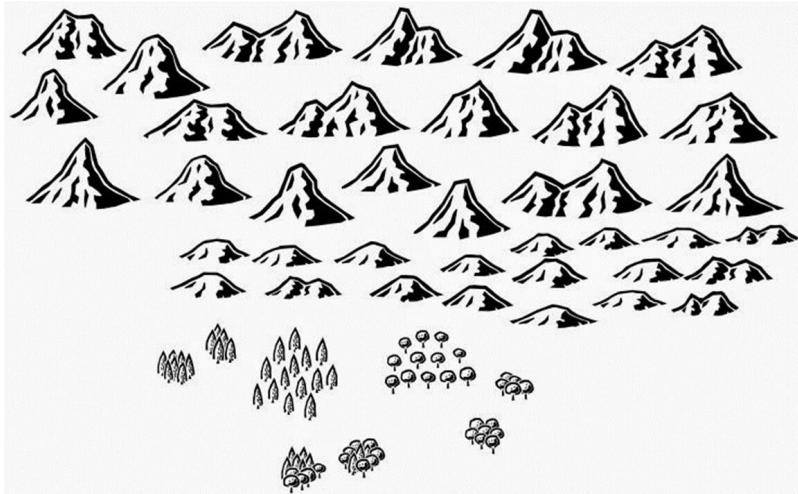


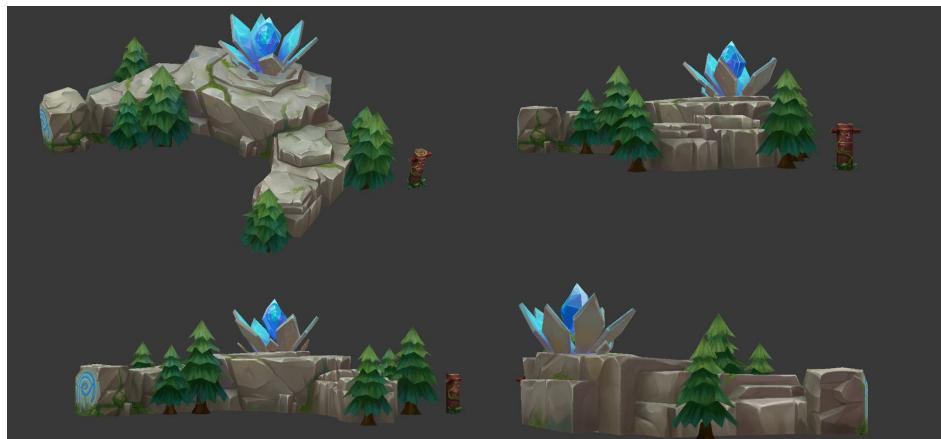
Free Map Friday Sept 16/2016

3 Toadstools Publishing



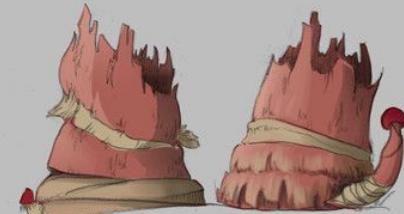
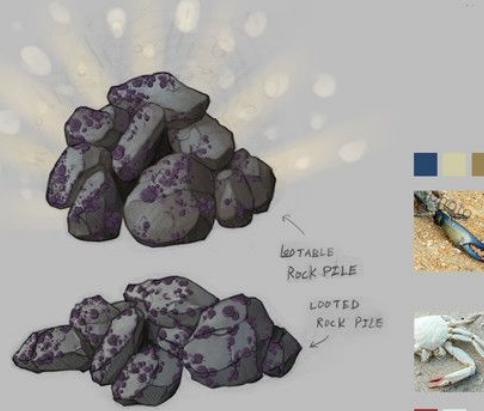
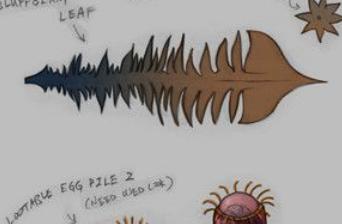
Assets & Objects in Environment





INTERACTIVE PROPS

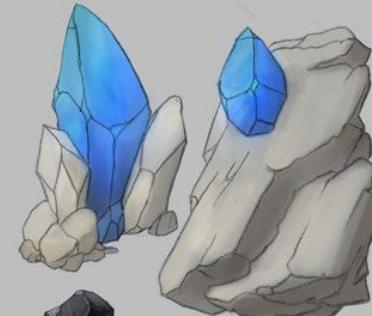
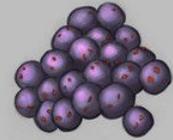
Stuff you kick apart, pry off, stomp and smash, to get to the loot inside that may or may not be epic.



MAGIC MUSHROOM



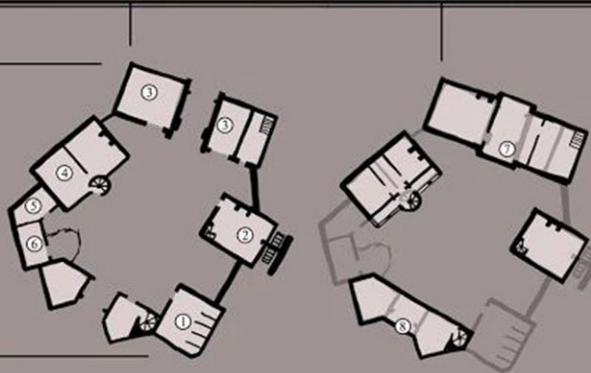
HARVESTABLE EGG PILE ✓



LOOTABLE GEM



FERME FORTIFIÉE



- | | |
|--------------|----------------------|
| 1 Écurie | 5 Poulailler |
| 2 Moulin | 6 Porcherie |
| 3 Granges | 7 Habitation paysans |
| 4 Habitation | 8 Réserve |

Facebook / cartes, plans et PNJ

tavernier.guillaume@free.fr



Sprints



HOW TO Vulpinize

YOUR MAPS (PART NINE)

THIS IS MY RECREATION OF THE MAPPING STYLE COMMON TO MANY FANTASY NOVELS AND GAMING PRODUCTS OF THE 1980S/1990S.

THERE ARE NUMEROUS WAYS TO MIX & MATCH RENDERING STYLES TO GET A MAP YOU'RE HAPPY WITH.

MOUNTAINS

① DRAW GENERAL LINE FOR SPINE OF THE MOUNTAIN RIDGE.

② DRAW INVERTED "V" SHAPES, "H" SHAPES AND LINES FOR INDIVIDUAL MOUNTAINS.

③ DRAW MOUNTAINS ARE INDEXED WITH A FINE PEN, USE THE PENCIL TO SHOW A SHADING ON HIGHEST PEAKS.

④ DRAW A JAGGED LINE DOWNSIDE EACH MOUNTAIN, SHADE ONE SIDE OF THE MOUNTAIN SHOW LINE.

⑤ ADD FOOTHILLS ON EITHER SIDE OF THE RANGE (OPTIONAL).

FOREST

⑥ DRAW VALUE SHAPE OF FOREST.

JUNGLE

⑦ DRAW VALUE SHAPE OF JUNGLE.

GRASSLANDS

⑧ DRAW DOWNSIDE AREAS ACCESS POINTS AND CLUSTERS OF GRASS SPREADING OUT AS THEY GO UP.

⑨ INK THESE WITH THE FINEST PEN.

⑩ ADD A FEW TREES BECAUSE THESE BECOME SIGNIFICANT LANDMARKS IN AN OTHERWISE FEATURELESS FLAT LANDSCAPE.

⑪ ADD TREE TRUNKS AND BRANCHES TO THE JUNGLE. (OPTIONAL)

⑫ AS ANOTHER OPTION, ADD QUICK SHADOW LINES TO EACH TREE FORM (SHOWN ON BOTTOM TREES).

SWAMP & MARSHLAND

① DETERMINE EXTENT OF THE SWAMP.

② FILL IN AREA WITH LIGHT HORIZONTAL LINES USING FINEST PEN.

③ ADD TUFTS OF GRASS (AS GRASSLAND).

④ ADD A FEW REEDS (OPTIONAL).

⑤ IN THIS CASE A SIMPLE HATCHING PATTERN SHOWS THE DANGEROUS AREA.

PARTICULARLY NASTY AREAS MIGHT BE MARKED MORE DRAMATICALLY.

FORTS & CASTLES

① DRAW BASIC FORTIFICATION SHAPE.

② INK IN WALLS AND TOWERS. ADD A GATE.

③ FILL IN THE FORTIFICATION. USE SHORT VERTICAL LINES TO THE WALLS FOR DETAILS.

TOWNS

① DRAW BASIC TOWN BUILDINGS FOR BIGGER VILLAGES AND CITIES.

② INK IN THE DETAILS.

③ FILL THE CLOSEST BUILDINGS (THOSE NOT BEHIND OTHER BUILDINGS).

④ LEAVE A FAINT LINE OF WHITE WHEN FILLING IN THE BACKGROUND BUILDINGS.

VERSION 1 LEAVE IT BLANK.

VERSION 2

PEAK HORIZONTAL LINES TO SHOW THE FLATNESS OF THE PLAIN.

OCCASIONALLY ADD A SMALL HILL ON THE PLAIN.

IMPORTANT REMINDER: WHEN USING A VARIETY OF RENDERING TECHNIQUES ON A MAP, USE A KEY TO HELP CLARIFY THINGS FOR PEOPLE USING THE MAP.

Ground Floor

Tower of the Way

Hall of Healing

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46

47

48

49

50

51

North Door

Door to Service Underpasses

Cadets

North Hall

Service Underpass

Kitchen

Garden

Cafeteria

Staff Cafeteria

Police Cadets

East Hall

West Hall

Students

Stoners

Art Gallery

Museum

Garden

Students

Students

Students

Students

Students

Students

Promethean Door

Tower of Might

Planes and Health

Temple Door

East Hall

West Hall

Students

Maintenance

Students

Tower of Knowledge

Promethean Door

The Great Chamber of the Dome



Assignment_2

[https://drive.google.com/drive/folders/1TwnlosBrXHAuNm
nWSCOeYCvrBXEUs8Ty?usp=sharing](https://drive.google.com/drive/folders/1TwnlosBrXHAuNm nWSCOeYCvrBXEUs8Ty?usp=sharing)