# Game Design Document and Technical Design Document - Vegistation

***This Document contains both the GDD (Game Design Document) and TDD (Technical Design Document)***

## **Contents**

**Game Outline**

*Chosen genre*

**Characters and Controls**

*Main Character*

*Character Designs*

*Character Specifications*

**Main Gameplay**

*Objectives*

*Goal*

**Game World**

*Level Design*

**Gameplay Mechanics**

*Mechanics*

**Enemies**

*Ai Behaviour*

**Cutscenes**

**Choice Of Game Engine And Why?**

**Assets And More**

*Furniture*

**Enemies**

*Enemy Designs*

**Hardware/Software Requirement**

**Bibliography**

## Game Outline

The chosen genre for this project is horror and puzzle.

The game is set inside a laboratory. The player will explore the laboratory after being sent to the building to solve puzzles, defeat mutations and remove the mutations from existence.

The horror aspect will be the environment and the mutations along with the ambiance, sounds and effects that the environment will give off along with the eery sounds the mutations will make.

The puzzle aspect will consist of finding items and placing them in correct orders, electrical based puzzles, piecing together collective information for formulate final results and creating mixes of formulars to match the result with guidance from finding the final collective information to help remove, and exterminate, the mutations before spreading.

The game will be targeted at those above the ages of twelve.

## Characters And Controls

Our Main character of this game will be a scientist working in a laboratory as they are working on perfecting on enlarging vegetables to solve lack of resources and food. During the start of our game the player scientist will be having a day off at home was not present for the disasters about to inflict harm on many lives.

This game will be a first-person point of view game which means it will not matter what the character looks likes.

The player will be able to hold items and weapons within the games allowing them to complete puzzles, pass enemies and collect intel on the current situation they missed and how they can fix the mess they were assigned.

## Main Gameplay

The main aim of the game is to defeat the mutated vegetables and stop the spread and growth of the mutations. The player must stop the army of vegetables growing to survive and leave the laboratory in one piece.

The game starts with a cutscene of scientist from the laboratory conducting their experiment before disaster strikes and the experiment goes wrong, in a last resort to stop the research from spreading outside the containment area they call you, the player, to come to the laboratory on your day off by leaving a message of distress and urgency.

The player processed to head to the laboratory in the dark as they reach the entrance. The interactive gameplay will start as they will enter and after some searching will discover blood stains and marks on the ground as no survivors are in sight. The player must find out what happened. There being security cameras they can look at the surveillance footage to find out what happened, however, there will be no power and the first puzzle of the game will be to restore power which will introduce the player to puzzles and encourage them to search for items.

Once the player has restored power the elevators will be up and running again allowing the mutated carrot to come up to the floor, the player will encounter the mutated carrot and learn about the attacking mechanics of the game.

Once proceeded they will head to the next floor where they will see the blood stains and mess from the remains of the failed experiment. The player will complete puzzles to get around, find information on how to stop the mutation. They will encounter more enemies them being more difficult to fight and hold up against.

Once the player reaches the bottom, they will prepare the solution to wipe out the mutated creatures in the sprinkler system, however, they will encounter the boss first, the boss will be a large mutation as the player will have to face off against it with the weapons they have collected on the way.

After the boss is taken down the player will complete the last and final mission where they will finish the game leaving the building after exterminating the mutations.

## Game World

**Security Room**

**Cafeteria**

First Level: A floor plan of a building

AI-generated content may be incorrect.

**Stairway – No Entry**

**Freezer – No Entry**

**Meeting Room**

**Storage 2**

**Storage 1**

**Staff Break room – No Entry**

**Power Room**

**Male Toilets**

**Kitchen**

**Female Toilets**

**Elevator**

**Office 2**

**Office 1**

**Front Entry – Players Starting Point**

**Rooms**

**Front Entry** will be where the player starts, the **Staff Breakroom** is locked and non-accessible to the player. Going through the corridor the **Elevators** will be unavailable until the player restores the power in the **Power Room**, but in order know they must restore power they will be directed to the **Security Room** finding out that none of the screens are operational due to the power being out. The player will then travel to different rooms in the map such as **Office 1** and **Office 2**, they will also search in **Storage 1** and **Storage 2** to get power fuses to put in the power box in the **Power Room**. The player can explore the meeting room for tapes and files for information.

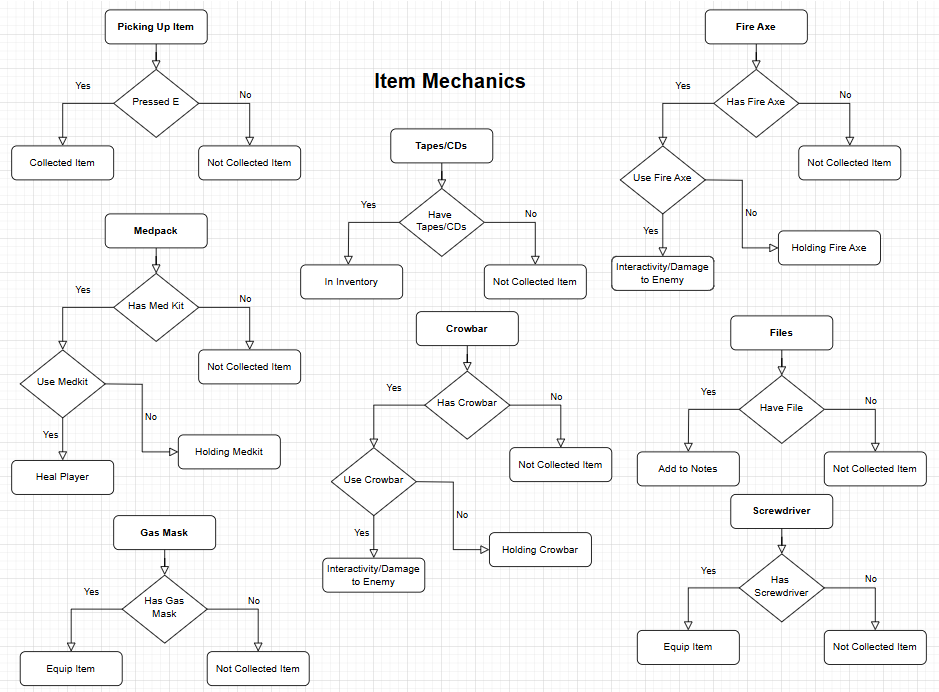
## Gameplay Mechanics

**Player:**

A diagram of a player control system

AI-generated content may be incorrect.

**Items:**



**Enemies:**

A diagram of a game

AI-generated content may be incorrect.

## Enemies

In this game there are six types of enemies and a boss. The enemies and boss are all mutated vegetables.

Each enemy has a different unique way of moving and attacking. The player will encounter different enemies on different levels and in different rooms specific to their nature and the boss can be found at the end of the game in the last room the player will be sent too.

On the first level the player will encounter the lower tier of enemies.

**The Lower Tier:**

The Models below were made from clay to represent the design of the characters.

**The Carrot**

A hand holding a pumpkin

AI-generated content may be incorrect.

The Carrot is the first enemy the player will encounter.

Movement:

* Slow Movement
* Hops around on one leg
* Patrols Rooms

Attack and Abilities:

* Medium distance
* Long slender arms
* Weak attack
* Has no special ability

Heath, Damage and Weak points:

* Has 60 HP
* Deals 5 damage per hit
* Main Body is weak point

**The Tomato**

A hand holding a painted pumpkin

AI-generated content may be incorrect.

Movement:

* Slow Movement
* Hops around
* Stays Idle in Rooms will follow player

Attack and Abilities:

* Long distance
* Spits tomato seeds at Player
* Weak attack
* Leaves tomato juice on the ground, player will slip on it

Heath, Damage and Weak points:

* Has 30 HP
* Deals 10 damage per hit
* Main Body is weak point

**The Mushroom**

A hand holding a mushroom

AI-generated content may be incorrect.

Movement:

* Doesn’t move
* Stays Idle in Rooms on the ground

Attack and Abilities:

* Medium range
* Explodes like a landmine when the player stands on then
* Medium attack

Heath, Damage and Weak points:

* Has 10 HP
* Deals 30 damage per explosion
* Main Body is weak point

**The Higher Tier:**

**The Onion**

A hand holding a yellow object with a face

AI-generated content may be incorrect.

Movement:

* Speed: Slow, tends not to move
* Will roll around and stop in areas

Attack and Abilities:

* Sprays tear gas from its mouth
* It does not have a physical attack

Heath, Damage and Weak points:

* Has 50 HP
* When is moving damage reduction will be in place
* Will make the player's vision blurry and make the player loose health by suffocating on the gas
* Takes 2 damage every second

**The Corn**

This Enemy will have legs and arms made of the stork and leaves

A hand holding a corn cob

AI-generated content may be incorrect.

Movement:

* Slow Speed
* Walks with feet having a slow pace but makes a heavy stomping noise
* Patrols areas being mostly blind from behind and if player crouches, they will not be seen unless they get too close to the front of it

Attack and Abilities:

* Short distance attack as slams fists down and feet
* Shoots Corn at you for a long-distance shot

Heath, Damage and Weak points:

* Has 80 HP
* Deals heavy damage to the player
* Weak spot is the yellow corn, green shell shields from most of damage

**The Broccoli**

This Enemy has a spring at the bottom to move around

A hand holding a green object with a eye and a purple eye

AI-generated content may be incorrect.

Movement:

* Fast Movement but tends to stand still when player is in range
* Will move closer to player if they get further away
* Uses spring at bottom to bounce around
* Springs around in rooms, will follow player

Attack and Abilities:

* Uses Purple eye to force player to look at them taking health away slowly
* Eye will make the players the players screen purple if spotted

Heath, Damage and Weak points:

* Has a HP of 40
* Weak point is Eye
* If eye is shot, then it will close the eye for 5 seconds allowing the player to remove the purple glow and ringing noises, will also prevent health from being lost
* Will take 5 HP when purple glow is fully visible on boarders of screen

## Cutscenes

During this game there will be cutscene.

**The First Cutscene**

Staff within the Laboratory will experience an experiment go wrong as one of the employees will send the player an alert message to come into the laboratory to the player on their day off. The player will leave their home and head out for the Laboratory.

**The Second Cutscene**

The player will switch on the power which will restore the elevator it now in operation. The elevator will be sent down. The player will review over the footage watching as the vegetables during the experiment mutate an attack the employees, while the player is watching the footage the elevator is still making its way down. Once the footage has ended the elevator will have made it’s way to the top, as the doors open it will reveal that there is a mutated carrot that has travelled up the elevator the player unaware.

**The Third Cutscene**

Player will encounter boss in the testing chamber.

**The Forth Cutscene**

Player will leave this place alive and uninfected

## Choice Of Game Engine And Why?

Our choice of game engine is unreal engine.

The reason we have chosen such a powerful game engine is because it has unlimited potential and is continuously improving becoming the future game engine for gaming.

Unreal Engine offers a realistic style of gameplay primarily; however, this does not mean that it only offers a realistic type of game style, it also offers different styles. Our focus is to look at a slightly more less realistic style.

## Assets And More

Since this is level designed based, the assets will be mainly furniture and table side assets such as stationary, laboratory equipment and more.

## Enemies

## A hand holding a green object with a eye and a purple eye AI-generated content may be incorrect.A hand holding a mushroom AI-generated content may be incorrect.A hand holding a painted pumpkin AI-generated content may be incorrect.A hand holding a corn cob AI-generated content may be incorrect.A hand holding a yellow object with a face AI-generated content may be incorrect.A hand holding a pumpkin AI-generated content may be incorrect.

## A screenshot of a computer AI-generated content may be incorrect.

## Hardware/Software Requirements

Since the choice of game engine for this game is Unreal Engine getting the right hardware will be critical.

Unreal Engine is a high-powered engine and requires at least 8GB of Ram to be able to access its minimum potential. Software such as Blender requires the similar amount of ram usage but it all depends on how many models you make or what tools you use within blender.

Blender can use addons from outside sources which can take up extra processing power but the same could be said about Unreal engine.

Unreal Engine can import in textures, packages and asset files which can increase the size of the project massively.

Blender depending on preference can be used with a Digital tablet with or without a screen. Digital tablets are most useful for sculpting and painting textures onto models UVs, by setting key binds on the side of the pen it can be set to whatever the user preference is and can be adjusted at any time making it an extremely useful tool for those who enjoy shortcuts which blender mostly relies on and makes things quicker for experienced users or users who like to advance faster and more efficiently. Overall, the Digital Tablets are a great addition to blender and with great personalisation available the user can get work done effectively.

The overall requirements for this production process are using a high-powered computer capable of supporting high ram usage and high-performance ratings along with an additional Digital Tablet for blender usage to increase performance and detail work.

## Bibliography

SmartDraw, Free to use Blueprint maker

<https://app.smartdraw.com/?nsu=1>

Mural, a free to use mood board maker

<https://youtu.be/n4ri8ul_uzs?si=5g03aMwyyVcm2LXm>

Character Mood Board

<https://app.mural.co/t/fishbowl3d4545/m/fishbowl3d4545/1738330322618/919f7ea656d7f55c3e01f211f343e052071ece82?sender=u201384d5e318bff83ebc6919>

# Prototype Description

*Project Name:* First Deliverable - Vegistation  
*Student Name:* Grace Harris  
*Supervisor:* Artur Machura

(500 words)

**1. Project Overview**

A brief introduction to this project. I am making a 3D Level design for a game named Vegisation within Unreal Engine using Blender.

My idea for this project was to make a 3D level design of my game idea in Unreal Engine and blender. I would design the level with blueprints before building it into a level in Unreal Engine and then adding assets made in Blender such as furniture.

The game idea will be presented in my Game Design Document (GDD) and my assets and designs produced will go into my Technical Design Document (TDD).

The reason I chose to do this project idea was because I want to improve my skills in both Unreal Engine and Blender as they are the two most comfortable areas in game development I enjoy. The aim is to become stronger and more knowledgeable in both skills.

The process in which I have started this project is so I could visualise my project before producing work. Starting off with my Game Design Document (GDD) got me started out on writing the story and the game progress so when it comes to modelling further on in this project, I would know exactly what I need to model preventing time from being wasted, this helps with planning my Jira tasks.

Making a blueprint allowed me to know what furniture I need to in my level; this then allowed me to plan where items or weapons go within the rooms so the player must explore all the level.

Making my Unreal project with the blueprint made it a lot easier to visualise where rooms would go and the scale they needed to be not just throw in random shapes and get the scaling wrong. Using a new tool in Unreal Engine allowed me to block out my levels rooms with the correct scale and size because of my blueprint.

My next steps were to include anything I had design wise, like mood boards, concept art and blueprints, into my Technical Design Document (TDD). This allowed me to go into detail about my concept by explaining and showing how I wanted things too look within the game.

Creating my mood board

Changes will be made to my GDD and TDD over the course of this project as ideas might change or designs.

~~Provide a brief introduction to the project. Describe the core idea/the problem it aims to solve.~~

**2. Core Features**

Going over the main features I set to include in my first deliverable prototype I believe I have achieved all I set to achieve within the time and more.

* Completed the first draft of my Game Design Document (GDD)
* Completed the first draft of my Technical Design Document (TDD)
* Completed a blueprint of the first level design
* Created a block out in Unreal Engine of the structure of the level
* Created Character Mood boards
* Level, Assets and Item Mood Board

~~List the main features of the prototype. Focus on what is implemented in this phase.~~

**3. Technical Implementation**

Describe how the prototype is built, including programming techniques, frameworks, and tools used.

**4. Limitations & Future Development**

Identify any known issues or limitations and propose next steps for future iterations.