

# LittleSimWorldInterview

## Game: Anime Ascension

Game Design Document

Versão: 1.0

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# 1. History

Basically the player is a cosplayer in an anime event. In the game the player can buy items, different clothes with NPCs, and all of this participate in a trial game, where he can talk about a performance after the game he receives a certain grade.

## 2. Gameplay

The gameplay of the game is based on the purchase and clothing of items, with the movement made by the W, A, S or D keys and directional keys.

The interaction with the NPCS is made by bringing them closer and the dialogue with them is made by interaction with the interface.

The game contains a phase where the player has to dodge the errors that will be played on the map.

## 3. Characters

Illuminis, the main character.



## 4. Controls

The player's movement is done by using W, A, S or D and directional keys.

You can open the menus using I for the inventory, and P for pause.

## 5. Camera

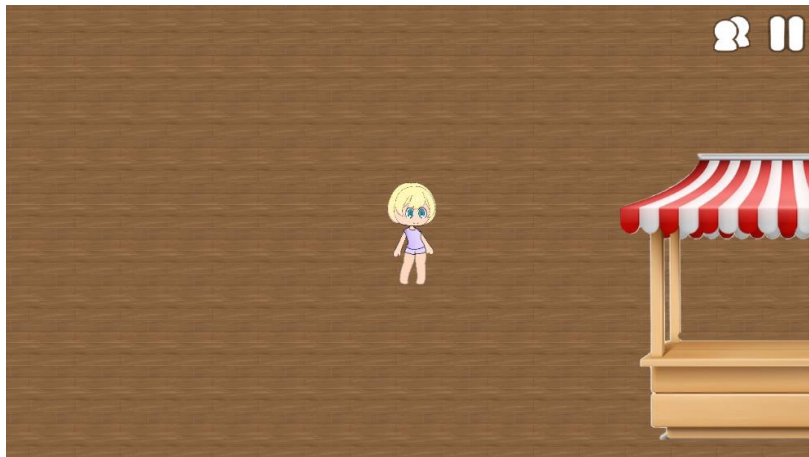
Top-view camera.

2D game.

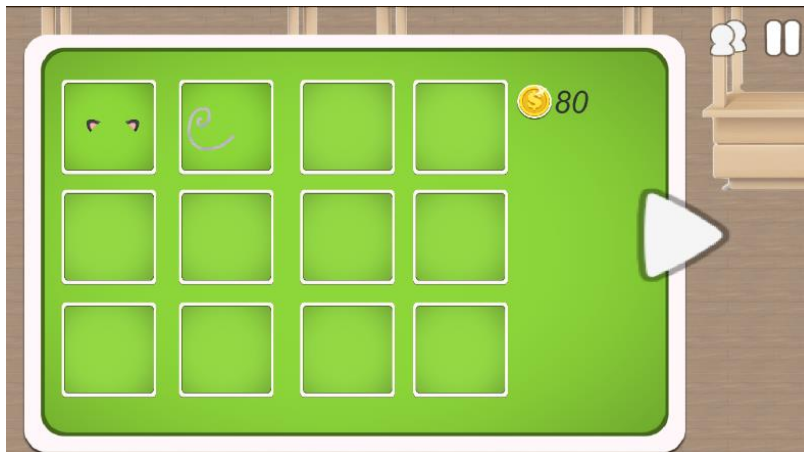
## 6. Interface

The game interface is divided between:

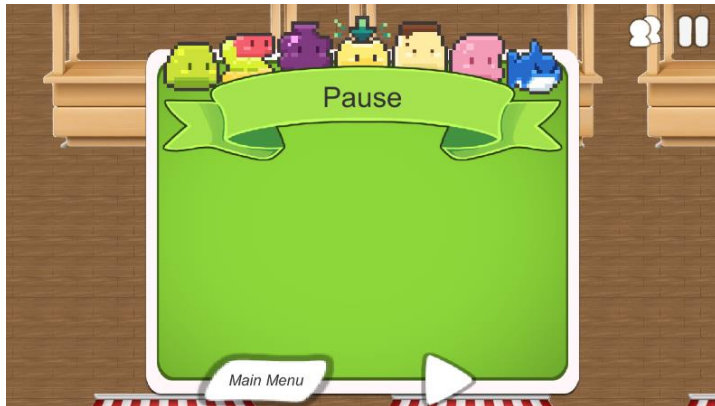
### Base screen:



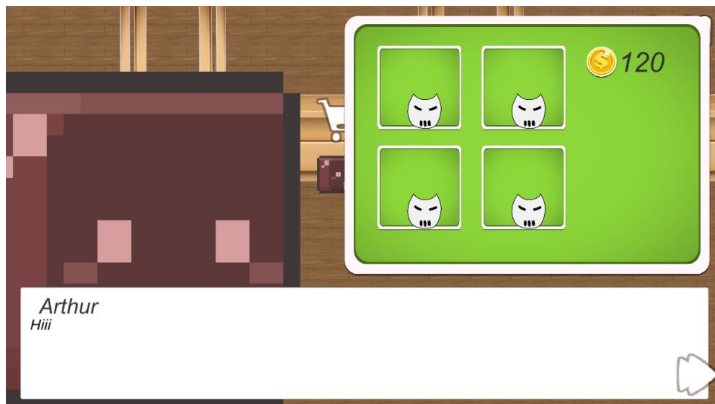
### Inventory screen:



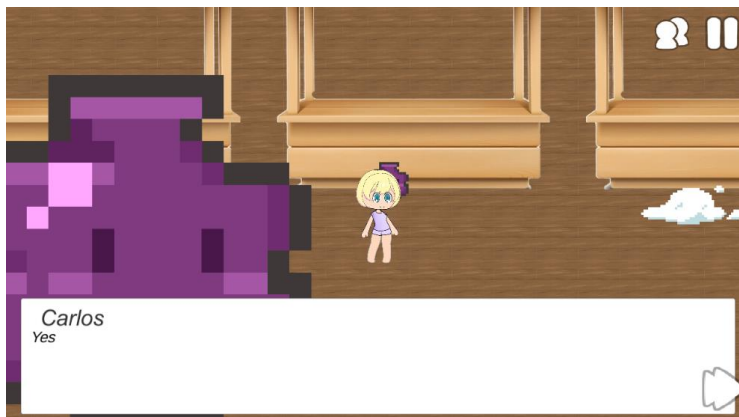
## Pause menu:



## Menu de NPC de venda:



## Menu de NPC normal:



## 7. Timeline

Here will contain a simple schedule:

- 1- Install unity. Search for assets for the game.
- 2- Start of the development of the prefabs that would contain in the phase. Search for assets for the game.
- 3- Development of the prefabs that would contain in the phase.
- 4- Conclusion of NPC prefab. Beginning of the development of some game arts.
- 5- Development of the game economy. Search for assets for the game.
- 6- Development of trial phase.
- 7- Completion of Game Developer Document.