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| HALT gAMES PRESENTS |
| Blizzard the Wizzard |
| Game Design Document |
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| **Version 0.01** |

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# Document History

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| Version | **Date** | **Changes** |
| 0.01 | 26/09/12 | Added:   * Game Overview * Gameplay * Characters |
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# Game Overview

Blizzard the wizard is your standard wave survival game, the player controls one character and does his or her best to survive as long as possible against increasingly dangerous enemies.

# Gameplay

describes the flow of the game. How does the player interact with the world. Where do they go, what do they do? What are the gameplay elements

involved? What sorts of things can the player do? What can they do with the GUI? What verbs would you use to describe user actions?

The player will control the character 'Blizzard', Blizzard is a gangster wizard doing his best to enter the Gang Of Wizards, the highest level of prestige a gangster wizard can reach. To prove his worth Blizzard must travel to a magical island filled with ancient artifacts, and vicious villains.

The game will play from a 2nd person view, a top down view at a slight angle, using the 'wasd' keys the player will move blizzard around the island. As Blizzard moves the camera will move with him, keeping him centred at all times. The player will begin with one default spell to combat his enemies with and as the game progresses the player will collect power ups that will either give him permanent or temporary increases in power in the form of new spells. using the mouse to aim the player will use these spells to combat the monsters that dwell on the island. The monsters will come in waves and use either ranged or melee attacks to try and kill the player. After each wave is defeated a more powerful one will follow until eventually the player is overcome. The player will then be informed on whether he has made it into the gang based on his or her performance. The game aims to be fast paced with a steady increase in pace and difficulty. The player must also make tactical decisions on when to cast what spells as each spell has an associated cooldown and spell power cost, meaning using a powerful spell too early may lead to the character being killed while he or she is unable to cast it again.

# Characters.

What types of entities are involved in the game? Non player characters, their statistics, special talents, etc.

**Blizzard**

The hero of the game Blizzard is your everyday Gangster Wizard with a combination of Ganster gibes and mad magics Blizzard aims to

prove his worth against the deadly denizens of the Mystical Island and take his rightful place in the Gang Of Wizards.

**The Bad Dudes**

Due to long exposure to the powerful magics contained on the Mystical Islandthe originally tame and normal creatures that inhabited the island have grown in size, power and intelligence, addicted to the magic that has made them strong they are also viciously protective of the artifacts on the island and will attack all who step foot on it with neither hesitation nor mercy.

These powerful beasts include:

* Killer Birds

Mutant Fish

# Game Objects

Details things that the player can interact with. Currencies, objects, items, etc

The game world has two objects that can be interacted with, Tomes and Scrolls. When the player runs over these mystical objects Blizzard will gain new powers, that in the case of scrolls are temporary and in the case of Tomes, Permanent.

# Physics

Specific physical constraints of the world - gravity, statistics of interactions, etc.

# Artificial Intelligence

What behaviours are required from elements in the game? How smart do they have to be an in what ways?

# Interface

Flowchart of navigation and possible options users can choose. Should include a breakdown of all types of actions a user can take in different screens and what results those have.

# Mockups

Simple designs of every screen the user will see. Explanations of what the screen does and what different actions will do on different screens

# Art and Cutscenes

What art and cutscenes are going to be needed for the game?

## Packaging

What is the final product going to look like when boxed?

## Terrain

What tile graphics cover the terrain? Backgrounds, textures, environment.

## Gameplay Elements

How do the characters look? Items in the game, bad guys etc.

## Special Effects

What special effects are applied in the game and when do they happen?

# Artistic Goals

The art team should get a clear idea of what the art is supposed to accomplish.

# Music and Sound Effects

Themes and moods which need to be conveyed should be outlined for the musicians to create

# Story

Synopsis of the plot. Back story and character descriptions. All elements applicable to the narrative

# Level Design

For linear level design flow charts and story lines should be outlined. Where abouts different weapons should be found. Key points in the game maps. For non linear and emergent games, level variables that affect the way the levels are perceived should be outlined and discussed.