**Design Document**

**Group 1**

**Design Challenge:**

Design a third person on rails adventure collection game with gameplay inspired by Subway surfers to enable children aged 6-10 in De Ontdekfabriek in Eindhoven to experience an underwater adventure in a bright colorful world while cooperating controlling a physical dolphin with no negative feedback for the player.

**Game outline:**

A dolphin will be railroaded through the sea. It will follow visual currents collecting crates, swimming through hoops and placing pingers on nets along the way. The player will have options to take different routes which will be decorated differently.

**Setting:**

The game will take place in the sea at surface level and sometimes at deeper parts. There will be beaches, hills of sand and coral reefs.

**Visual design:**

The game should consist of mostly underwater environments. These environments shouldn’t go into sci-fi territory although they can be unrealistic in relation to one another. Considering the location of the movie there should be no coral in the area. Areas can also switch scenery very quickly, at one point the player can be moving through coral fields and the next they could be in an underwater cave.

The colors used in the game should be bright and cheerful. Things such as coral and other underwater fauna will emphasize this. The game should strike a balance between fairly deep underwater areas while not becoming super dark and/or scary.

Underwater there will be other organisms swimming through the ocean. These should also not become scary. Since the game will be utilizing low poly assets, organisms such as sharks will not have great scary and unsettling details. The presence of sharks should still be limited to specific areas. This way our target audience will not be unsettled by their presence which might influence gameplay (e.g. steering away).

Potential different areas:

* Beachside
  + Fairly shallow waters
  + Barely any fauna
  + Some small fish
  + Lots of sunlight coming through the water
  + Lots of sand
  + Crabs (?)
* Coral reef
  + Bright and colorful coral all over
  + Lots of colorful fish
  + Bubble particles
  + Gray rock formations
* Underwater caves
  + Gray rocks
  + Tunnels with colorful highlights
  + Small amounts of coral
  + More crabs
* Sunken ship
  + Lots of plants that have overgrown the ship
  + Fish, more sharks
  + Lots of seaweed

**References:**

The games and movies we’ll be referencing are Subway Surfers and Finding Nemo.

**Aesthetics**

* Discovery
* Fellowship

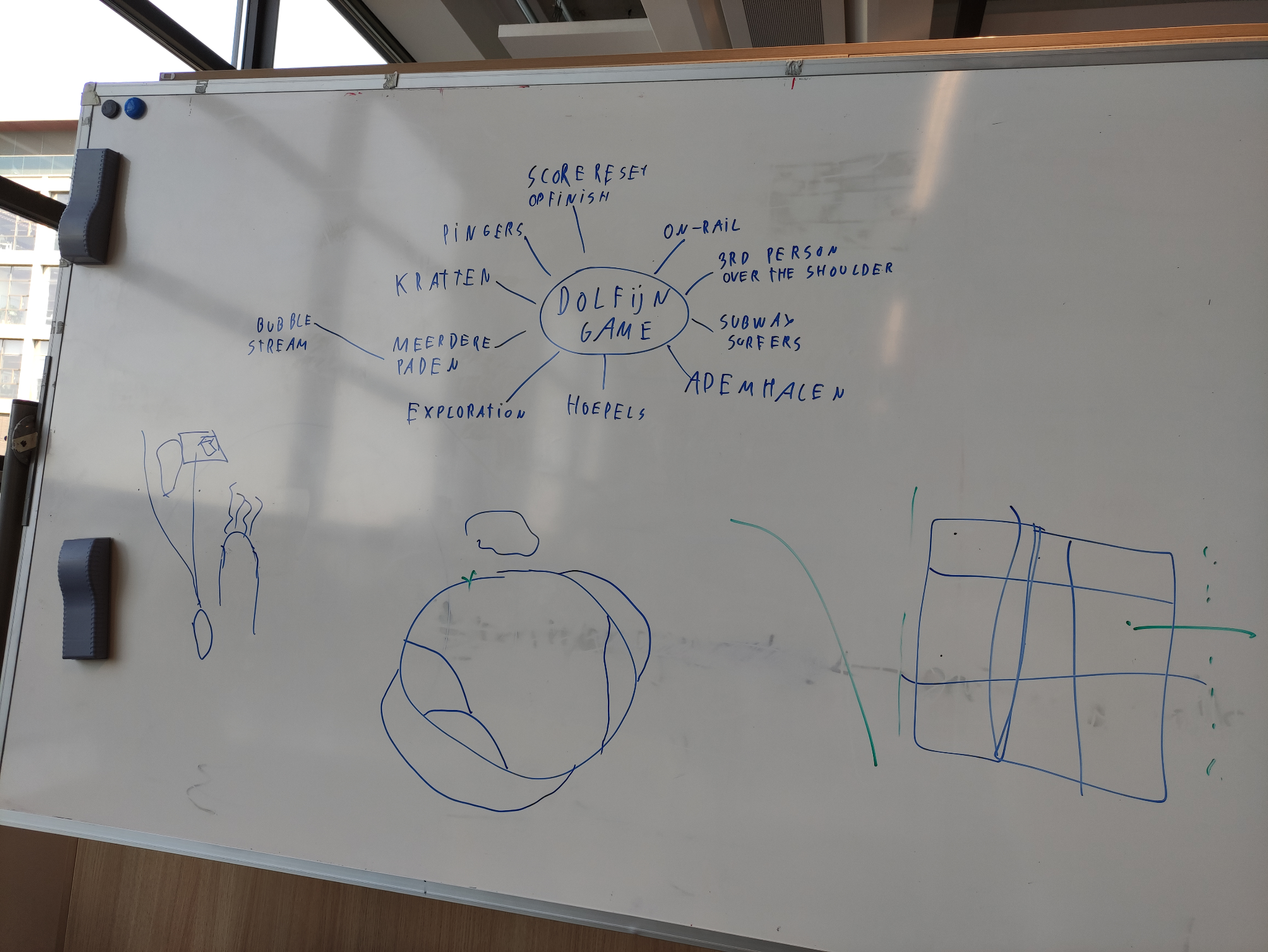
**Dynamics**

* Third person movement
* Collecting treasure
* Cooperation
* Different routes
* Constantly moving

**Mechanics**

* Forward/backward: Accelerate/decelerate.
* Left/right: Move the dolphin to the left or to the right.
* Up/Down: Move the dolphin up and down.
* Jumping out of the water: When the player is swimming up with a high enough speed he can jump out of the water.
* Switching lanes: When the player reaches a certain point he can choose between which path he will take by steering to that side.
* Collecting Items: On the track the player follows there will be certain items/collectibles and when the player touches these items they will be picked up.
* Swimming through rings

**Whiteboard notes**

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