[GO] Game Overview

Big picture game overview elements to be reviewed often.
Seek feedback from people to your game vision, purpose, and design strategy to see if they react positively to your wording and message, and iterate as needed.
Innovative games requires strong understanding of the tools and principles of good gameplay, narrative, art and audio to know how to use it or break it to create a desired high quality outcome.

Game Vision *What the Game is.*

Game Title

Current Game Title	Potential Game Titles	Genre	Modes of Play	Platform(s)	Release Date
• **Djaa** (meaning land or home).	1. Rites of Passage. 2. Manta.	• 2D action-adventure Platformer.	• Single-Player.	1. Mobile (Android/ iOS). 2. PC (Windows/ Mac).	• Jan-Feb 2024.

Logline (Examples)

1 sentence describing what the game is to entice someone to play or join the project that focuses relevant strategies to realise it. Iterate regularly to get it right.
Logline Elements: Protagonist (use adjective, not name), protagonist active goal, antagonistic force, stakes if protagonist fails, and urgency. Don't reveal ending.

• A boy seeking the warriors path for glory is thrusted into an unknown world, and must learn the wisdom of his ancestors to return home.

Tagline

6 word story for marketing purposes to intrigue an audience to know more by knowing what's exciting and unique about your game.

• Holy grail unveils who you are.

Scope Overview

3-4 sentences describing what and how the game will be delivered as to gameplay, narrative, art and audio that is engaging and unique as an elevator pitch to entice someone to play or join in the creation of the game project that focuses relevant design strategies to realise it.

• 2D single-player action-adventure platformer released in Jan-Feb 2024 for mobile (Android/ iOS) and PC (Windows/ Mac) for audience ages between 10 to 17 that explores aboriginal tribal culture through the eyes of a driven, shy and arrogant boy (Budburra) during initiation (rite of passage) who is seeking to become a powerful warrior for glory to prove his honour.
• In and over his head, Budburra ignores the commands of his father (Babun), and gets lost in the bush to then be transported to the dreamtime. Budburra must learn the timeless wisdom of his ancestors by exploring and surviving south east Queensland landmarks in the dreamtime to become the warrior the tribe needs to return home.
• Player embodies Budburra with intuitive flow of hunting, gathering and platforming gameplay with stylised realistic art style for the physical world, and aboriginal dot paintings in the dreamtime (spirit world), with authentic aboriginal instrumental music to represent characters and their journey that conveys a playful, empowering and mystical tone.

Game Purpose *Why the Game is.*

Theme

Compelling question that inspires the team and the player to seek and complete the game to know the answer to that is the theme for the game's story.

Thematic Question
What is the thematic question about life and reality that inspires your creativity to explore, potentially answer, and express related to the games vision?

• What is the aboriginal tribal cultures timeless wisdom to live a wise life?

Theme
What is the universal truth answer to the thematic question that is the theme for the games story?

• Live to nurture the land and its inhabitants that one stands with, and in return one is nurtured.

Business Case

2-4 sentences describing why (benefits) the game should be made for the target audience and team that inspires team motivation towards project completion.
Is it to entertain, educate, inspire, increase awareness, show a perspective, social inclusion etc?

Player Experience Goals
Desired experience target players receive during and after playing the game as to playstyle (fun type), emotions and understanding (knowledge, ideas and wisdom).

• Explore and learn the wisdom of aboriginal culture (specifically Gubbi Gubbi people) by undertaking a rite of passage towards becoming a powerful warrior in a new unknown world (dreamtime) to nurture the tribe and its land that feels authentically playful, empowering and mystical to inspire young people to do the same.

Team Experience Goals
Desired experience team members receive during and after completing the project that's fulfilling, resource viable, and utilises teams values, strengths and skills.

• Work on a meaningful game project that has a clear vision and purpose with a respectful team suited to each individuals skill level to produce team flow that feels intrinsically and sustainably satisfying with zero crunch that advances the teams skills and careers.

Experience Metrics
How the player and team experience goals will be accomplished, and what playtesting and team metrics will be used to measure it.

Game Design Strategy *How the Game is.*

Design Features

Brief description of the key feature ingredients of the game that makes it engaging, unique and/ or innovative from other games, and then prioritise that list towards achieving player experience goals.

Features	*Description*
1. Flowing Combative Movement.	• *Intuitive flow between combat (hunting) and movement (platforming) with Budburra's signature multi-purposeful weapon the returning boomerang.* ○ *Budburra can run, variable jump, wall jump, and climb (for period of time).* ○ *Returning boomerang can be thrown long distances that automatically returns to the player to stun and damage animals, teleport to when boomerang ready, reduce player gravity while thrown in the air and slow game time if action input held for period of time, and interact with the environment (bounce, knock off bush tucker items).*
2. Aboriginal Paintings.	• *Authentic aboriginal dot paintings art style for the spirit world (dreamtime) environment, characters, objects, user interface and visual effects that conveys a playful, empowering and mystical tone.*
3. Aboriginal Instrumentals.	• *Authentic aboriginal instrumental music that represents story worlds and characters journey, by adapting to the changes of the story that conveys a playful, empowering and mystical tone.*
4. Exploratory Level Progression.	• *30 levels lasting 6 mins (3 hrs) with each level (episodes) having a 3 act structure that teaches important life lessons (wisdom) and survival strategies (hunting, gathering, traversal, language) from aboriginal culture.* ○ *After inciting incident, player has access to the level hub in the dreamtime to be able to return to completed levels using scar trees (portals).* ○ *Important levels contain important landmarks in south east Queensland Gubbi Gubbi tribe area.* ○ *Automatic level saving system that saves the levels completed, triggered when the player enters a new level or reaches a respawn point.*
5. Fast Forgiving Respawn.	• *Fast forgiving respawn system with star bush checkpoints to maintain the flow of level progression.*
6. Simple AI.	• *Finite state machine AI system for simulating 9 authentic Australian animals with a dreamtime spin in appearance and/ or behaviour to instigate feelings of familiarity and uniqueness.* ○ *Animals: Kangaroo, Emu, Koala, Echidna, Taipan, Brown snake, Red-bellied black snake, Kookaburra, Fruit bat.*
7. Interactive Gathering.	• *Interactive gathering system with UI pop-up when nearby interactive objects for gathering 10 authentic Australian bush tucker (plants) and narrative items for level progression.* ○ *Healthy plants: Finger lime (health), Lemon myrtle (invincibility), Midyim Berry (movement), Quandong (jump), Lemon aspen (climb), Muntries (weapon throw).* ○ *Poisonous plants: Cycad (movement), Deadly nightshade (death), Mistletoe (jump), Finger cherry (blindness/ weapon throw).*
8. Varied Platforms.	• *Selectable variations of platform behaviours including one-way, moving (horizontal/ vertical), jump pad, falling, disintegrating, and rotating.*
9. Dynamic Animatic Cinematics.	• *4 dynamic animatic cutscenes (1:30 mins) that tell an authentic aboriginal story of becoming a warrior with voice over, camera movement and visual effects (using particle system).* ○ *Dialogue authentically uses aboriginal Gubbi Gubbi language for key characters, animals and items (translated for English speaking audiences).*
10. Standard Dialogue.	• *Standard dialogue system where an interaction UI pop-up appears above persons head when player is nearby, and the player can press the interact button to initiate dialogue (with box and text).* ○ *Dialogue authentically uses aboriginal Gubbi Gubbi language for key characters, animals and items (translated for English speaking audiences).*
Stretch Features	*Description*

Design Pillars (Game Design Pillars)

Brief description of the design principles that guides specified types of gameplay experiences (not features) that achieves player experience goals.

Pillars	*Description*
1. Flow.	• *Intuitive flow between combat, gathering and movement with realistic horizontal movement in the physical world, and fantastical vertical movement in the spirit world (dreamtime).*
2. Exploration.	• *Players are encouraged to explore each level with the ability to revisit levels in the dreamtime level hub to review previous wisdom.*
3. Story-driven.	• *Narrative storytelling of theme, character motivations and story world (lore) using dialogue and dynamic animatic cutscenes with voice narration, camera movement and visual effects.*
4. Authentic.	• *Gameplay, narrative, art and audio style and tone authentically expresses aboriginal culture.*

Design Constraints

Brief description of the design rules for each design field that must not be broken unless purposeful, communicated with the team, and specified to narrow ideas towards a defined game direction that achieves player experience goals.

1. Gameplay

Movement	• *Flow between running, single variable jumping, wall jumping and climbing (for period of time).*
Combat	• *1 multi-purposeful weapon (boomerang) for movement, combat and level puzzle solving.* • *10 authentic Australian bush tucker that increases or decreases abilities (health, movement, jump, climb, weapon throw and invincibility).*
AI	• *9 authentic Australian animals with simple finite state machine.*
Progression	• *Linear level difficulty progression aligned with target audience skill level.*
Level Design	• *30 levels lasting 6 mins (3 hrs) to navigate levels and collect narrative items to complete.* • *Levels teach aboriginal wisdom and survival strategies (hunting, gathering, traversal, language).* • *Level start: Shows level name, location and quote that is the theme and purpose for the level.* • *Level progress: Player navigates level puzzles and dangerous animals/ plants to collect key item.* • *Level end:* • *Fast forgiving respawn system with star bush checkpoints to maintain flow of level progression.*

2. Narrative

Theme	• *Live to nurture the land and its inhabitants that one stands with, and in return one is nurtured.*
Story Structure	
Characters	• *9 characters: Budburra (protagonist), Babun (father, antagonist), Hope (sister), Avang (mother), Gira (sister), Maroochy, Coolum, Ninderry, Wakan.*
Story World	
Cinematics	• *4 dynamic animatic cutscenes (1:3 mins) with voice over, camera movement and visual effects.*

3. Art

Environment	• *2 worlds (physical and spirit) with unique art style and music.* • *Physical world: 3 colours, stylised-realism shapes, textures and proportions.* • *Spirit world: 3 colours, circle shapes, repetitive dot textures and realistic proportions.*
Characters & Objects	• *9 characters and 13 types of objects.*
User Interface	• *Main menu, pause menu, dialogue, interactive pop-up, level hint pop-up, mobile input buttons.* • *Level transition (circle, wipe left to right) (circle, fade in/ out), (circle, cut in/ cut out).* ○ *Circle cut in/ out transition when entering and leaving scar trees.*
Visual Effects	• *Screen effects: Screen shake, screen transition.* • *Particles: Menu leaves.* • *Projectiles:*

4. Audio

Music	• *Authentic aboriginal instrumental style with playful, empowering and mystical tone.* • *Music dynamically adjusts depending on gameplay or narrative context.*
Sound Effects	• *Authentic aboriginal sounds and real life sounds.*
Voice Over	• *Aboriginal narrator for cutscenes.* • *Budburra voice exclamations during character beats and epic player actions.*

[Gam] Gameplay

Big picture gameplay (interactive) elements to be reviewed often.
Gameplay uses interactivity dimension to express and/ or embody the theme, characters and world.

Gameplay Overview

Gameplay Genre, Moments & Inspiration

Genre (Dimension, Fun Type(s), Main-Genre, Sub-Genre)

- 2D, Explorers, Action-adventure, Platformer.

Gameplay Moments

What is the momentary experiences (3, 1 sentence each) during gameplay that will leave a lasting emotional impact on players, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?
These moments should shine early in development during playtesting, and be centre-stage in every showcase demo and marketing because they will leave a memorable emotional impact.

Moment (3)	Tone (Emotions)	Purpose

Gameplay Inspiration

What is the inspiration (1-5) for the gameplay, does it evoke or imitate the style, and why (purpose) was it inspiring?

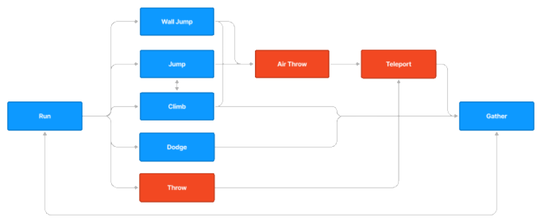
Inspiration (1-5)	Purpose
1. Celeste	1. Built by indie team with fun minimalist gameplay loop and authentic emotional story.
2. Hollow Knight	2. Built by Australian indie team (3 people) in Unity with fun gameplay loop and story.
3. Neversong	3. Built by indie team in Unity with simple gameplay loop and emotional story (4-5 hrs).
4. God of War	4. Player progresses the game by collecting narrative items by exploring the 9 realms.

Gameplay Loop

Gameplay Loop

What is the gameplay loop, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?
Gameplay loop is repeated behaviour the player executes throughout the game and is the foundation of the game experience and design. Ensure the loop is familiar, simple, unique, memorable and rewarding to keep players engaged.

Visual Gameplay Loop



Purpose

- Utilise familiar genre gameplay loop (coloured blue) with added unique mechanics (coloured red) that's satisfying to perform.

Development Tools & Content

Development Tools

Tool	Type
Task Tracking	Jira
Game Design Planning	Figma
Game Architecture Models	UML | CRC
Game Engine	Unity (2021.3.15f1)
Version Control	GitHub/ Git
Programming Language	C#
IDE Code Editor	Visual Studio 2022

List of Content

1. Gameplay Goals
2. Level Design Process
3. Gameplay Toolkit
4. Gameplay Principles
5. Game Formal Elements
6. Level Design
7. Game Architecture

Gameplay Architecture Overview

Platforms & Controls

Platform Interface, Specifications	Action	Input Mapping | Custom: ☐	Scale -1 - 1 / 0 - 1	Feedback Rumble, Resistance
1. Mobile (Android/ iOS) ○ Screen, multi-touch. • System Specifications (Min, Recommended):	1. Move left 2. Move right 3. Jump (on ground) 4. Attack/ Interact 5. Climb (on wall) 6. Dodge (on ground) 7. Pause	1. Bottom left button (hold) 2. Bottom left button (hold) 3. Bottom right button (press) 4. Anywhere (press) 5. Anywhere (hold) 6. Anywhere (hold) 7. Top left button (press)	1. -1 - 1 2. -1 - 1 3. 0 - 1 4. 0 - 1 5. 0 - 1 6. 0 - 1 7. 0 - 1	
2. PC (Windows/ Mac) ○ Screen, keyboard & mouse. • System Specifications (Min, Recommended):	1. Move left 2. Move right 3. Jump (on ground) 4. Attack/ Interact 5. Climb (on wall) 6. Dodge (on ground) 7. Pause	1. A, left arrow (hold) 2. D, right arrow (hold) 3. W, spacebar, up arrow (press) 4. Left mouse button (press) 5. Left mouse button (hold) 6. S, down arrow (press) 7. Escape, P (press)	1. -1 - 1 2. -1 - 1 3. 0 - 1 4. 0 - 1 5. 0 - 1 6. 0 - 1 7. 0 - 1	

Camera & Connectivity

Camera

Camera Variables	**Size** • 8.5. **X Offset** • 4. **Y Offset** • 3.5. **Speed** • 0.06.
Camera Resolution	☑ 1. 1080p (1920x1080). Common resolution with higher performance. ☐ 2. 1440p (2560x1440). Uncommon resolution with mid performance. ☐ 3. 4K (3840x2160). Rare high quality resolution with lower performance. ☐ 4. Dynamic. Resolution adjusts depending on performance or device.
Camera Perspective	☐ 1. First-Person. Low peripherals (low knowledge), character embodiment. ☑ 2. Sideway. High peripherals, judge distance (precise movement, solve puzzles). ☐ 3. Third-Person. Med to high peripherals, relate character with world. ☐ 4. Overhead (Downwards view). Focus on clarity of world. ☐ 5. Isometric (Gods view). Low relatability, provide information, world control.
Camera Zoom	☑ 1. Wide. High peripherals (high knowledge), low relatability, precise movement. ☐ 2. Tight. Low peripherals, precise adjustments, high relatability. ☐ 3. Full (Displays entire level). Gives full level context, precise adjustments. ☐ 4. Dynamic. Adjusts depending on gameplay or narrative context.
Camera Control	☑ 1. Fixed. ☐ 2. Limited. ☐ 3. Free.
Camera Purpose	• *Serve gameplay, frame areas of focus, direct action, and follow rule of thirds.* • *Convey tone, relatability and power dynamics using perspectives and angles.* • *Display state of the world, and places the player in relationship to characters.*

Connectivity

Modes of Play	☑ 1. Single-Player. ☐ 2. Co-Operative. ☐ 3. Multi-Player. ☐ 4. MMO.
Minimum Players	1
Maximum Players	1
Network Connection	☐ 1. Required. ☐ 2. Available. ☑ 3. Unavailable.
Server Type *Server Types | Wikipedia*	☐ 1. Peer-to-Peer. ☐ 2. Dedicated. ☐ 3. Listen.
Server Play Type	☐ 1. Instantaneous. ☐ 2. Turn-based.
Minimum Server Amount	0
Maximum Server Amount	0
Player Control of Player Numbers	☐
Player Communication	☐ 1. Voice Chat. ☐ 2. Text Chat.

Game Levels

Act 1				Act 2				Act 3			
Name	***Purpose***	**Scene**	**Audio**	**Name**	***Purpose***	**Scene**	**Audio**	**Name**	***Purpose***	**Scene**	**Audio**

Game Classes

Name	Type	Abilities	Affiliations
1. Game Controller.	• Default.	• Scene/ audio transitions, saving (level and respawn progress).	• Audio, Menu.
2. Audio Controller.	• Default.	• Audio control (play/ stop audio, fade in/ fade out audio).	
3. Camera Controller.	• Default.	• Camera target, movement, parallax, shake.	
4. Menu Controller.	• Default.	• Menu control, pause menu control, pause game.	• Game.
5. Player Controller.	• Default.	• Player input, collision, move, dodge, death.	• Game, Audio, Camera, Menu, Health, Projectile.
6. Health Controller.	• Default.	• Set health, death-bounds.	
7. Projectile Controller.	• Default.	• Projectile movement, collision.	• Audio, Camera, Player, Health, Flash.
8. AI Controller.	• Default.	• AI detection, collision, idle, patrol, chase, retreat, attack, death.	• Audio, Camera, Health, Flash.
9. Checkpoint Controller.	• Default.	• Set checkpoint sprites, respawn progress.	• Game, Audio.
10. Platform Controller.	• Default.	• One-way, moving, jump pad, falling, disintegrate, rotating platforms.	• Audio.
11. Interactive Controller.	• Default.	• List of narrative items, player distance, set interact.	• Audio, Player.
12. Powerup Controller.	• Default.	• List of bush tucker variables, set player stats.	• Audio, Player.
13. Dialogue Controller.	• Default.	• Dialogue input and UI.	• Audio, Player.
14. Flash Controller.	• Default.	• Set flash.	

[Nar] Narrative

Big picture narrative (screenwriting) elements to be reviewed often.
Narrative adds contextual emotional meaning to gameplay, character growth, art and audio for an emotionally fulfilling experience.

Narrative Overview

Thematic Question, Theme, Conflict & Inspiration

Thematic Question

What is the thematic question of the games narrative, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Thematic Question	Purpose
• What is the aboriginal tribal cultures timeless wisdom to live a wise life?	• Explore and share the timeless wisdom of aboriginal culture to young audiences.

Theme (Universal Truth to the Thematic Question)

What is the universal truth answer to the thematic question, what tone (emotions) is used to express that theme, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Theme	Tone (Emotions)	Purpose
• Live to nurture the land and its inhabitants that one stands with, and in return one is nurtured.	• Playful, empowering and mystical.	• Inspire young audiences to courageously become an instrument for nurturing the land.

Thematic Conflict

What is the thematic conflict between what the protagonist and antagonist believes is the answer to the thematic question, what are its strengths and weaknesses that creates a dilemma that pushes their beliefs to engage the audience?

Thesis: Protagonist Beliefs	
Protagonist	• Budburra
Belief	• Life is about maximising personal and tribal survival at all costs.
Cause	
Strengths	• Strong defence against self-interest groups and receive fast survival resources short-term.
Weaknesses	• Destruction of the land, leading to destruction of inhabitants.

Antithesis: Antagonist Beliefs	
Antagonist	• Babun
Belief	• Life is about nurturing inhabitants and the land above all else.
Cause	
Strengths	• Sustained health and balance of the land and inhabitants long-term.
Weaknesses	• Vulnerability to self-interest groups and slower in receiving survival resources short-term.

Theme Inspiration

What is the inspiration (1-5) for the theme (fiction/ non-fiction), does it evoke or imitate the style of storytelling, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Avatar The Last Airbender	1. Balances light-hearted, emotional and metaphysical storytelling inspired by eastern perspectives for all audiences with engaging themes and characters.
2. Ghost of Tsushima (Suffering Quest)	2. Balances teaching profound universal truths in an engaging way through interactive experiences without moralising.
3. God of War	3. Tells authentic emotional story in an engaging way with fun coherence of gameplay and story.
4. Rango	4. Narrates story events in a humorous way. Style could be used for narration during cutscenes.

Development Tools & Content

Development Tools

Tool	Type
Task Tracking	Jira
Story Structure Planning	Figma
Script Writing (Optional)	WriterDuet

List of Content

1. Narrative Goals
2. Cinematics Design Process
3. Narrative Toolkit
4. Narrative Terminology
5. Narrative Principles
6. Game Dramatic Elements
7. Story Structure
8. Character Web
9. Cinematics

Narrative Implementation Overview

Story Structure

Story Synopsis (1 sentence: story set-up, each disaster per act and ending(s))

Act 1: Thesis - Establish Theme, Characters, Story and Story World

Story Stage	Story Event
1. Set-Up	
2. Inciting Incident	
3. First Plot Point	

Act 2: Antithesis - Confront Characters Desires and Beliefs with Obstacles

Story Stage	Story Event
4. First Pinch Point	
5. Midpoint	
6. Second Pinch Point	
7. Second Plot Point	

Act 3: Synthesis - Resolve Conflicting Beliefs Towards Greater Balance

Story Stage	Story Event
8. Climax	
9. Climatic Moment	
10. Resolution	

Characters

1. Budburra

Beliefs	Wants	Needs	Fears

Story World

Story Culture

Attributes	Description
Values (Wants & Needs)	
Laws (Created & Enforced)	
Traditions (Created & Enforced)	
Technology (Created & Used)	
Magic (Created & Used)	
Leisure	

Story World

Attributes	Description
Time Period	
Geography	
Climate	
Biology	
Architecture	
Economy (Resources)	
Politics (Governance)	

Cinematics

Identifier	Context & Tone	Location	Action	Shot Duration	Cinematography	Lighting	Sounds	Editing

[Art] Art

Big picture art (visual) elements to be reviewed often.
Art adds to gameplay feel, and communicates the games theme, characters and world.

Art Overview

Art Style, Tone & Inspiration

Art Style

What is the art style (visuals) of the game, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Colours	Shape Language	Textures	Proportions	Iconography	Typography	Purpose
1. Custom (3): Brown, Green, Blue. 2. Triadic (3): Brown, Purple, Cyan.	1. Realistic. 2. Circles.	1. Stylised-Realism. 2. Repetitive Dots.	1. Realistic. 2. Realistic.	• Aboriginal symbols.	• Caveat Brush Regular. • Notes Sans.	1. Stylistically display the natural world of Queensland Australia. 2. Stylistically display the mystical world of the dreamtime using authentic aboriginal art.

Art Tone

What is the art tone (emotions), and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Tone (Emotions)	Purpose
• Playful, empowering and mystical.	• Provide player experience of a young warrior exploring the natural and mystical realms and gaining empowerment.

Art Inspiration

What is the inspiration (1-5) for the art (fiction/ non-fiction), does it evoke or imitate the style and/ or tone, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Aboriginal Dot Paintings 2. Nature of Queensland Australia 3. Hollow Knight 4. Gris	1. Authentic aboriginal art inspiration to bring to life the story of the dreamtime. 2. Real world inspiration for the appearance of the physical world. 3. Unique art style with many environment layers and visual effects for added depth, complexity and visual appeal. 4. Unique simple pastel art style that effectively conveys its intended tone.

Development Tools & Content

Development Tools

Tool	Type	Owner
Task Tracking	Jira	
Art Design Planning	Figma	
Pixels Per Unit	128	
Graphics File Type	Raster (PNG)	
Graphics Editor	Adobe Photoshop 2022	
Drawing Tablet		
Photography	Smartphones Unsplash Storyblocks	
Colour	Colour Codes Colour Wheel Group Colour Tool Colour Name Finder	Picker Canva Material.io ArtyClick
Typography	1001Fonts daFont	
Iconography	NounProject	
Animation	UI Ease Type UI LeanTween	Easing DentPixel
AI	MidJourney Dall-E-2 Dreamstudio AI Prompt Guide	

List of Content

1. Art Goals
2. Art Toolkit
3. Art Principles
4. Environment (Env)
5. User Interface (UI)
6. Visual Effects (VFX)
7. Characters & Objects (Char)

Art Implementation Overview

Environment

1. Physical World: Forest

Colours	**Scheme**	• Custom (3).
	Colours	• Brown, Green, Blue.
Shape Language	• Realistic.	
Textures	• Stylised-Realism.	
Proportions	• Realistic.	

Background Layers

Layers	Parallax Speed
1. Sky (Sun).	• 1.
2. Clouds.	• 0.7.
3. Mountains.	• 0.9.
4. Forest.	• 0.8.

Midground Layers

5. Cave Tiles.
6. Trees.
7. Bushes (Logs).
8. Rocks.

Foreground Layers

9. Checkpoints
10. Platforms.
11. Interactables.
12. AI.
13. Projectiles.
14. Player.
15. Ground Tiles.
16. Particles.

2. Spirit World: Dreamtime

Colours	**Scheme**	• Triadic (3).
	Colours	• Brown, Purple, Cyan.
Shape Language	• Circles.	
Textures	• Repetitive Dots.	
Proportions	• Realistic.	

Background Layers

Layers	Parallax Speed
1. Sky (Sun).	• 1.
2. Clouds.	• 0.7.
3. Mountains.	• 0.9.
4. Forest.	• 0.8.

Midground Layers

5. Cave Tiles.
6. Trees.
7. Bushes (Logs).
8. Rocks.

Foreground Layers

9. Checkpoints
10. Platforms.
11. Interactables.
12. AI.
13. Projectiles.
14. Player.
15. Ground Tiles.
16. Particles.

Characters & Objects

Characters

Character	Layer	Age	Sex	Ethnicity	Hair	Skin	Clothes
1. Budburra.	• Player.	• 13.	• Male.	• Aboriginal.	• Black, Mid.	• Brown.	• Cloth.
2. Babun.	• Interactables.	• 33.	• Male.	• Aboriginal.	• Black, Mid.	• Brown.	• Cloth.
3. Hope.	• Interactables.	• 13.	• Female.	• Aboriginal.	• Black, Long.	• Brown.	• Skirt.
4. Avang.	• Interactables.	• 31.	• Female.	• Aboriginal.	• Black, Long.	• Brown.	• Skirt.
5. Gira.	• Interactables.	• 8.	• Female.	• Aboriginal.	• Black, Long.	• Brown.	• Skirt.
6. Maroochy.	• Interactables.	• 34.	• Female.	• Aboriginal.	• Black, Long.	• Brown.	• Skirt.
7. Coolum.	• Interactables.	• 35.	• Male.	• Aboriginal.	• Black, Mid.	• Brown.	• Cloth.
8. Ninderry.	• Interactables.	• 38.	• Male.	• Aboriginal.	• Black, Short.	• Brown.	• Cloth.
9. Wakan.	• Interactables.	• 28.	• Male.	• Aboriginal.	• Black, Long.	• Brown.	• Cloth.

Objects

Name	Layer	Appearance	Versions
1. Boomerang.	• Projectiles.	• Returning boomerang.	• 1.
2. Checkpoint.	• Checkpoints.	• Star bush.	• 2.
3. Bush tucker.	• Interactables.	• Bush tucker.	• 10.
4. Platforms.	• Platforms.	• Platforms.	• 2.
5. Kangaroo.	• AI.	• Kangaroo.	• 2.
6. Emu.	• AI.	• Emu.	• 2.
7. Koala.	• AI.	• Koala.	• 2.
8. Echidna.	• AI.	• Echidna.	• 2.
9. Taipan.	• AI.	• Taipan.	• 2.
10. Brown snake.	• AI.	• Brown snake.	• 2.
11. Red-bellied snake.	• AI.	• Red-bellied snake.	• 2.
12. Kookaburra.	• AI.	• Kookaburra.	• 2.
13. Fruit bat.	• AI.	• Fruit bat.	• 2.

User Interface

UI Style Guide

Core Thematic	• Playful aboriginal dot painting.	
Colours	**Scheme**	• Triadic (3).
	Colours	• Brown, Purple, Cyan.
Shape Language	• Circles.	
Typography	**Fonts**	• Caveat Brush Regular. • Notes Sans.
	Sizes	• Menu: • Dialogue:
	Kerning	
	Leading	
	Tracking	
	Alignment	• Left-aligned.
Iconography	• Aboriginal symbols.	
Animation	**Direction**	• Left to right.
	Easing	• Ease-In-Circ, Ease-Out-Circ.

Main Menu

Elements	*Icons*	*Functionality*
1. Begin	• *Short journey.*	• *Start new game.*
2. Return	• *Boomerang.*	• *Continue game from recent save point.*
3. Settings **1. Audio** **2. Visual** **3. Back**	• *Resting place.*	• *Open settings menu.* ○ *Adjust master, music, SFX, voice.* ○ *Adjust full screen, screen shake.* ○ *Return to menu.*
4. Credits	• *People sitting.*	• *Start credits (shows roles and names).*
5. Exit	• *Campsite.*	• *Closes game.*

Pause Menu

Elements	*Icons*	*Functionality*
1. Return	• *Boomerang.*	• *Resume game.*
2. Restart	• *Human tracks.*	• *Restarts the level.*
3. Settings **1. Audio** **2. Visual** **3. Back**	• *Resting place.*	• *Open settings menu.* ○ *Adjust master, music, SFX, voice.* ○ *Adjust full screen, screen shake.* ○ *Return to menu.*
4. Save and Exit	• *Campsite.*	• *Saves progress, returns to main menu.*

Interactive Pop-up

Appearance	Colours	Shape Language	Animation
• Small circle when nearby. • Circle with ring when close.	• White.	• Circles.	• Pulse scaling.

Dialogue

Appearance	Colours	Shape Language	Animation
• Character face (left) with textbox.		• Circles.	• In: Ease-Out-Back. • Out: Ease-In-Out-Back.

Mobile Input Buttons

Buttons	Colours	Shape Language	Iconography
1. Move left. 2. Move right. 3. Jump. 4. Pause.		• Circles	1. Track left. 2. Track right. 3. 4. Campsite.

Visual Effects

Screen Effects

Name	Source	Shape Language	Colour	Timing
1. Screen shake.	• Camera.	• None.	• None.	• Random.
2. Screen transition.	• Camera.	• Circle.	• Black.	• 00:02.
3. Screen hit flash.	• Camera.	• Circle.	• Red.	• 00:02.

Particles

Name	Source	Shape Language	Colour	Timing
1. Menu Leaves.	• Menu.	• Leaf.	• Green.	• Pre-Warm.

Projectiles

Name	Source	Shape Language	Colour	Timing

[Aud] Audio

Big picture audio (sound) elements to be reviewed often.
Audio adds to gameplay feel, and communicates the games theme, characters and world.

Audio Overview

Audio Style, Tone & Inspiration

Audio Style

What is the audio style (instruments) of the game, and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Style	Purpose
• Aboriginal instrumentals.	• Authentically express the sound of aboriginal culture and Australian nature.

Audio Tone

What is the audio tone (emotions), and why (purpose) was it chosen as to how it contributes to the games vision and purpose?

Tone (Emotion)	Purpose
• Playful, empowering and mystical.	• Provide player experience of a young warrior exploring the natural and mystical realms and gaining empowerment.

Audio Inspiration

What is the inspiration (1-5) for the audio (fiction/ non-fiction), does it evoke or imitate the style and/ or tone, and why (purpose) was it inspiring?

Inspiration (1-5)	Purpose
1. Aboriginal Music (with Aboriginal Instruments)	1. Displays what's possible of aboriginal instrumental music.
2. Black Panther Soundtrack	2. Showcases the success of integrating indigenous instruments with modern times and methods.
3. Making Wakanda With Ludwig Göransson | Genius	3. Inspiring composer who expresses reverence and respect for indigenous culture.
4. Ludwig Göransson on Sequel's Emotional Score | Collider	4. Composers approach to respecting the emotional weight of the themes and leitmotifs of previous film.
5. Sound Design | Avatar The Last Airbender	5. Displays the creativity of sourcing and implementing sound effects.

Development Tools & Content

Development Tools

Tool	Type	Owner
Task Tracking	Jira	
Audio File Type	WAV	
Sample Rate	48,000 Hz	
Channels	Stereo	
Bit Depth	32 bits	
Audio Editor	Adobe Audition 2022	
Microphone	Shure SHR-SM7B	Jamie
Interface	Focusrite Solo (3rd Gen)	Jamie
Field Recorder	Smartphones	
Audio Libraries	Boom Library Storyblocks Pond5 AudioJungle Freesound MusicBed Free Aboriginal Music	

List of Content

1. Audio Goals
2. Audio Design Process
3. Audio Toolkit
4. Audio Terminology
5. Audio Principles
6. Audio Style Guide
7. Audio Implementation

Audio Implementation Overview

Music

Name	Events	Versions	Loop	Priority	Volume	Pitch	Duration
1. Main Theme.	1. Menu. 2. Narrative events.	1. 1.	1. True. 2. False.	1. 1. 2. 1.	1. 0.5. 2. 0.5.	1. 1. 2. 1.	1. 02:30. 2. Varied.
2. Physical World.	1. Physical world.	1. 1.	1. True.	1. 1.	1. 0.3.	1. 1.	1. 04:00.
3. Spirit World.	1. Spirit world.	1. 2.	1. True.	1. 1.	1. 0.3.	1. 1.	1. 04:00.
4. Budburra (Dingo).	1. Character beats. 2. Epic actions.	1. 1.	1. False.	1. 0.	1. 0.5.	1. 1.	1. 00:09.
5. Tribe (Fruit Bat).	1. Enter tribe.	1. 1.	1. False.	1. 0.	1. 0.5.	1. 1.	1. 00:09.
6. Legends.	1. Boss fights.	1. 1.	1. True.	1. 1.	1. 0.5.	1. 1.	1. 00:30.
7. Spoken Word.	1. Cinematics.	1. 1.	1. True.	1. 1.	1. 0.5.	1. 1.	

Sound Effects

Name	Events	Versions	Loop	Priority	Volume	Pitch	Duration
1. Physical ambience.	1. Day. 2. Night.	1. 2. 2. 1.	1. True. 2. True.	1. 8. 2. 8.	1. 0.2. 2. 0.2.	1. 1. 2. 1.	1. 01:30. 2. 01:30.
2. UI (Clapstick).	1. Select. 2. Navigate. 3. Typing. 4. Dialogue Start. 5. Dialogue End.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1.	1. False. 2. False. 3. False. 4. False. 5. False.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1.	1. 1. 2. 1. 3. 1. 4. 0.2. 5. 0.2.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1.	
3. Checkpoint.	1. Enabled.	1. 2.	1. False.	1. 6.	1. 1.	1. 1.	
4. Platform.	1. Move. 2. Jump boost. 3. Disintegrate. 4. Fall. 5. Land.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1.	1. False. 2. False. 3. False. 4. False. 5. False.	1. 5. 2. 5. 3. 5. 4. 5. 5. 5.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1.	
5. Bush Tucker.	1. Pick. 2. Consume.	1. 2. 2. 2.	1. False. 2. False.	1. 6. 2. 6.	1. 1. 2. 1.	1. 1. 2. 1.	
6. Boomerang.	1. Throw. 2. Catch. 3. Teleport Up. 4. Teleport Down. 5. In air. 6. Hit ground. 7. Hit tucker. 8. Hit AI.	1. 3. 2. 3. 3. 1. 4. 1. 5. 1. 6. 3. 7. 3. 8. 3.	1. False. 2. False. 3. False. 4. False. 5. True. 6. False. 7. False. 8. False.	1. 4. 2. 4. 3. 4. 4. 4. 5. 4. 6. 4. 7. 4. 8. 4.	1. 1. 2. 1. 3. 1. 4. 1. 5. Varied. 6. 1. 7. 1. 8. 1.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1. 6. 1. 7. 1. 8. 1.	
7. Mammal Movement.	1. Move. 2. Jump. 3. Land. 4. Slide. 5. Teleport In 6. Teleport Out	1. 3. 2. 3. 3. 3. 4. 3. 5. 1. 6. 1.	1. False. 2. False. 3. False. 4. False. 5. False. 6. False.	1. 3. 2. 3. 3. 3. 4. 3. 5. 3. 6. 3.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1. 6. 1.	1. 1. 2. 1. 3. 1. 4. 1. 5. 1. 6. 1.	
8. Snake Movement.	1. Move. 2. Land.	1. 3. 2. 3.	1. False. 2. False.	1. 2. 2. 2.	1. 1. 2. 1.	1. 1. 2. 1.	
9. Bird Movement.	1. Fly. 2. Land.	1. 3. 2. 3.	1. False. 2. False.	1. 7. 2. 7.	1. 1. 2. 1.	1. 1. 2. 1.	
10. Kangaroo Cry.	1. Patrol. 2. Hit.	1. 3. 2. 3.	1. False. 2. False.	1. 3. 2. 3.	1. 1. 2. 1.	1. 1. 2. 1.	
11. Emu Cry.	1. Patrol. 2. Hit.	1. 3. 2. 3.	1. False. 2. False.	1. 3. 2. 3.	1. 1. 2. 1.	1. 1. 2. 1.	
12. Echidna Cry.	1. Patrol. 2. Hit.	1. 3. 2. 3.	1. False. 2. False.	1. 3. 2. 3.	1. 1. 2. 1.	1. 1. 2. 1.	
13. Snake Cry.	1. Patrol. 2. Attack. 3. Hit.	1. 3. 2. 3. 3. 3.	1. False. 2. False. 3. False.	1. 2. 2. 2. 3. 2.	1. 1. 2. 1. 3. 1.	1. 1. 2. 1. 3. 1.	
14. Kookaburra Cry.	1. Patrol.	1. 3.	1. False.	1. 7.	1. 1.	1. 1.	
15. Fruit Bat Cry.	1. Patrol.	1. 3.	1. False.	1. 7.	1. 1.	1. 1.	

Voice Over

Character	Actor	Events	Versions	Priority	Volume	Pitch	Duration
1. Narrator.	• Kerry O'Neil.	1. Cinematics.	1. 4.	1. 1.	1. 1.	1. 1.	1. Varied.
2. Budburra.	• Kerry O'Neil.	1. Character beats. 2. Epic actions.	1. 2. 2. 4.	1. 1. 2. 1.	1. 1. 2. 1.	1. 1. 2. 1.	1. 00:05. 2. 00:05.