GAME DESIGN DOCUMENT

Jahu Island Crash

16.7.2022

1. Executive Summary, Quick overview

Jahu Island Crash is a 3D platformer with elements of a collectathon that takes place on a tropical island that has been invaded by an unknown entity.

2. Target Audience

People with some 3d platforming experience. Skill floor is quite low, so the possible audience is quite large, even reaching to most casual players.

3. Main Characters

The playable character is a monkey called Blendy (subject to change). A lone resident on the island of Jahu, which is part of a larger archipelago.

4. Main Features

4.1 Game World

The story revolving around the crashed spaceship works mostly as a backdrop and justification for level mechanics. The game world is sectioned off into levels, though all of these levels are connected to each other, meaning there is no level menu to switch between them, transitioning between levels is done via player movement and shortcuts.

Each level has three types of items to collect. Normal bananas work as a general collectable. If the player collects all of these within the level, they get a marker on their menu. The crystal banana works as a goal, and collecting it marks the level completed. One secret ghost banana is hidden within every level for the player to find.

4.2 Movement

Running and jumping: You can do both and combine them into a longer jump. Movement should feel snappy and responsive.

Dashing: When grounded, the player can freely dash around. When in air, only one dash is allowed before landing.

4.3 Death

If the player dies, they respawn at the latest checkpoint, and all collected normal bananas will respawn. There are no other penalties for dying.

4.4 User Interface

The interface will remain simple. Popups will be utilized to display important info, such as hints and progress in level. Pause screen will feature overall game progress. Hints and popups should be non-intrusive.

5. Setting with loose Concept Art

The game will not feature realistic graphics. Instead, lower poly models and baked lighting will be utilized.

Concept art for Jahu Island (image from Artstation)
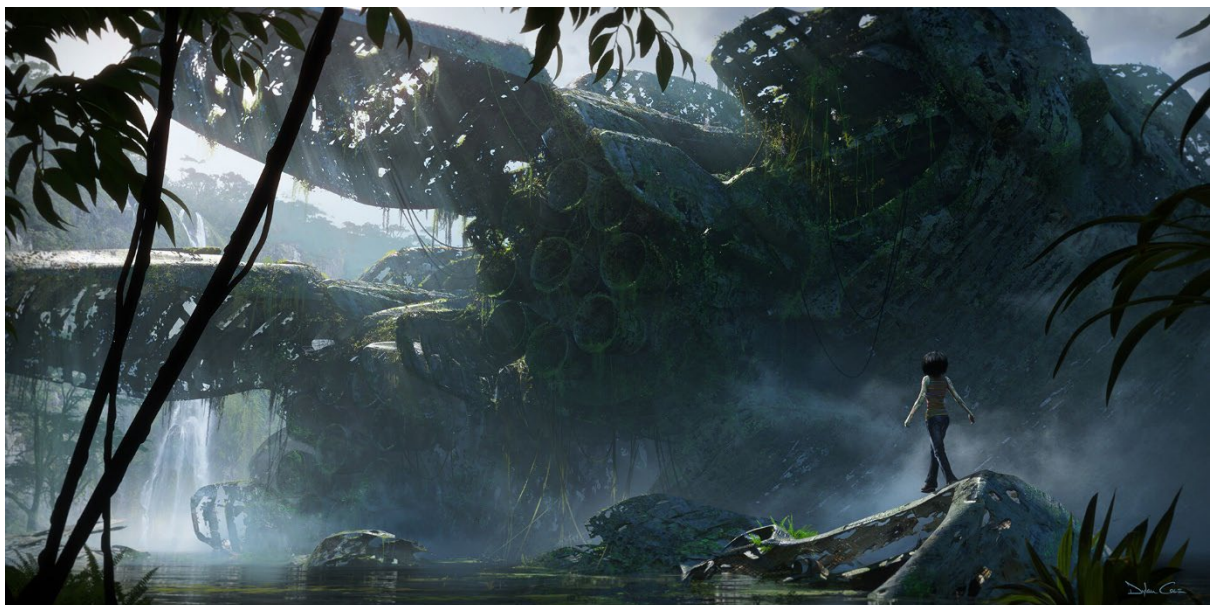
Crashed spacehip (image from Artstation)

Inside of the spaceship (image from Portal 2)

6. Story board, script

The Player arrives on Jahu Island with a boat or something and sees that the island has been devastated by the crashed ship, leaving all kinds of scraps and machines lying around.

The player then gets inside that ship and starts inspecting, without knowing what they will find inside…

7. Technical definitions

7.1 Platforms

The game will be originally playable on PC, though if development continues further there is a possibility to release it on consoles or handhelds

7.2 Control Scheme

The game is playable on mouse and keyboard, and on controllers. The hints and instructions explain commands for keyboard and PS4 controllers.

8. Business definitions*

The game will be quite short, so if no additional features are created, the game will release as a free-to-play, maybe with the purchasing option of "pay what you want"

9. Outsourced/Bought Assets

All the sound effects in the game are outsourced from royalty free sites.