



This is a graded discussion: 15 points possible

due Nov 20

## Week 12: Discussion 5: Game Design Document (GDD) Presentations (Optional)

8 17

Check out your classmates' Game Design documents assignments in this discussion.

### Make your first post by sharing a URL to your GDD.

Share at least two peer reviews by making at least two separate posts. Include feedback and constructive criticism for one classmate's GDD in each separate post.

This topic was locked Dec 14 at 11:59pm.



Ethan Wilde

(<https://canvas.santarosa.edu/courses/33387/users/88400>)

Nov 15, 2018

Participation in this discussion this term is not required, due to smoke day closures. Please see the related announcement: [https://canvas.santarosa.edu/courses/33387/discussion\\_topics/192366](https://canvas.santarosa.edu/courses/33387/discussion_topics/192366) ([https://canvas.santarosa.edu/courses/33387/discussion\\_topics/192366](https://canvas.santarosa.edu/courses/33387/discussion_topics/192366))



Lewis Jackson

(<https://canvas.santarosa.edu/courses/33387/users/45309>)

Nov 15, 2018

[https://preview.c9users.io/srjclewisjackson/cs74-24a/module11/index.html?\\_c9\\_id=livepreview3&\\_c9\\_host=https://ide.c9.io](https://preview.c9users.io/srjclewisjackson/cs74-24a/module11/index.html?_c9_id=livepreview3&_c9_host=https://ide.c9.io)  
([https://preview.c9users.io/srjclewisjackson/cs74-24a/module11/index.html?\\_c9\\_id=livepreview3&\\_c9\\_host=https://ide.c9.io](https://preview.c9users.io/srjclewisjackson/cs74-24a/module11/index.html?_c9_id=livepreview3&_c9_host=https://ide.c9.io))

(<http>

[Michael Rosenhahn](#)

<https://canvas.santarosa.edu/courses/33387/users/48981>

Nov 17, 2018

Hello Lewis,

This looks like it will be an interesting game but I have a few questions.

1. In each room/scene, are you spawning all the enemies at once or are they going to be metered in over time?
2. Will each enemy mob be homogeneous, i.e all the enemy sprites do the same amount of damage and have the same type of attacks or will you mix in say a boss with the mobs?
3. Will the player be able to backtrack and return to rooms they had visited before or are they to always progress forward?



[Gregor Gonzales](#)

<https://canvas.santarosa.edu/courses/33387/users/51207>

Nov 20, 2018

Lewis, I am intrigued by your game concept. The game is straight forward and gives lots of detail on how the player interacts with the game. I do have some questions regarding the game.

When you say 'Enemies will get more difficult in higher levels', how will the player know the enemies are harder?

Often an enemies' difficulty is based on their appearance. For example, an enemy with more health will be displayed as larger than the average enemies the player encounters. These different sprite models will trigger the gamer to approach the enemy differently. In games that decide to use the same sprite, the game often states what has changed in enemies, like flashing signs on the walls saying, 'speed models deployed' or 'combat enhanced models activated'.

How will the player know the percentage of the room they cleared?

Players enhance their skill on a game based on the level report they receive. Sometimes a game shows it in the form of stars a player receives based on their performance. The player will then be encouraged to improve or play old levels again to obtain a higher score.

Will there be a tutorial to teach the player the controls?

The up, down, left, and right keys are the primary use for browser games, but sometimes the game uses 'W', 'A', 'S', and 'D' keys. Letting the player know how the game works will make the game more enjoyable.

Will the player see where the air shot is aimed?

I like your concept of an air shot, but I am curious to how the player will know where the shot is projected to go while in the air. Maybe if in the air the player can use the mouse to target where the air shot is going to fire?

Your document was very detailed, and I look forward to see what you make! Consider me a fan of your work!



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Nov 27, 2018

Great feedback for Lewis. Hope prototyping is going well...



[Michael Rosenhahn](#)

<https://canvas.santarosa.edu/courses/33387/users/48981>

Nov 15, 2018

<https://preview.c9users.io/maxpeck1/cs74-42/module11/docs/>  
(<https://preview.c9users.io/maxpeck1/cs74-42/module11/docs/>)



[Gregor Gonzales](#)

<https://canvas.santarosa.edu/courses/33387/users/51207>

Nov 20, 2018

Michael, I really like your game concept! I do believe that those who play it will enjoy the challenge the game has to offer. However, I do have some questions regarding the game.

Will there be multiple levels? If so, will the player be rewarded for completing each level?

Lots of players in strategy games are given a variety of tools, certain resources, and lots of challenges that they need to be aware of to complete the game. Your game supplements the challenge for the player, protecting the animals from the enemies, but your document does not mention other things that the player should be aware of. If you decide to do a level-based system, then maybe you can reward the player with coins to upgrade features, or even new weapons. Rewarding the player will encourage them to keep playing.

What is the year that the events are taking place?

Players are often drawn to games with a certain theme. Think of games as a book, the book has a genre like action or drama, but is based in a different location and time like a western or

in the future. When I read your document, I am confused on whether the game is based in the American west or in medieval times with knights and kings. Maybe mention the time in the 'Story' section, this will clear confusion for other programmers and designers who read the document.

Are there plans to better the game in the future?

The 'Other ideas' section of the document is used for more content soon to come in future updates of the game. This can often spark more ideas on the direction the game is headed and even propose ways to make the game better based on players experiences after playing your game.

Once again, I believe you have a great game! With a few minor tweaks your game will be fluid and interesting to play. I would be happy to try out the game when it is completed!



Ethan Wilde

(<https://canvas.santarosa.edu/courses/33387/users/88400>)

Nov 27, 2018

Michael (and everyone),

Please feel encouraged to share links to your work-in-progress versions.



Michael Rosenhahn

(<https://canvas.santarosa.edu/courses/33387/users/48981>)

Nov 28, 2018

@Ethan Wilde,

I can provide a link to my work-in-progress, where is the preferred place to post this link?

@Gregor Gonzales, (<https://canvas.santarosa.edu/courses/33387/users/51207>)

1. Will there be multiple levels? - Right now I am on the fence on whether to make this a level based game, make it more open or a hybrid of the two, it is something I will be playing with during development. I do plan on rewarding the player for completing tasks/quests.
2. What is the year that the events are taking place? I have not given it very much though as to year/time period so I'll borrow from EVE and call it year YC114. Be as to feel I may try to give it a bit of a middle ages feel.
3. Right now I am being open to genre. Seeing this is a new world for me, I can see it having different a different feel when visiting different regions.
4. Are there plans to better the game in the future? - Yes

5. Other Ideas - I wanted to stay away from this rabbit hold for right now so I would not get too distracted with my wish list. As I see it right now I'll have enough to keep me busy with the basic game mechanics. An example of this is when I was working of the player life mechanic of my game, keeping the player life, health bar and number of lives remaining, in sync across the prefabs and the main game class was a bit challenging as I am still new to the Javascript/Phaser syntax.



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Dec 3, 2018

Michael,

Please share in the weekly Sharing + Support Discussions!



[Michael Rosenhahn](#)

<https://canvas.santarosa.edu/courses/33387/users/48981>

Dec 4, 2018

Added to week 15 discussion, still very much a work in progress and hardly looks like a game at this point.



[Gregor Gonzales](#)

<https://canvas.santarosa.edu/courses/33387/users/51207>

Nov 17, 2018

<https://preview.c9users.io/gbiz/module02/module11/>

<https://preview.c9users.io/gbiz/module02/module11/>



[Ethan Wilde](#)

<https://canvas.santarosa.edu/courses/33387/users/88400>

Nov 27, 2018

Excellent idea Gregor! Hope you will share your work-in-progress links...



[Josh Barnard](#)

<https://canvas.santarosa.edu/courses/33387/users/74662>

Nov 20, 2018

[https://preview.c9users.io/joshbarnard/cs74-42\\_srjc\\_fall\\_2018/module13/Browsers\\_World-GDD-2.pdf](https://preview.c9users.io/joshbarnard/cs74-42_srjc_fall_2018/module13/Browsers_World-GDD-2.pdf) [\\_ \(https://preview.c9users.io/joshbarnard/cs74-42\\_srjc\\_fall\\_2018/module13/Browsers\\_World-GDD-2.pdf\)](https://preview.c9users.io/joshbarnard/cs74-42_srjc_fall_2018/module13/Browsers_World-GDD-2.pdf)

Edited by [Josh Barnard \(https://canvas.santarosa.edu/courses/33387/users/74662\)](https://canvas.santarosa.edu/courses/33387/users/74662) on Nov 20 at 9:19pm

[Ethan Wilde](#) [\(https://canvas.santarosa.edu/courses/33387/users/88400\)](https://canvas.santarosa.edu/courses/33387/users/88400)

Nov 27, 2018

I like the riff on things in this concept.

Hope you also will share your work-in-progress links...

[Munte Murad](#) [\(https://canvas.santarosa.edu/courses/33387/users/132439\)](https://canvas.santarosa.edu/courses/33387/users/132439)

Nov 21, 2018

<https://preview.c9users.io/reallme/week11/module11/>

[Ethan Wilde](#) [\(https://canvas.santarosa.edu/courses/33387/users/88400\)](https://canvas.santarosa.edu/courses/33387/users/88400)

Nov 27, 2018

Munte,

Will you be pursuing a prototype inspired by your GDD or have you altered your plan?

For everyone, you can alter your scope for prototyping and scale to available time remaining. A prototype is acceptable for final project delivery.