# Game Design Document Outline

A game design document is the blueprint from which a game is to be built. As such, every single detail necessary to build the game should be addressed. The larger the team and the longer the design and development cycle, the more critical is the need. For your purpose, the intent is to capture as much as possible of your design. I want you to think big…bigger than what you are able to develop. I also want you to be clear about what the software delivers and what the design entails. My recommendation is that you define the ultimate game and then clarify what it is that you have developed. If you are finding it too difficult to do that, you may produce too documents.

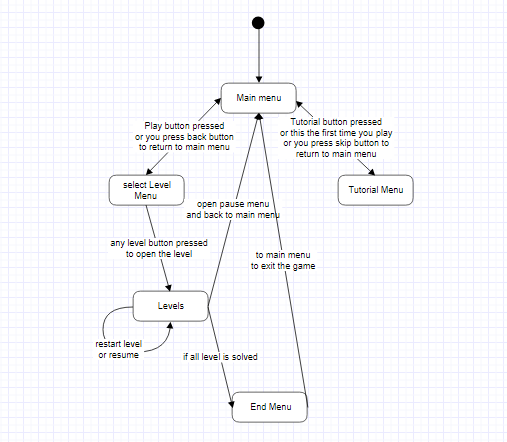
1. Title Page
   1. Game Name – Perhaps also add a subtitle or high concept sentence.

* Puzzle key management Game.
  1. List of team Members

1. Game Overview
   1. Game Concep.

* Memory game.
  1. Genre
* Puzzle Game.
  1. Target Audience
* For 19 age.
  1. Game Flow Summary – How does the player move through the game. Both through framing interface and the game itself.
* Solve puzzle to reach the end.
  1. Look and Feel – What is the basic look and feel of the game? What is the visual style?
* The screen view (16:9)
* Use buttons and panels and texts
* Use sample colors

1. Gameplay and Mechanics
   1. Gameplay
      1. Game Progression

* When player solve the puzzle the game open the next level to him
  + 1. Mission/challenge Structure
* You have to end the puzzle before time is over
  + 1. Puzzle Structure
* Random structure
  + 1. Objectives – What are the objectives of the game?
* Study security Graphs in games
  + 1. Play Flow – How does the game flow for the game player
* sequential
  1. Mechanics – What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.
     1. Physics – How does the physical universe work?
* Pieces of puzzle collide with places to detect the right place of it
  + 1. Movement in the game
* Mouse movement
  + 1. Objects – how to pick them up and move them
* By clicking them by the mouse
  + 1. Actions, including whatever switches and buttons are used, interacting with objects, and what means of communication are used
* Only mouse and the ESC button
  + 1. Combat – If there is combat or even conflict, how is this specifically modeled?
* There isn't combat in this game but there is a punishment if you lose the 3 lifes
  + 1. Economy – What is the economy of the game? How does it work?
* It could be ads on it but hasn't install yet
  + 1. Screen Flow -- A graphical description of how each screen is related to every other and a description of the purpose of each screen.
* 
  1. Game Options – What are the options and how do they affect game play and mechanics?
* Sound On/Off
* Restart level
* Resume
* Go to main menu
  1. Replaying and Saving
* There isn't replaying, I save the level data in playerprefabs
  1. Cheats and Easter Eggs

A secret feature of an interactive work, the term was coined to describe a hidden message in the [Atari](https://en.wikipedia.org/wiki/Atari) video game [Adventure](https://en.wikipedia.org/wiki/Adventure_(Atari_2600)) that led Atari to encourage further hidden messages in later games, treating them as Easter eggs for players to find.

* No ester eggs or cheats

1. Story, Setting and Character
   1. Story and Narrative – Includes back story, plot elements, game progression, and cut scenes. Cut scenes descriptions include the actors, the setting, and the storyboard or script.

* There isn't story it's a sample puzzle game
  1. Game World
     1. General look and feel of world
* 2D world of puzzle game
  + 1. Areas, including the general description and physical characteristics as well as how it relates to the rest of the world (what levels use it, how it connects to other areas)
* There is the inventory that you get pieces of puzzle from it
  1. Characters. Each character should include the back story, personality, appearance, animations, abilities, relevance to the story and relationship to other characters
* There isn't characters it's a sample puzzle game

1. Levels
   1. Levels. Each level should include a synopsis, the required introductory material (and how it is provided), the objectives, and the details of what happens in the level. Depending on the game, this may include the physical description of the map, the critical path that the player needs to take, and what encounters are important or incidental.

* Every level in it's beginning show you the full puzzle for 10 seconds to remember it when you play the puzzle and you must solve the puzzle in time and avoid losing all of your lifes
  1. Training Level
* There isn't but there is the tutorial screen

1. Interface
   1. Visual System. If you have a HUD, what is on it? What menus are you displaying? What is the camera model?

* There isn't
  1. Control System – How does the game player control the game? What are the specific commands?
* By mouse and ESC button
  1. Audio, music, sound effects
* There is audio for button clicks and sound effect when you place piece in the right place but there isn't a music
  1. Help System
* There is a tutorial menu for the game

1. Artificial Intelligence
   1. Opponent and Enemy AI – The active opponent that plays against the game player and therefore requires strategic decision making

* There isn't
  1. Non-combat and Friendly Characters
* There isn't
  1. Support AI -- Player and Collision Detection, Pathfinding
* There isn't

1. Technical
   1. Target Hardware

* pc with CPU 1.2 GHz
* Memory 1 GB
  1. Development hardware and software, including Game Engine
* AMD Sempron (2.70 GHz)
* Memory 4 GB
* Photoshop cc (2014)
* Unity3D (version 5.4.5f1)
  1. Network requirements
* There isn't

1. Game Art – Key assets, how they are being developed. Intended style.

* Downloaded from http://www.gameart2d.com/

1. Game Database
   1. Database Schema

* There isn't
  1. Sample table with data
* There isn't

**Individual Storyboard/Game Design Template**

|  |  |
| --- | --- |
| Game Name | Puzzle key management Game |
| Level No | 5 |
|  |  |
| Big Picture (less than 10 words) | Solve security Graphs puzzles and save them in my brain. |
| Detailed Description (approx. 100 words) | You want to save security Graphs in your brain  So you open this game to play puzzles about security Graphs and have fun.  First: when you open the game for the first time the tutorial menu will open to you and you can play the first level.  Second: when you play if time is over and before you solve the puzzle you lose.  Third: when you play if you solve the puzzle before the time over or in time you win.  Fourth: when you play if you lose all of your lifes you lose and start the game from the beginning and lose your progress.  Fifth: when you win all level successfully the end level will open and you will see your rates in all levels. |
| Purpose | Study security Graphs in games |
| Setting/Location | Mouse left click (for pick piece and put it in puzzle).  Mouse Scroll Wheel (for up and down the inventory of pieces).  ESC (for exit in main menu or show secondary menu in levels). |
| End Goal | Collect all puzzles, get high score for every level and know the security Graphs |
| Characters (names and descriptions) | There is no characters |
| Levels (#’s and descriptions) | 1-Key distribution center (KDC)  2-Weakness of Deffie-Hellman Key Exchange  3-Needham-Schroeder Protocol  4-Kerberos operation  5-Securing password in UNIX |
| Colors | Hex Colors |

**Story Board:**

You can't save security Graphs in your brain

So you make puzzle from them and will solve this puzzle.

The roles:

1-if you lose to solve any puzzle for three times you will start from the beginning.

2-if you solve the puzzle before time over and your score is less than zero you lose and you need to solve it again.

3-if you don't solve the puzzle before time end you will lose and restart this puzzle.

4-if you get score is more than the best score for any puzzle it will replaced with the best score and the timer have the same feature.

5-when you finish the five puzzles you win and you will see the your rates.