

Game Design Document

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Tutorial: 4

Link to the game repository: <https://github.com/KayT12/LoneWolf>

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1 Overview

The Lone Wolf is an action and strategic game set in a forest themed environment. Where he enters with some money and a bag with resources - inventory for initial survival. The main objective of the game is to make himself home in the forest by constructing a house, survive from attackers and create and develop a community for himself and expand it.

[This section is dedicated to summarize the game and to answer important initial questions: what are the game objectives? What makes it unique? Who is the targeted audience? What is the platform for the game? What genre will the game pertain? What is the overall gameplay? These are samples of what an overview section need to have.

The goal of this section is to have a quick way to look for the main highlights of the game. A new member on a game development team can read this section to catch up the idea of the game, or in an advanced game design stage a designer can use it to verify if the ideas he has are in harmony with the general idea of the game. The high concept document can evolve to become this section].

1.1 Game abstract

The Lone wolf is a CMS(construction management simulation) game that is strategic and adventurous. It is targeted to any audience as it is mainly about construction of a house and management of territory built by the player. So anyone between 14 to 60 year old can play the game. The game starts with the player Lone wolf, while exploring the forest, has to find land to build a wooden house for his survival and expansion of territory. He has to undergo many obstacles, missions and quests to save, expand and sustain his territory. The progress of the player will start with nothing but an initial amount of coins to build many houses in and around the forest and also manage them by selling and buying - real estates. The construction of the house is simulated as a real life experience with tools and wooden blocks and finds it amusing and challenging where he has to build it from scratch. In the middle of the progress of the game he encounters the tribal enemies where he has to fight and save the houses or territory from them.

[Summarize the game in a few words].

1.2 Objectives to be achieved by the game

[Describe the benefits to be achieved by making the game. Objectives should guide the design decisions of the game. Any constraint should be linked to objectives to].

1.3 Core gameplay

The core gameplay goes with the player exploring walking and exploring the forest and finding a land for himself to construct a house and expanding his territory as the play progresses. In the middle of missions he might also have to save the house and himself from the attackers.

It consists of following formal and dramatic elements:

Objectives of the player would be constructing the house from scratch from the wooden logs. He will be given resources required for the construction from the inventory of the game. He would also defeat the tribal attackers who wanted to take control over the houses he built.

Resources would include sawer machine, wooden cutter, and for stones the hammer tool or chisel. As he goes on completing the missions many other items would unlock in the

inventory like special tools, paints, special weapons, elixirs for house, protectants for the house from enemies etc.

Conflicts would be the enemies who want to attack the house and occupy it. He has to save the house from the attackers. Other conflicts could be dilemmas where the construction of a house could take time or not be successful.

Outcomes: Outcomes would be different according to each mission For example: The first mission of the game would be building a house from scratch which would be challenging and lot of time taking. And in the mission of enemies he has to defeat the enemies which is uncertain as he may or may not win against the enemies. So the outcomes depends on the mission or according to the strategy of the game play.

Dramatic Elements:

Challenge: Challenges in this game are very dynamic. It would be fun in the initial missions of constructing a house as the player would find it quite challenging and amusing or adventurous at the same time.

Play: Free movement of the player across the forest. It is a CMS game so play would include alignment of structures i.e building a house.

Premise: Premise would be a lush green forest with land terrains.

Story: Story unfolds with the missions from constructing a single gouse to expanding his territory while saving his territory from enemies.

[Describe the main activity the player will be doing in the game. Focus on writing why will it be fun?].

1.4 Game features

[This section describes the principal characteristics the game will have].

1.4.1 Genre

[Describe the game genre by defining elements or a common basic rule set that describes the nature of the game].

1.4.2 Number of players

It is a single player game.

[Establish the number of players the game has. If the game has multiplayer describe the number of players intended to handle and indicate if the multiplayer game is competitive, cooperative or collaborative. Describe any special mode the game has for multiplayer].

1.4.3 Game theme

It is a simple forest themed environment with some lakes, trees and stones.

[Describe the guidelines to the aesthetics of the game. Some examples of game themes can be: post nuclear earth, Greek mythology or medieval].

1.4.4 Story summary

The Lone Wolf game starts with a player's life in a forest with nothing but some initial money and some resources to start. Player starts the game by exploring a forest themed environment and finds a land for himself where he has to build a wooden house with the wood from forest and weapons from the stones. He is accessible to inventory where he can buy or use some tools that are used for his construction. He will be gaining some points and gems for constructing house and tools according to mission. He can also unlock some

powerups like armies for himself after construction of the house. After building a house he has to save himself from the abductors who are targeting to occupy the house. He will fight the attackers with the army he has and has to win strategically by giving each army necessary tools like knives and cannons according to the opposing force attackers. As the game progresses With more money he can also farm, harvest and sell them in other lands that are shown in the map and slowly expand his territory and business.

[Write a brief summary of the history of the game].

2 Mechanics

The main elements of the game are the player, forest with trees and stones and inventory with machines and appliances required for the construction.

As the game progresses elements get added or unlocked like types of armies, weapons, power ups for the house etc,

The core mechanics of the lone wolf is about walking, running, exploring the forest.

While constructing the house he has to cut the trees for wood and mine stones for weapons.

The house construction goes with the log of wood being made into wooden blocks with the sawer machine from the repository.

when attacking the enemies the game reduces to the rules of attacking the army by throwing cannon bombs strategically by moving around for maximum destruction that follows the health meters of both the parties.

[This section describes the game elements, its attributes, and its interaction rules. All elements that create the game must be detailed and described in this section. A game character, its visual aspect, its sound effects, its personality may be described in this section].

2.1 Game elements categories

Tools for House: sawer machine, cutter, wooden blocks, (can be added further as the game progresses)

tools for stone: chisel

Inventory: food, elixir(recovery from damage), paint, reconstruction gem for house, construction tools - paint, etc.(can be added further as game proceeds)

currency - initial coins, coins gained by passing missions,(buying/ selling - optional), gems.
world / terrain - forest

[Create game elements categories. This may help to organize better the design and to establish a solid base for reuse. Some examples of game elements categories are: enemy, boss, weapon, world or music].

2.2 Rules

Can be written while developing the game.

[Describe the valid actions that the player can do and how the game should respond to these actions].

2.2.1 Interaction rules

Can be written while developing the game.

[Describe the valid interaction between game elements and the result of the interaction].

2.2.2 Artificial Intelligence

[Describe here how the game elements should react under different circumstances in the game].

2.3 Game world elements

[Describe elements that are outside the core gameplay. Some examples of game world elements are: world map or transportation (horse, boat or car)].

2.4 Game log elements

[Describe elements that register the player progression. Some examples of game log elements can be: score, save or achievement].

2.5 Other elements

[Describe any other element that can't be classified on any other element classification in the mechanics].

2.6 Assets list

[This section contains the list of every game asset that needs to be created to finish the game].

3 Dynamics

In this Simulation adventurous and strategic game the dynamics would be successful survival of the player by constructing the wooden house from the wooden logs.

Also saving the house from attackers by defeating them as the player throws the cannon balls. By the tools of wood cutter the game interacts back by creating types of wooden blocks that are helpful for construction of a house. Player needs to assemble different parts of wooden blocks and arrange - stand, laying them to build a proper house.

in the case of attacking the army from the player escapes and throws cannon balls on the indications of player to not go below the life line of the army and the player combined.

[This section describes the flow of the game. History, levels, chapters, puzzles, interfaces (hardware and software). This section is directly related with the mechanics section since the dynamics are constructed from the elements in the mechanics].

3.1 Game World

The game is set up in a forest with trees, lands and stones.

[This section describes the world where the game is played].

3.1.1 Game theme details

[Describe the world environment, its ambientation. Put in details how the game world should look, sound and feel].

3.1.2 Missions/levels/chapters Flow

[Describe how the player can navigate through the world in the game, if navigation is linear or he can choose where to go, if he can skip levels or if there are restrictions to enter in some areas].

3.2 Missions/levels/chapters elements

[This section describes the elements that will form the core gameplay].

3.2.1 Objectives

[Describe the objectives to achieve in the dynamics of the game].

3.2.2 Rewards

[Rewards to the player for his actions in the game. Like achieving a goal or beating a challenge].

3.2.3 Challenges

[Challenges put to the players throughout the game. Some examples of challenges are: a fight, a puzzle or a boss fight].

3.3 Special areas

[Describe the areas which not classify as mission, level or chapter. Some examples of special areas are: stores, inns or bonus areas].

3.4 Game interface

[Describe every element of every screen that the player can manipulate. Some screen examples can be: title, options, main, inventory or save].

3.5 Controls interface

[Describe how the player can manipulate every screen in the game].

3.6 Game Balance

[Describe the elements that are easy to change and can be used to increase or decrease the challenges difficulty. Examples of elements that can easily balance the challenges are enemy speed, life or number of enemies in a fight].

4 Visuals and Sounds

[This section details what the player sees and hears. This section can be extended in case of augmented reality games like the inclusion of smells].

4.1 Game visuals

[Describe all the visual aspects of the game used by providing screenshots and short descriptions].

4.2 Game sounds

[Describe all the sound and music used in the game and describe why you use them].

5 Document information

5.1 Definition, acronyms and abbreviations.

[Define all the concepts, acronyms and abbreviations needed to the understanding of this document].

Term or abbreviation	Definition and acronyms

5.2 Document references.

[List all the documents referenced by this GDD and specify where they can be found].

6 Attachments

[Add any other information or relevant document to the design of the game].

References:

<https://medium.com/creative-culture-my/game-elements-components-mechanics-and-dynamics-what-are-they-80c0e64d6164#:~:text=The%20MDA%20Framework%20by%20Hunicke,%2C%20challenge%20and%20win%2Dstate>.