**University of Brighton   
Computer Games**

**CI410 - Game Design & Development 2022 -23  
Coursework 2: 3D Unity Prototype**

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Date:**

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# Introduction

Overview of what this document is and what will be covered in each section.

## Game Idea

* *Briefly discuss the overall Idea for the game*
* *The main goal*
* *What the player has to do*
* *The main Challenges*
* *Where the game in taking place*

The overall idea of the game is a fantasy 3D platformer that immerses the player in a new world devoid of color and light. The player must solve puzzles and defeat enemies to restore color to the world. The player must solve simple puzzles via strategy or skill, for example, finding a key item to unlock an area or figuring a way across a gap.

The main challenges come from puzzles, either through the terrain or various objects around the map.

## Sources of Inspiration

* *Briefly discuss the sources of inspiration for your Game*
* *Books, comics, TV, films, games etc*
* *Replace the images below with your images*

|  |  |
| --- | --- |
|  | A picture containing screenshot, digital compositing, pc game, video game software  Description automatically generated |
| ‘*Ori and the Blind Forest’*, 2015, Moon Studios | ‘*Jump King’*, 2019, Nextile |

## Overall Player Experiences

* *One paragraph (<100 words)*
* *What are the intended Player experiences*
* *Mention the Environment, Art Style, the Gameplay*
* *Anything else helping to evoke the emotions*

## Summary of Overall Game Design Decisions

|  |  |
| --- | --- |
| **Element** | **Detail** |
| Player Experiences |  |
|  |  |
| Overall Goal of Game |  |
| The Player Character(s) |  |
| PC Motivation |  |
| Main Antagonist (is the player aware?) |  |
|  |  |
| Core Gameplay Styles |  |
| Main Gameplay Challenges |  |
| World |  |
| Environment Style |  |
| Key Locations |  |
| Art Style |  |
|  |  |

## Mini Mood Board

|  |
| --- |
|  |

**List of Images**

|  |  |
| --- | --- |
|  |  |

# Game Design Decisions

## Game Overview with Events

* One paragraph (<100 words)
* Briefly describe how the Game flow and how the events are structured



* Diagram the flow of the overall Game through the events
* Please label the boxes with specific names for events, flags & Information etc)

## Level Events & Gameplay Systems

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| System | A1 | A2 | B | C1 | C2 | D |  |
| Movement | Essential | Essential | Essential | Essential | Essential | Essential |  |
| Acrobatic Traversing | Option | Essential |  | Option | Essential | Option |  |
| Range Com | Option |  |  | Option |  | Option |  |
| Object Move | Essential | Option | Essential | Essential | Essential | Option |  |
|  |  |  |  |  |  |  |  |

What systems are essential to completing each event   
Add comments for clarity if required

## Level Gameplay Events Details

|  |  |  |  |
| --- | --- | --- | --- |
| **Event** | A | B | C |
| **Title** |  |  |  |
| **Event Location** |  |  |  |
| **Situation** *Where is the player, what are the relevant surroundings?* |  |  |  |
| **Problem** *What does the player have to do or overcome* |  |  |  |
| **Type of Challenge** |  |  |  |
| **How is the Player informed**  *of the problem and solutions* |  |  |  |
| **Solutions** *the player can choose* |  |  |  |
| **Start Trigger** |  |  |  |
| **End Trigger** |  |  |  |
| **Success Consequences /Rewards** |  |  |  |
| **Failure Consequences / Risks** |  |  |  |

## Flowcharts of Events

Draw.io / <https://app.diagrams.net/> can be used

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |
|  |  |  |

# Level Layout

|  |
| --- |
| Molecule Diagram of level |
| http://www.gamasutra.com/db_area/images/feature/184783/figure6.png  A – Location B – Location C – Location D – Location E – Location F – Location |

|  |
| --- |
| Level Map |
| Drawn to approx scale – use square paper or an electronic map tool  Show all Events - You can use separate maps if appropriate (internal / external / underground)  With a legend showing   * Level Goal * Event Goals * Buildings * Types of Terrain * Player Paths * Limit of the level / how the player is constrained * Key item locations * NPC locations * Triggers * Interactive environmental Objects * Spawn points |

|  |
| --- |
| Puzzle Designs |
|  |
|  |
|  |

Briefly Describe what is planned and what was being tested

# Implementation, Testing & Problems

Discuss briefly the process used to develop, and possibly redesign the original game idea.

Focus on anything you feel should be highlighted especially functionality you have added.

Please do not explain the provided scripts

## Playtest results

Briefly describe how the game was tested  
What changed as a result of Playtesting?

## Problems

|  |  |  |  |
| --- | --- | --- | --- |
| **Priority** | **Problem** | **Solution** | **Implemented** |
| Low/Med High | Nature of the problem e.g.:   * Object shape not correct (too angular, round, jagged) * Size is incorrect * Camera Jitters * Functionality not working * Bugs * Sounds | What could be done to rectify the problem if known.  State if you do not know how to fix the problem | Solution has been implemented within timescale  Could not have been applied in current timescale  Need to research problem |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Critical Review

* identify three reasons why the design and implementation of the game are good.
* Further identify three reasons where the implementation could be improved and a summary of how the improvements could be made.
* What did not go as well as it could have
* What could you have done better
* How would you improve the gameplay
* What have we learnt from this process

# Conclusion

* what are the main take-away messages –
* what are the key concepts that you learned during the development.

**References**

**Bibliography**

# Appendix

## Walkthrough and Cheats

* Controls
* How to play through your game
* Clear precise bullet points
* Cheats to get to the next events or bypass challenges.

## Playtest

|  |  |
| --- | --- |
| **Type of Test (Method)** |  |
| **Type of Prototype** |  |

**Test Specifics**

|  |  |
| --- | --- |
| What is being Tested? |  |
| Key Test Questions |  |
| 1 |  |
| 2 |  |
| 3 |  |

**Test Results**

|  |  |
| --- | --- |
| 1 |  |
| 2 |  |
| 3 |  |

**Actions - What Needs Changing as Result of the test**

|  |  |
| --- | --- |
| **Element** | **Improvement** |
|  |  |
|  |  |
|  |  |
|  |  |

## Game Assets

Graphical Assets

|  |  |  |  |
| --- | --- | --- | --- |
| **Image** | **name** | **Used for** | **Sourced from** |
|  | PC run | PC | www.tileset.com |
|  | NPC\_smile | NPC1 NPC2, NPC3 | Drawn by Author in flash |
| A picture containing blur  Description automatically generated | BG\_Swirl | Level 1 background | www.abm-enterprises.net/fractals/  rainbowswirlwallpaper.html |
| A picture containing building, building material, brick, stone  Description automatically generated | stones | Tiled for maze textures | StencylWorks |

Audio Assets

|  |  |  |
| --- | --- | --- |
| **Sound** | **Used for** | **File & Source** |
| Background Music | Level 1 background | Littlest\_hobo.wav  www.soundforce.net |
| Arrow whoosh | PC Attack | Arrow.wav  Author Recorded in Audacity |
| Pig squeel | PC hit | Squeee.wav www.soundforce.net |
|  |  |  |
|  |  |  |