**GAME DESIGN DOCUMENT**

SUB TITLE

YOUR SMILE



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**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 3

Target Audience 3

Storyline & Characters 4

Gameplay 5

Overview of Gameplay 5

Player Experience 5

Gameplay Guidelines 5

Game Objectives & Rewards 5

Gameplay Mechanics 5

Level Design 6

Control Scheme 7

Game Aesthetics & User Interface 7

Schedule & Tasks 8

# About Your Smile

Your Smile merupakan game narrative driven yang bertujuan untuk memberikan edukasi kepada pemain betapa bahayanya dampak dari bullying terhadap mental seseorang. Serta dalam game ini pemain juga akan dilatih untuk mengambil keputusan yang tepat dalam momen tertentu agar mendapat hasil yang terbaik kedepannya.

Pemain akan memerankan sebagai tokoh kakak dari Cahya, yakni korban bully teman-temannya. Semenjak kematian kedua orang tua Cahya, ia dibesarkan oleh kakaknya seorang. Ia diajarkan untuk selalu menerapkan 7 kebajikan dalam hidupnya. … Namun ketika kakaknya Cahya kembali ke rumah, Cahya berubah menjadi muram dan pendiam yang awalnya ceria serta semangat. Tugas pemain adalah mencari tahu mengapa Cahya bisa berubah, apa yang sebenarnya terjadi selama kepergian si kakak?

Your smile merupakan sebuah gim *narrative driven rpg* yang berlatar di sebuah dunia modern, dimana manusia dan ruh hidup berdampingan. Sepulang dari perantauan, kamu mendapati adikmu yang telah kehilangan senyum cerianya. Sosok yang dulunya cerah dan hangat, seketika redup nan muram. Kepedulian sebagai seorang kakak, menuntunmu untuk mencari tahu alasan redupnya cahaya itu. Setiap tindakan yang kamu lakukan, akan memiliki dampak yang sepadan. Mampukah kamu menjaga cahaya itu?

Introduce the game. Present information on why this game will be fun, the purpose of the game, what the player does, and so on. This is meant to be a quick analysis of the game and what you can expect from it. Shouldn’t be more than 1-2 paragraphs.

# Getting started

Your Smile bukanlah game narrative driven biasa, selain harus mencari petunjuk mengenai perubahan Cahya, nantinya pemain akan disuguhkan dengan beberapa pertarungan seperti game rpg. Pemain juga harus mempertimbangkan semua keputusannya ketika quick action muncul karena setiap pilihan pemain akan mempengaruhi story in game kedepannya.

Apakah kam? Atau kamu akan menuruti setiap egomu?

Apakah sekarang waktu yang tepat untuk menuruti egomu? apakah kamu bisa melindungi orang yang kamu sayang dengan egomu itu? Atau kamulah orang yang akan meredupkan cahaya itu? Kamu sebagai sang kakak, akan berusaha mengungkap penyebab perubahan emosi adikmu dengan mencari setiap informasi dan bukti yang terkait. Setiap pilihan dan Tindakan yang kamu ambil dalam your smile, akan berpengaruh pada jalannya cerita dari game ini.

In 1-2 sentences, explain the game as if you were pitching it to potential players. This should be very intriguing. It typically includes the title, genre, platform, and brief idea of what the player does or has to overcome.

# Genre

Narrative driven, role play (rpg)

# Platforms

PC.

# Target Audience

Game ini ditargetkan untuk umur 13 tahun keatas dengan pengawasan. Karena mengandung unsur kekerasan, tema subjektif, perkataan kasar dan peristiwa traumatik.

Provide information on the audience the game is targeted to. Add details and information on the intended audience such as their habits, behaviors, likes, and dislikes. Are you targeting your game to a specific age group or perhaps people that enjoy certain genres? Is your intended audience from specific communities or will their locale play a role?

# Storyline & Characters

This is where you present a story synopsis, and discuss how the story will unfold as the player makes his or her way through the game. Include information on the key characters in the game, including descriptions, abilities, characteristics, how they fit into the story, how they affect gamplay, what the player will learn from them, etc.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| Kakak | Karakter utama dalam game. | Sangat menyayangi adiknya yakni si Cahya. Selalu melindungi dan mengajarkan kebaikan kepada Cahya. | Present any other notes about the character. |
| Cahya | Adik dari kakak (tokoh utama dalam game). Merupakan korban bully teman-temannya. | Sosok yang awalnya semangat dan ceria namun sekarang berubah menjadi muram, pendiam, dan suka menyendiri. | Perubahan sikap 180 derajat sejak masuk ke SMA. |
| Dahlia | Teman masa kecil Cahya dan selalu menemaninya setiap saat. | Menyukai sosok Cahya karena sikap bijak yang dimiliki Cahya. | Tidak menyukai Alex karena sikapnya yang sangat terobsesi dengan Dahlia. |
| Dwi | Teman satu kelas Cahya saat berada di bangku SD. | Menyimpan dendam ke Cahya karena iri melihat kedekatan Cahya dengan kakaknya. | Tidak menerima kasih sayang dari keluarga semenjak Dwi masih kecil sehingga membuatnya iri ketika mendengar kedekatan Cahya dengan kakaknya. |
| Character | Description | Characteristics | Misc. Info |
| Luki | Teman satu kelas Luki dan Alex. Salah satu dalang dari pembullyan Cahya. | Memiliki dendam kepada Cahya karena Luki menginginkan semua perhatian tertuju kepadanya. Sedangkan Saat SMA semua perhatian tertuju ke Cahya karena sifat bijaksananya. | Menghasut Luki dan Alex untuk bekerja sama membully Cahya karena memiliki dendam dan tujuan yang sama kepada Cahya yakni menjatuhkan Cahya. |
| Alex | Teman masa kecil Cahya dan Dahlia. Mereka bertiga selalu Bersama saat masih kecil. | Sangat membenci Cahya karena Dahlia lebih menyukai Cahya dibandingkan Alex. | Menyukai Dahlia namun lebih menjurus ke arah seksual. |

# Gameplay

## Overview of Gameplay

Your Smile terinspirasi oleh game Omori yang bergenre narrative driven. Namun agar tidak monoton seperti game narratve lainnya yang hanya membaca cerita serta memilih jawaban, Your Smile juga mengandung rpg. Gameplay Your Smile yakni pemain bertugas berkeliling satu lokasi saat bermain untuk mencari clue mengenai penyebab perubahan dari adiknya. Clue itu sendiri bisa meliputi pembicaraan kepada npc, menemukan barang, dan sebagainya.

Nantinya pemain juga dihadapkan dengan pertarungan melawan dirinya sendiri. Seperti pertarungan alam bawah sadar dengan roh yang menemani karakter utama kemanapun. Hasil pertarungan ini nantinya akan mempengaruhi jawaban ketika quick action muncul.

Include information on the game genre and how it is different, similar, or a hybrid of existing genres. Discuss what platform the game will be on, if it is going to be on multiple platforms discuss ways the game will be modified for each platform. Also, provide a general overview of the game modes available in single player and multiplayer. Also, list the Key Gameplay Features (selling features) of the game.

## Player Experience

Provide a general overview of how the player experiences the game. Walk them through the screens they will see, what the level looks like and what their character can do. Give them a brief idea of objectives & hazards they will face. This should be in a second-person point of view using the word “you” to tell a story to the audience (players).

## Gameplay Guidelines

This is a set of guidelines that the game must adhere to throughout the development process. These include rules for what is allowed and not allowed in the game. For instance, if you are creating a game for children, you will want to define guidelines for the level of violence presented in the game, what language can be used, and so on.

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |