**GAME DESIGN DOCUMENT**

Music is a timeless memory

“PRJCT\_PHNTM”



**Last Updated:**

24/01/22

**Prepared By:**

Osamu Saburo

Jane Doe

**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

# Game Analysis

You play as an unnamed protagonist, who awakes in, what appears to be a bathroom stall inside the old theatre. In addition to this, you have no memory of your person, past or otherwise. As you explore, you notice that a film will be screening soon. The title of it seems… familiar.  
  
As the player, you must navigate the theatre, recover your life and investigate what lead you to waking up in this strange place.

# Mission Statement

PRJCT\_PHNTM (Pronounced as Project Phantom) is a Top-Down Visual Novel and complementary Side-Scroll Rhythm game being released for Windows 64-bit systems. The goal of the game is for the player to help the protagonist regain their lost memories, which is done by completing a series of Rhythm-based Levels.

# Genre

* 2.5D
* Side Scroll
* Rhythm
* Top Down
* Visual Novel

# Platforms

Windows (64-bit)

# Target Audience

While Rhythm and Visual Novel games appeal to most people of different backgrounds and genders; (with the balance being shifted more so depending on the narrative) PRJCT\_PHNTM is aimed at an audience aged 18+ with the highest demographic of players between 20-30 years old, with a slightly higher majority of male players.

# Storyline & Characters

(Upon completion) PRJCT PHNTM will be split into six chapters, with the overall arc following a semi-linear path with branching forks that affects how the protagonist rebuilds themselves (and by extension) the ending the player could receive.   
  
Storyline centers on and/or touches on themes of grief, first love, and self-discovery.   
  
Below is a summary of each chapter of the game, detailing the protagonist’s development from bathroom stall to curtain call.

## Prologue: Who Are you?

The Start of the protagonist’s reconstruction. The player learns how to use the tools given to them for progressing forward for the game’s duration. (Protagonist learns basic things like birthplace, family, but not their name)

## Chapter One: Did You Fall?

Protagonist begins to get more fragments of their life, particularly those of early relationships and emotional attachments. Fixed point in chapter is the protagonist (eventually) falling in love with someone who had a crush on them at one point of their life.

## Chapter Two: Hazed Blur

Just as the protagonist thinks they’ve found everything; fragments begin to pull them down into a linear loop. Chapter focuses on the breakdown of the relationship and the emotional aftershock it causes. (break-up is a fixed point in story.)

## Chapter Three: Seven Million Steps

As the protagonist begins to come to terms with what happened, they begin to wonder what led them to the theater, if their partner should be here instead; or if they *truly* at fault; (Chapter focuses on the responsibilities and reflections of past relationship.)

## Chapter Four: End of The Dark?

At this moment in the story, the Protagonist is missing the final fragments before they are whole again; but questions if it’s better to lament in the past than move on towards the future. (Chapter focus personal uncertainty and the progression before acceptance.)

## Epilogue: An Actor’s Truce

The protagonist finally remembers who they are and why the theater *still* exists. Before the Protagonist leaves the theater; the player is given the chance to run through a bonus fragment (level) before as a thank you for playing. Once the protagonist leaves the theater, the ending is given; (with some variation) and the credits roll. GAME OVER.

|  |  |  |  |
| --- | --- | --- | --- |
| Character | Description | Characteristics | Misc. Info |
| The Protagonist  (Also Referred as “Shard”) | An opaque shard of glass made human. Due to the protagonist’s predicament, their person and personality is built on the experiences they “relive” | Age : early Twenties Name: ??? Hair : White Skin Tone: Fairish White Gender: ??? Height: 5’ 8 Clothing : Demin Jeans, T-Shirt, Hoodie and Plain Trousers | Wishes to learn who they are and how to escape the theater. |

# Gameplay

## Overview of Gameplay

As previously stated in the Mission Statement

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 |  |  |  |  |