<2D – CN>

Game Design Document

*Name is not finalized. This name is temporary to be confirmed later*

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Premise

*From your Concept Document, this can/should be more narrative/motivational with the gameplay description left for the next section.*

Gameplay/Feature Set

*Provide a short description of your game, along with a bulleted list corresponding to your “feature set” (features of your game that make it unique and compelling – involving any element we’ve discussed in class . . . including gameplay, technology, story, characters, visuals, sound, interface or mood).*

The game is a story driven action role playing sandbox game in a top-down environment. There will be a main story line that progresses the player character through the world, although there will be no gating on where a player can go or do at any time (similar to Bethesda’s titles, and other rpg’s and mmorpg’s).

Features:

* Top-down combat
  + Melee
  + Ranged
    - Magic
    - Guns
* Questing
* Lore from notes, NPCs and intractable objects
* Open world exploring
* Dungeon crawling
* Skill system

Purpose

This game is a meant to be entertaining/fun, and story driven. The purpose revolves around building a character and learning the story of the world. The games main purpose will be to dive into the concepts of self-awareness and self-discover with in the story. Understanding who you are and what you wish to achieve.

Genre

2D Top-Down Action RPG

Platform

PC

ESRB Rating

TBA

Target Market

N/A

Goals

Create a fun game with a great story and great game mechanics.

Player Motivation

N/A

Play Modes

ATM, this game will be single player only. This is to create a cohesive story line without making a reason for why there are other player in game. Also implementing multiplayer is currently out of scope.

Rules

*In this section, describe the following (even if you’ve already mentioned some of this earlier in the document): Number of players, age range, approximate length of time to play, victory & loss conditions, gameplay (step-by-step), scoring, game end. Include illustrations where necessary.*

Challenges

*What types of challenges and obstacles do players have to face or overcome during the game? Some examples might be powerful monsters/bosses, locked doors, puzzles, mazes, riddles, trivia questions, or flying potatoes. Be specific about the challenges that tie in with your particular storyline.*

Strategies

*Discuss 3 strategies that players must use during the game to overcome the game’s challenges. Examples might be collecting, exploration, resource management, social interaction, direct vs stealth combat, hiding, quick reflexes, knowledge application (intrinsic or extrinsic), spatial navigation, pattern recognition, color matching, or quick reflexes.*

Theory/Game Balance

*What type of game theory elements are you using in the game? How are you maintaining game balance? Some examples might be transitive vs intransitive relationships, perfect vs imperfect information, Prisoner’s Dilemma or tragedy of the commons scenarios (cooperation/non zero sum games), dominant strategies, skill vs luck (randomness), and difficulty levels.*

Art Style

*What art styles or styles are used in the game? How do these choices contribute to the gameplay and the overall play experience? What are the challenges associated with the chosen art style? Provide some examples (images) from existing game or relevant media. Talk about characters, environment, and interface art styles.*

The main theme of the game will be self-discovery as an overarching ideal.

There will be styles borrowed from steam-punk, cyber-punk, European fantasy (DnD), and retro 8-bit/16bit (Hyperlight drifter/ Legend of Zelda (NES)/ Megaman).

Some example of environments will include: **hyper advanced underground cities**, **Run down highways (not underground)** (cyber-punk), **rundown towns/cities**, **Brick roads**,(fantasy and steam-punk mixed), **vast open fields/meadows/forests** (fantasy style, can be related to games like final fantasy),