Game Design Document / project plan

Game name: TBD

**Summary**

The purpose of this game project is to demonstrate skills in software development such as project planning, programming, software structure, and version control. As such, the scope is deliberately small to keep it achievable within a reasonable timeframe, while still allowing for a level of challenge.

Used software

Version control – GitHub

Game engine – Unity

Graphics – Corel Painter

Audio – N/A (using pre-purchased assets)

**Gameplay**

The game is a basic “escape room” style game, similar to games such as No Escape, Submachine, and the Rusty Lake series. The goal is to solve puzzles by interacting with game objects, which ultimately leads to a door being opened. Interaction happens by clicking on elements of the game and using items collected into an inventory on other items.

**Mechanics**

Interaction through mouse clicks

Moving from one screen to another

Collecting items

Accessing inventory to use items

Interacting with in-game elements

Using items with in-game elements

Inputting codes/information to solve puzzles

**Game elements**

Ui, menu(s)

* Main menu (quit/start)
* Inventory
* Main view

Graphical assets

* Backgrounds
* Menu elements
* Interactable items

Audio assets

* Background music (if any)
* Sound effects for interactions

**Project timeline (estimate)**

Basic interactivity – 1 week

Puzzle design and implementation – 2 weeks

Assets – 1 week

Polish & documentation – 1-2 weeks

**Planned documentation**

Technical details

* Used technologies
* Asset summary

Program/code structure

* Flowchart
* Written explanation/summary
* Apparent structure in gameplay vs code relations

Timeline (estimate vs actual)

Observations

* Problems + solutions
* Anything unexpected
* Reflection / Lessons learned

Theoretical background