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Overview

# Breakdown

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# Target Audience

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# Storyline

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Mechanics

# Screen Breakdown

## Overview

Within the game there are many different screens to navigate through. To help organise these screens so that they are quick and easy to navigate, each one has been broken down into several sections. Each section describes the purpose of the screen, the screens it can link to, the transitions on the screen (if any), the mechanics and interactions that can occur in the screen and the audio that should be heard.

## Splash Screen

#### Purpose

The splash screen is there to immediately advertise the company logo and any other logo that may be relevant to the game.

#### Links

The splash screen links directly to the warning screen if it is skipped or if the logo has faded out.

#### Transitions

The logo initially fades in from black and fades out to black on completion. Each logo fades in and out for a set number of seconds in succession. The developing company logo is the first to be shown.

#### Mechanics

There are no mechanics.

#### Interactions

Clicking or pressing any buttons on this screen will skip it.

#### Audio

The logo “splash” sound clip will play with the logo synchronised to it.

## Warning Screen

#### Purpose

The warning screen is basically there to cover the company against any potential lawsuits and to generally warn players about anything they might find surprising in the game. It should include a game rating submitted by the developing company.

#### Links

There are no links.

#### Transitions

The warning and rating should fade in, give adequate time to read the warning and fade out.

#### Mechanics

There are no mechanics.

#### Interactions

Clicking or pressing any buttons on this screen will skip it.

#### Audio

There is no audio.

## Background Screen

#### Purpose

The background screen is generally to be used as a “first layer” for other screens to be rendered over when not playing the game. It is there to provide a more interesting environment for screens where mouse clicking is prominent without needing to re-implement the same technology several times.

#### Links

There are no links.

#### Transitions

Fade-in/fade-out transitions occur when the screen is initially shown and are fairly quick compared with other fade transitions. These are to just give a little smoothness to major state changes.

#### Mechanics

The background screen has one job, to create an interesting backdrop for most if not all of the mouse-interactive screens. Several modes may be available to change what happens.

#### Interactions

There are no interactions.

#### Audio

A soothing, default audio track will play when no other track is selected. The track can be overridden by other screens using this screen. The screen is responsible for smooth audio transitions between background tracks.

## Main Menu Screen

#### Purpose

The main menu allows players to navigate to different modes of gameplay. It is the central hub where every aspect of the game branches from. There is no higher hierarchical level than the main menu after the warning screen has faded out and trying to go up a level will exit the game.

#### Links

The main menu has direct links to:

* The online screen.
* The practice screen.
* The tutorial screen.
* The options screen.
* The credits screen.

There is also the option to exit the game.

#### Transitions

All available links will transition in from opposite ends of the screen, one at a time until all are centred. When selecting options, text will highlight under the mouse and fade out quickly when the mouse is removed. If an option is selected and there is a screen pointed to, the text items will transition of the screen in the same way they transitioned in.

#### Mechanics

There are not many mechanics on the main menu screen other than transitioning to the desired mode of play or sub option within the game.

#### Interactions

The links are navigated when the user releases the mouse over the link they desire.

#### Audio

The audio track is the default background music. There are click, hover and transition sounds for the menu items.

Game Breakdown

# Overview

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# Modes of Play

## Single Player

#### Overview

The game is primarily designed to be played solo as a progression throughout a variety of unique zones and levels.

#### Rules

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#### Modes

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## Online Multiplayer

#### Overview

As a secondary element to the game, a multiplayer game mode will be provided to try and help increase the longevity of the game. Multiplayer games are more “match” based and players compete for high scores and reputation. Certain bonuses will be available in multiplayer games if a player has successfully completed the single player game.

#### Rules

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#### Modes

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# Mechanics

## Pre-Game

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## In-Game

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## Post-Game

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# Items

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# Player Roles

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# Interface

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Templates

#### Purpose

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#### Links

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#### Transitions

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#### Mechanics

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#### Interactions

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#### Audio

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