Game Design Document (GDD)

**Mina Tahaei 96522204**

**Mahnaz Haghani Nejad 96521173**

**Sadra Heydari Moghadam 96441119**

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# The Overview

This top down interactive casual game places the player in charge of two blowers, in order to control and manage a feather when it starts falling down from the top of the scene, by tapping them. In order to make progress in this game, the player must insure that he/she taps the blowers at a right time; so, the feather can avoid obstacles and power downs and gains the power ups and continues falling down without losing. As the game goes on, the falling speed increases and new powerups/downs are added at each level. The game's interface maps the background scene , the controllers(blowers), the feather, powerups and downs and high score/setting buttons. In a more professional version of the game( which will be designed later); the ability to change the appearances, colors and scenes will be added.

# The Story

As the doors of the dungeon opens, the mysterious colorful object starts falling into the pit of hell; but this object is not just any object, that’s a phoenix feather, one of the most valuable and most magical natural ornaments on this planet! Since you are the gatekeeper of this grimy dungeon, its your job to prevent that feather from turning into a phoenix and escape, or to save the feather from getting stocked in the obstacles and losing such an invaluable treasure. As the game goes on; it gets harder and harder for you to accomplish your mission: its time for you to test your skills and prove yourself. Will you succeed or embarrassingly lose?

# Game Play Mechanics

## Genre Statement and General information:

Casual, Released initially for PC and Android.

## Perceptions

* Gravity
* Touch
* Wind

## Actions Taken

* Blowing
* Flying
* Movement
* Burning
* Destruction
* Perception

## Player Abilities

* Changing directions by tapping
* Interacting with the User Interface
* Changing the main settings of the game

## Initial User Interface : Interaction via Clicking/Tapping

* Play Button
* High Score Menu Button
* Exit Button
* Setting Menu Button

### **High Score Menu Interface**

* Panel of High Scores
* Back Button

### **Setting Menu Interface**

* Music on/off Radio button
* Sound/SFX on/off Radio Button
* Back Button

## Internal User Interface : Interaction via Clicking/tapping

* Back to Main Menu Button
* Restart Button

# Game World Behavior

## 

## Physical Universe

* Surfaces
* Objects

### **Surfaces**

* Terrain: Background: Pre-designed brick dungeon
* Pit Fire : yellow-red

### **Objects**

* The Blowers : Chocolate Brown, brown shade
* The Feather : Yellow Red or Blue Shade/Variation
* The Boxing Gloves : Tomato Red with brown or silver hangers
* The Scissors : Purple handles, silver body
* The Pizza Cutter : Orange Handle, Silver body
* The Waterfall : Light Blue water, Brown Body
* The Electric Sign : Any variation of aqua/Silver
* The Ventilation System : Dark Grey
* The Little Phoenix : Any variation of red or blue
* The Bell: Yellow/gold ( the interface of Internal UI settings)

# Game Elements

## Player

A pair of blowers.

It Lets off a stream of wind if tapped on or touched and gets closed, then re-opens.

Used to control and change the direction of the main character.

## Main Character

A feather

Changes Direction when in contact with the stream of wind that the blower emits.

## Characters

Little Phoenix

Asleep on a branch until in contact with the main character. If so, it wakes up, takes the feather to its beak, flies up then releases the feather from the top.

## Items

### **The Electric sign**

A sphere with a lightning bolt inside it.

Doubles the power and the capacity of the blowers if in touch with the feather.

### **The Ventilation System**

A pipe at the sides of the main background

If the feather goes in front of it, it will be sucked into it and falls down again from the top of the scene.

## Objects/Mechanisms

### **The Scissors**

A Pair of scissors connected to a hanger/opener which automatically open and close together alongside with their hangers in the width of the page.

They rip off the feather if in touch with it and Game Over.

### **The Boxing Gloves**

A pair of boxing gloves connected to a hanger/opener which automatically open and close alongside the width of the page.

They smash the feather if its stuck between them and Game Over.

### **The Waterfall**

This object looks like a pipe, dripping a stream of water into a puddle underneath it. The pipe and the puddle of water are both attached to the walls. If the feather hits the water stream and falls into the puddle it will be Game Over, but if it hits the water stream and escapes it will be heavy and its speed increases and you need to control it fast before it reaches the pit fire. Your score will also be reduced.

### **The Pizza Cutter**

An electric cutter located at the sides of the page attached to the walls and its working. If the feather touches it, it will be ripped apart and Game Over.

# Game Progression

## Level 1

At first, the game starts by the feather falling down from the top of the page at a constant speed, then the controllers start functioning and the player can use them to control the feather. For the first 10 seconds of the game, the player doesn’t face any obstacles except for the fire which is always available, and the controlling.

## Level 2

From second 10 to 25, the scissors power down will be activated, and the speed will increase by a little.

## Level 3

From second 25 to 40, the boxing gloves power down will be activated, alongside with electric sign powerup. The speed will also increase.

## Level 4

From second 25 to 40, the boxing gloves power down will be activated, alongside with electric sign powerup. The speed will also increase.

## Level 5

From second 25 to 40, the boxing gloves power down will be activated, alongside with electric sign powerup. The speed will also increase.

## Level 6

From second 40 to 55, the pizza cutter power down will be activated, the speed will increase and the powerups remain the same.

## Level 7

From second 55 to 70, the ventilation powerup will be activated with no new power downs, and the speed increases.

## Level 8

From second 70 to 85, the waterfall power down and the little phoenix powerup will be activated with speed increase, and from then it continues according to the player’s skill on handling the speed and obstacles till the Game Over if the player fails.

# System Menus

## The Main Menu

This Menu is shown at the beginning of the game. It has the options of Play Button: Circle with a green triangle in it, Setting Button : Circle with a gear in it, Exit button : Circle with a cross on it and the high score button : Circle with three vertical dots on it. When tapped on each of these buttons, the related menu will be opened (except for the play and exit). There is also some artwork and picture next to these buttons, alongside with the name of the game.

## High Score Menu

This Menu includes a yellow board that the high scores from each set of game is written on it in red, in descending order. At the bottom there is a back to main menu button, which is a rectangle with a back arrow on it.

## Setting Menu

This Menu includes on and off radio buttons for music and SFX, which are in circle shape. At the bottom there is a back to main menu button, which is a rectangle with a back arrow on it. The overalls are in amber, yellow, green and brown; with purple shades.

## Internal Menu

To access the internal Menu in the game, you need to tap the yellow bell in the left corner of the page. If you tap it, the game will also be paused. Then you can see the options: The Restart Button: a circle with a loop on it, and a back to main menu button, which is a rectangle with a back arrow on it. Overalls are orange, green and purple.