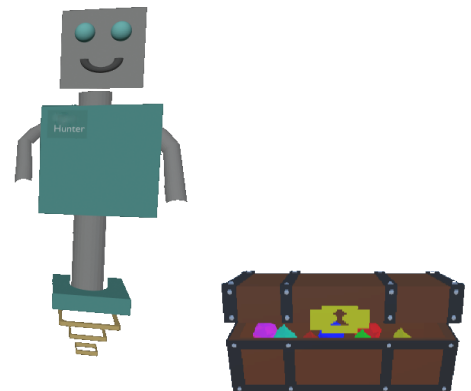


# Ricky the Chest Hunter!

~Linette J.

## Game Design Document.



CS 583 San Diego State Project03 -  
By Linette Jaimes

BeeBoop BeeBoop, all chests  
must be found. Is it left or is it  
right? Only you can find out!

~Linette J.

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## Game Development Team Members

### PRODUCER

Linette Jaimes

### PRODUCTION MANAGER

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### PRODUCTION COORDINATOR

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### GAME DESIGNERS

Linette Jaimes

### SYSTEMS/IT COORDINATOR

Linette Jaimes

### PROGRAMMERS

Linette Jaimes

### TECHNICAL ARTISTS

Linette Jaimes

### AUDIO ENGINEERS

Linette Jaimes

### UX TESTERS

Linette Jaimes

# GAME OVERVIEW

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**Title:** Ricky the Chest Hunter

**Platform:** PC, Mac & Linux Standalone

**Genre:** Casual Game

**Rating:** (10+) ESRB

**Target:** Casual gamer (aging from 10 - 30)

**Release date:** May, 2020

**Publisher:** L.J. Productions

**Description:** Ricky the Chest Hunter is a 3D casual maze game where the Player is a robot named Ricky. The game takes place on an earthlike planet where Ricky is visiting to complete his chest finding mission. The goal of the player is to help Ricky find all the gem chests throughout the game. Each level contains one gem chest which requires a certain amount of keys to be unlocked. The player must explore each maze to collect all the necessary keys and to find the location of the gem chest; only then will they advance to the next level.

# HIGH CONCEPT

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Ricky the Chest Hunter transitions the player along different mazes on an earth like planet. The player becomes Ricky, a robot who has been sent by his robot society to collect magical gems which are only found inside the hidden gem chests. Ricky must collect gold keys along the maze to be able to open each hidden chest!

# UNIQUE SELLING POINTS

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- Casual Game
- Unique Fun Story
- Family Friendly

# PLATFORM MINIMUM REQUIREMENTS

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PC, Mac & Linux Standalone:  
Any modern PC or Mac

# COMPETITORS / SIMILAR TITLES

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Any 3D casual maze game.

# SYNOPSIS

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BeeBoop BeeBoop, should I go left or should I go right? Only you can decide! ~Ricky the Chest Hunter

You have been sent by your robot society to an earthlike planet where magical gem chests have been hidden. It is your job to find all of the golden keys to unlock each one of them. Only then will you be able to move on to the next maze.

# GAME OBJECTIVES

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The game objective is to explore different maze levels ( currently three levels available ) where you must collect golden keys to open the hidden gem chest.

# GAME RULES

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Each game level ( currently three levels available ) is a closed 3D environment set on an outside maze. The player can move along the maze to be able to explore each corner of it, until they collect the required amount of gold keys to unlock the hidden chest. Once each chest is unlocked the player will automatically be teleported to the next maze level of difficulty. As levels advance the player will face more obstacles, including more complex mazes, door unlocking triggers and jumping obstacles.

# GAME STRUCTURE

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## Main Menu:

First scene loaded when game starts

Transitions to (triggered by buttons):

- 1) Tutorial Level
- 2) Level 1
- 3) Credits

## Credits:

Scene loaded at end of game or transition from Main Menu

Transitions to (triggered by buttons):

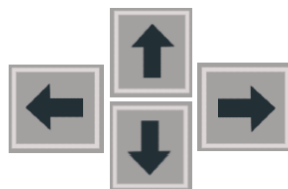
- 1) Main Menu

## Game Levels:

Game levels are automatically transitioned whenever the player finds a gem chest. They are loaded in increasing order [Level 1 → Level 2 → Level 3]

# GAME PLAY

## Game Controls



Arrow Keys to move  
or  
[W] [A] [S] [D]



[P] to pause



Space Bar to jump

**\*Mouse to turn**

## Game Camera

The whole game is built using a perspective camera for each scene. On the menu and credits scene the camera stays in place to display what the canvas has, displaying a 2D view. However, for all playable game levels, including the tutorial level, a 3rd person perspective camera follows the player's movement. The player does not control the camera, only the movement of the character. The camera will then follow from behind (about 1.1 distance up and 6.6 distance away) including when the character rotates in position.

Note: The perspective camera on playable levels has also been programmed to temporarily reposition itself according to wall collisions. If the character gets too close to any wall, the camera will reposition at a higher level and zoom in on the player to make them the main focus. (this is intended to help with the clipping of the camera).

## Hud

Gold Key Count:

Indicates the amount of gold keys the cplayer has collected.



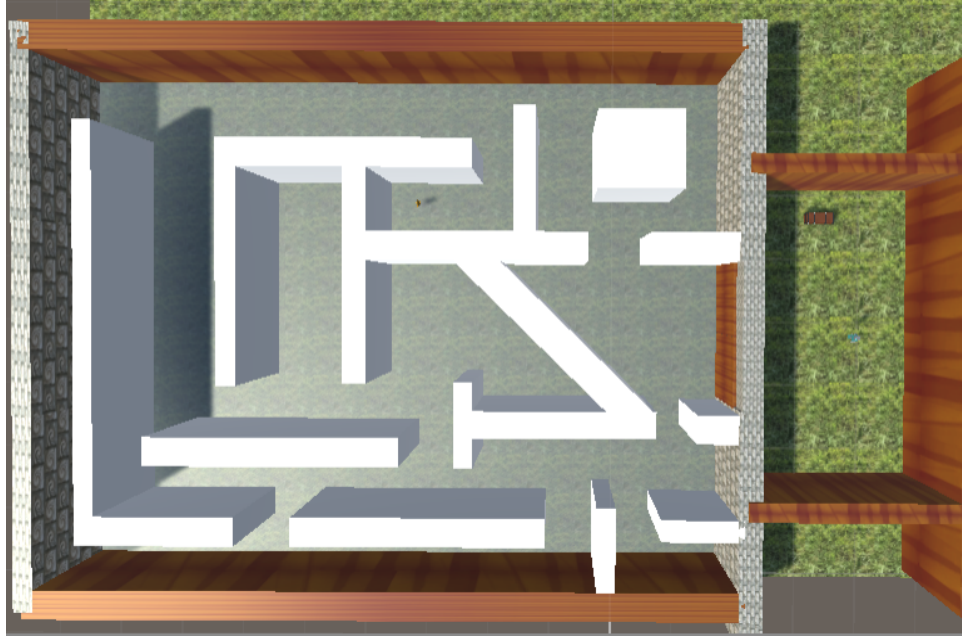
# Maps

Level 1:

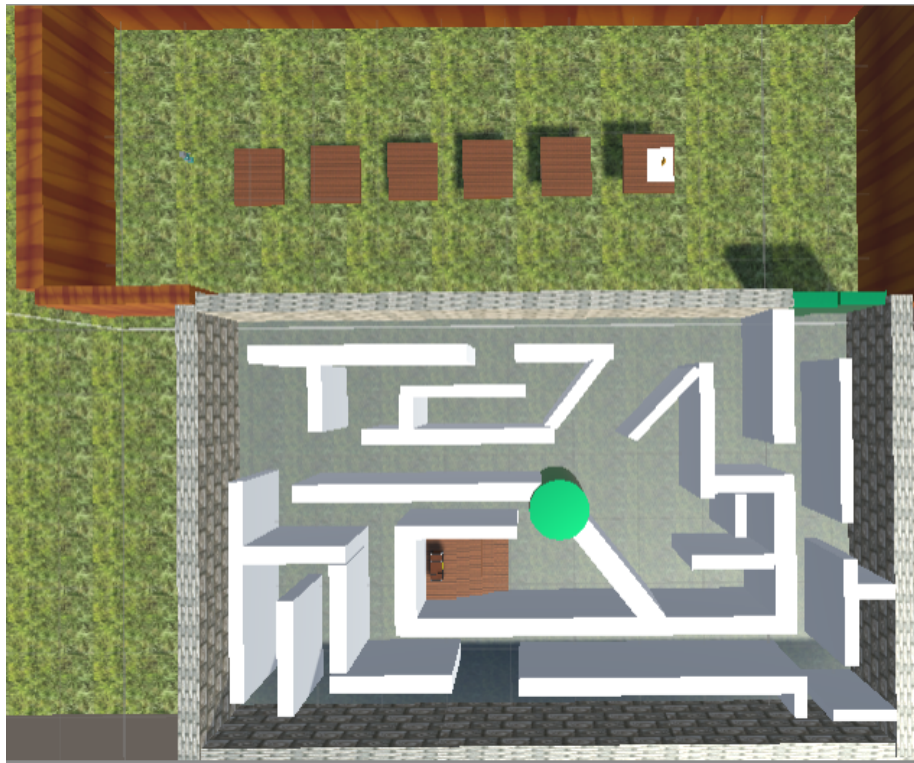


Level 2:





Level3:



# PLAYER

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## Characters

Ricky is a smart silly robot sent on a mission to find magic gem chests. He likes to say “Beeboop Beeboop” every time he jumps because it makes him happy.

\*Character model developed by Linette J. using Blender.



## Metrics

N/A

## States

Character Idle:

Just a stand still view of character model

Character Movement:

An animation of the character model moving side to side (looks similar to a waddle). This State is played anytime character has horizontal or vertical movement.

## Weapons

N/A

# PLAYER LINE-UP

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Ricky

# NPC

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## Enemies

N/A

## Enemy States

N/A

## Enemy Spawn Points

N/A

## Allies / Companions

N/A

## Ally States

N/A

# Ally Spawn Points

N/A

# ART

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\*All art (including 3D models) was made by Linette J. using pixlr x and Blender

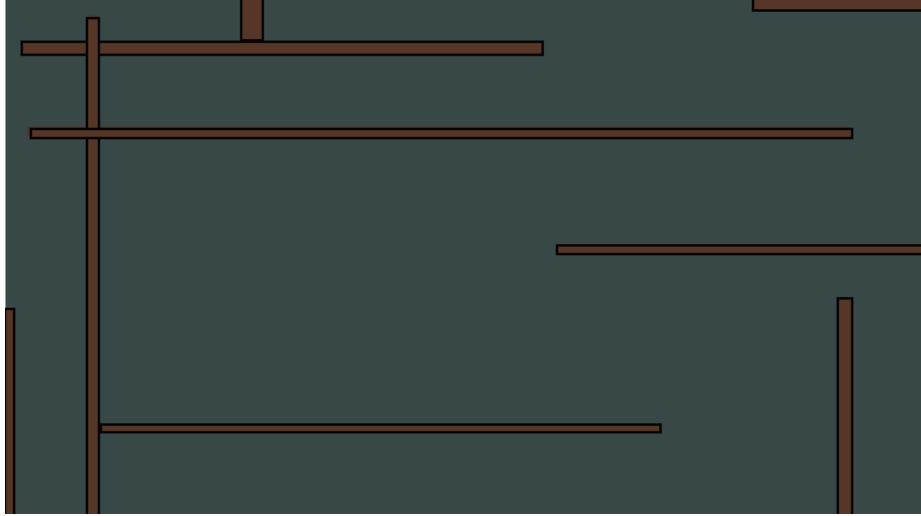
# Setting

The game takes place on an earthlike planet, where magic gem chests are hidden in mazes (for security reasons). The aesthetics of this planet are nature based. Hence, the architecture built on this planet include green, brown, blue and other nature colors.

# Backgrounds

\*All backgrounds were designed and created using pixlr x by Linette J.

Main Menu:



Credits Background:



## Level Design

All levels have the same concept: a closed space maze where keys are scattered around and one gem chest is hidden. However, each level has a different maze design [ Look under Maps for more details]. As levels increase, the game difficulty is increased by requiring the player to

find more keys around the maze to be able to unlock the gem chest. The levels' difficulty is also increased by having new level mechanisms including jumping/platform obstacles, and finding door triggers to be able to open them.

## AUDIO

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\*Audio was made by Linette J. using GarageBand and Iphone recording property

Background Music on all gaming levels:

Author: Linette Jaimes

Character Voice:

By: Linette Jaimes

## PROCEDURALLY GENERATED CONTENT

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\*There is no procedurally generated content in this game apart from random numbers for spawning enemies.

N/A

## MINIMUM VIABLE PRODUCT ( MVP )

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- A modern PC or MAC
- One Level of difficulty

# WISH LIST

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## ADD MORE LEVELS:

Add more levels for the player to enjoy, and to be able to further develop the game story.

## ADD More Difficulty To Levels:

Adding more difficulty to the mazes will allow the player's experience to increase, by requiring more skill application.

- 1) Add more jumping/platform obstacles, including some leading to secret rooms
- 2) Add teleporting traps that will reset the players location/position to the beginning of the maze

## ADD A POINT SYSTEM:

Add a point system that increases with each gem chest found

# BIBLIOGRAPHY

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- Unity User Manual (2019.3).* (2020, April 07). Unity Documentation. <https://docs.unity3d.com/Manual/index.html>



#### Other Websites used

Website used for creating art:

<https://pixlr.com/x/>

Application used for generating 3D models:

Blender

Application used to create music:

GarageBand