

Game Design Document (GDD)

Project Title: NINJA! Shine

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URL for project GIT repo: <https://github.com/Luddzik/Yipikaye>

URL for project blog: <https://yipikayestudios.wordpress.com/>

YouTube link: <https://www.youtube.com/channel/UCM603sQopNFeZtjgCvO7dwQ>

Module: AINT354

Version 1.3

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**1. Introduction**

*NINJA! Shine* is an augmented reality stealth game for iOS and android mobile devices that uses the popular Unity engine thrusting players into the role of a ninja in feudal Japan who must escape a palace after assassinating the Daimyo of the region causing further unrest in this warring period.

**2. Scope**

Augmented reality (AR) is an exciting technology that is capturing the imaginations of developers and users alike. With Apple’s recently released AR SDK called ARKit, this should further accelerate the adoption of this technology and generate a strong following.

**3. Target platform(s)**

*NINJA! Shine* will be released on Apple’s iOS and Google’s Android line of mobile devices.

**4. Development software**

4.1 Engine software

The game engine of choice was Unity by Unity Technologies. Unity provides a platform for creating games and other applications that use game technology. A variety of assets such as models, sprites, audio files etc can be imported and fused together in a framework using C#.

4.2 Programming software

The programming language of choice is C#.

4.3 Artwork software

The artwork software of choice was Microsoft PowerPoint with Adobe Photoshop also being used to add colour to the main character sketches.

**5. Specification**

5.1 Concept

You are posed as a ninja trained in the legendary Iga school tasked with the assassination of Heihachi Sousuke, Daimyo of the Koyo Province. Infiltrate Momiji palace, his headquarters applying all the techniques you have honed through rigorous training. Tap into your inner chi and channel it into the palms of your hands to light the way. Blend into your surroundings temporarily becoming invisible allowing you to slip passed your enemies unnoticed. Escape without being seen to receive rewards and recognition from your superiors. Shine in the shadows…

5.2 Story

After successfully completing his mission, Iga-mono must now escape the scene using the cover of the shadows before all hell breaks loose. What will the consequences of his actions be…

5.3 Setting

The game takes place at an unspecified time during the Sengoku period (1467 – 1603) also known as the ‘Age of Warring States’. It is set in a palace located in the fictional Koyo (Red Leaves) Province.

5.4 Game structure

[ASK TEAMMATES TO HELP FILL IN]

5.5 Players

NINJA! Shine contains a single-player campaign mode.

5.6. Actions

The player controls the ninja navigating through the palace level towards the exit all whilst avoiding the enemy guards by using his ‘shine’ ability.

5.7 Objectives

To receive recognition and rewards from his superiors. This will lead to more lucrative contracts being offered and rewards in the shape of unique assassination gear, access to hidden scrolls containing forbidden techniques and monetary assets. [EXPAND PERHAPS]

**6. Graphics**

6.1 Styles

6.2 Fonts

AR Essence is used extensively from the start screen to the in-game menu.

6.3 Colours

[ASK TEAMMATES TO HELP FILL IN]

Black

Dark Red

Navy Blue

Olive

Orange

Peach???/Pale yellow??? (Skin colour)

Turquoise

6.4 Influences



**Figure 1.** Tekken 3 start screen.



**Figure 2.** Fujikido Kenji from the anime Ninja Slayer.



**Figure 3.** Chibi style characters from Mini Ninjas.

6.5 Look & Feel

NINJA! Shine’s aesthetic draws heavily from the time period it is based in. For a game about ninjas, we wanted to make sure that the player could experience something as close to the real-life occupation as possible.

**7. Data storage**

[ASK TEAMMATES TO HELP FILL IN]

7.1 Local data

7.2 Online data

7.3. Social data

7.4 Statistical data

7.5 Legal and Ethical Considerations

Due to the game taking place hundreds of years ago in a fictional territory, there shouldn’t be any apparent issue.

**8. Gameplay**

8.1 World

Koyo province is an area known for its colourful leaves during the autumn season attracting travellers from far and wide who come to witness this natural phenomenon. The other main attraction is the residence of the Daimyo, Momiji Palace. A multi-story fortress that has withstood many invasions attempts, Momiji is said to be the proving ground for all who wish to become Shogun. It’s brilliant white exterior contrasts with the blood-red interior filled with an exhibition of the finest artefacts found in Japan, only second to the Emperor’s private collection. Looking beyond the palatial architecture and vivid vegetation reveals the true nature of this province which is embroiled in political intrigue and near constant conflict causing casualties to both soldiers and civilians. Legend has it that the countless bloodshed is what gives the surrounding flora it colour.

8.2. Object types

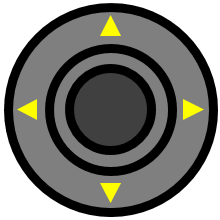
NINJA! Shine offers a few objects that the player can pick-up and use to fulfil their objective. These include:

* Life – a heart shaped pick-up that restores HP
* Scroll – restores chi energy allowing the Shine ability to be used
* Exit – push the doors open upon clearing the last floor level

8.3 Controls

On-screen joystick controls and buttons will be used to control your character and cast their ability.

8.4. Direct control



**Figure 4.** Joystick controls.

The joystick in *figure 4* allows the player to control the Ninja in four different directions indicated by the yellow markers.



**Figure 5.** Ability button.

The shine button is a static graphic that when tapped, causes the illumination around the character to increase temporarily exposing more of the level to the player.

8.5 Indirect control

The enemy guards patrolling the rooms of the palace. If they spot you, they will proceed to chase after the Ninja.

**9. Supported hardware**

A marker is required for the android version of NINJA! Shine.

**10. Screens & menus**

10.1. Splash Screen

10.2 Game Interface

10.3. Pause menu

10.4 Options

10.5 Game Over

**2. Scope**

Why is it? (document)

**4. Development Software**

4.1 Engine software

Type of game engine used.

**4.2 Programming software**

Type of software used for programming.

**4.3 Artwork software**

Tools used for artwork development.

**5. Specification**

5.1 Concept

High level explanation.

**5.2 Story**

In a nutshell.

5.3 Setting

Where/when the game is set. Who the player is.

5.4 Game structure

World / level structure.

5.5 Players

Single/multi player, online...

5.6 Actions

What does the player do?

5.7 Objectives

Why the player is doing it

**6. Graphics**

6.1 Styles

Grunge, light, casual...

6.2 Fonts

Preferred fonts.

6.3 Colours

Hexadecimal format (#RRGGBB).

6.4 Influences

Other games, film etc Include some reference material (screenshots of related products) links etc.

6.5 Look & Feel

Provide a visual overview and represent the core mechanic to Include initial concept art, characters, environment, UI, level design, menus, scoring…

**7. Data storage**

7.1 Local data

What’s stored locally.

7.2 Online data

Data on the servers...

7.3 Social data

If any.

7.4 Statistical data

Game analytics.

7.5 Legal and Ethical Considerations

Target audience/age rating Privacy & personal data/user profiles Copyright, credits, acknowledgements and disclaimers

**8. Gameplay**

8.1 World

Description of the game world.

8.2 Object types

Game objects the player can directly and indirectly interact with.

8.3 Controls

Type of controls(mouse, keys...)

8.4 Direct control

Explanation of controls. (diagram)

8.5 Indirect control

AI or other types of indirect control.

**9. Supported hardware/platforms/devices**

Types of joysticks, steering wheels...

**10. Screens & Menus**

10.1 Splash Screen

Start screen ...

10.2 Game Interface

Game overlay.

10.3 Pause menu

Options available on game pause.

10.4 Options

Game adjustments, graphics, sound etc.

10.5 Game Over

High score submission, social integration …

**11. Credits**

Credit 3rd party resources; tutorials, asset store, libraries