<New Lands> - Game Design Document

# <Team Covid>

**Genre:** 3rd Person Adventure Game **Platforms:** PC **Engine:** Unity

# Game Overview

**Give a brief description of your game which gets the idea across in one or two sentences. This will usually cover the genre, who you play as, and what you do.**

Find different resources to sell for Gold, once you have enough Gold you can purchase more/better houses for the NPC’s. There will be an enemy that tries to prevent you from collecting the resources. You must shoot her to get rid of her so you can keep collecting resources. It mostly implements simple fetch quests for the NPC’s to further progress the township on the map.

# Target Audience

**Identify the group of people that you think this game will appeal to, it is common to include the age group and interests here but include any demographic information you feel is relevant (e.g. 15-23 year old’s who are fans of first person shooters and sci-fi settings). This doesn’t mean that your game can’t or won’t appeal to a wider audience, but your target audience is the group you are focusing on.**

The target audience of the game is for ages 10 and above, who enjoy third person adventure games with basic fetch quests and a sense of progression.

# Game Mechanics

**The game mechanics describe the game play in detailed terms, starting with the vision of the core game play, followed by the game flow, which traces the player activity in a typical game. The rest is all the infinite details.**

* 3rd Person Character
* W,A,S,D Movement
* Jumping
* Sprinting
* Aiming and Shooting
* Resource Management
* Interact with NPC’s
* Town Building

# Testing Schedule

- Implement basic game design and functionality then begin first testing phase on Monday 6th of June.

- Add in assets and complete level design then begin second testing phase on Monday 20th of June.

- Complete UI and Menu design and complete final testing on Monday 27th of June.

- Add polish and fix any bugs until end of course.

# Feedback from Peers

* Lack of direction and objectives in the game
* No boundaries on the world
* Walk straight into the water
* Enemy nav mesh needs to be set up better

# Online Collaboration tools to be used

Use Trello for planning the project and updating tasks to be done/completed. Use GitHub to work on the project together.

# Tasks to be completed

* Basic character functionality
* Map and world design
* NPC’s
* Quest design
* Resources
* Progression System
* Mini-map