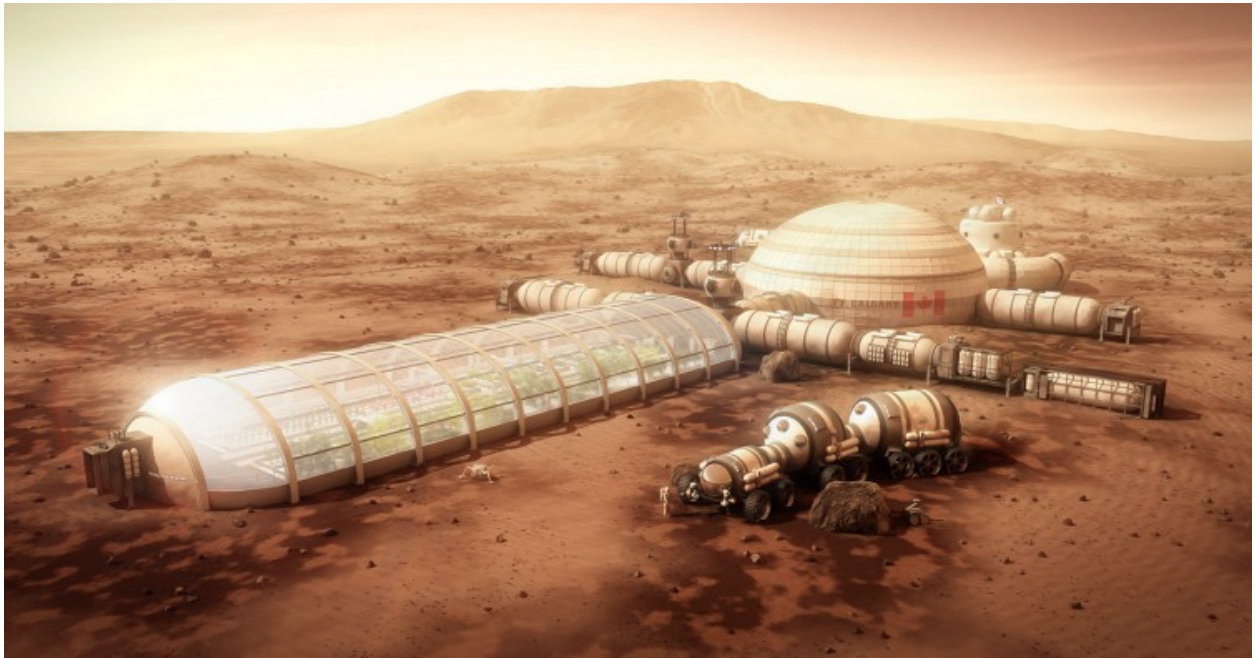


Explorers of the red planet

Game Design Document



IG201-C

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1) Summarization

High level concept

The Explorers of the Red Planet is a game in which you have to do missions on the planet Mars. Planet Mars often being dubbed the Red Planet. This is what we base the name of off. As a player you have a total of 6 character choices of which you will pick 3 to try and complete the mission with. By completing these mission you gain more characters and objects for the inside of your base as a reward. The game is suitable for 12 and above.

The Explorers of the red planet is een game waarbij je missies moet uitvoeren op planeet Mars. Planeet Mars wordt ook wel de rode planeet genoemd. Hierop baseren wij de naam voor het spel. Als speler zie je 6 karakters in de character select waarvan je er 3 kiest om de missie mee te gaan spelen. Het spel is geschikt voor spelers vanaf 12 jaar. Door het behalen van missies kun je nieuwe missies vrij spelen op Mars, ook kan je nieuwe characters vrij spelen en andere extra's.

Premise

The objective in the game is to complete all the missions on Mars and form the new colonisation of Mars by getting updates for your base and gaining more inhabitants aka characters.

Core Mechanic

The core mechanic in our game is the switch mechanic between the players. By having specific characters have certain attributes and skills we challenge the player to make the right decision beforehand, making him plan for the events that might occur.

Unique selling points

Our unique selling point in our game is the interactivity in controlling multiple characters and creating a unique challenge with it. This also creates a lot of replay value by having different combinations that are possible within each mission.

Target audience

The players can decide the difficulty of the game on their own so it will fit a wider audience, being both the casual and the semi-hardcore. Other than that the game will be for people above the age of 12.

Design objective

Our main design objective is having a sort of adventure game along with having collectables at the end of missions.

2) Dimensions

Physical

We choose to make our game in 3D because this would allow us to use the worldspace more dynamically than we would otherwise. Like creating more precise challenges like having targets to defeat/conquer. We don't want to make the game in 2D because it would cause issues with the players. The players will overlap and along with other game objects making it very difficult to control.

Another plus for using 3D is just to be able to add a more immersive experience which we try to deliver in our design objective of having a adventure like game.

The big weakness in this could be that by using 3D we might end up with too much space to fill up with events and objects. We decided to tackle this issue by not creating too big of a map per mission, and creating natural boundaries like high- and steep mountains and other landscapes that prevents the player from passing through endless space.

Environmental

In our game there won't be a cultural context because the only people that live on Mars are the people we implement in our game, so we don't have any culture to look at. The physical surroundings of our game is very important because we want to make the landscape as much as a lookalike of planet Mars, so we are creating a mountain like landscape along with a red hue appropriate for the planet dubbed the Red Planet. Most of our game will be outside, so the outside environments should be highlighted most. While we do have a base the player is still incapable of walking around with it being given only a GUI that provides missions, characters and progress and such. When graphically designing the level we are going to use pictures of Mars as reference material.

Temporal

Everything in our world runs in a continuous loop until there is some interaction with the game, meaning unless you trigger an event in certain area you can explore freely. There are missions where the player is put under pressure by being given a limited amount of time to finish the mission.

Emotional

We do have a general plot, but it's not the main focus of our game. Leaving emotional gameplay elements mostly out of the picture.

Reward

As mentioned before the player will be rewarded with objects and new characters in their base for every mission they complete.

Ethical

Although making ethical decisions isn't a key part of our game some choices may derive from gameplay. Such as should you initiate violence against a possible alien species?

3) Formal Elements

Players

It's a single player game controlling multiple characters. (Mingle player?)

Objectives

Complete mission objective to increase growth.

Resources

The main resources have to do with health and time pressure of each mission. Being that there is a health bar and a timer before oxygen runs out.

Outcome

Once you have completed a mission you can access a new one whenever the player wants.

Obstacles

Obstacles in our game include: alien enemies, falling rocks and meteors and other hazardous objects.

Characters

We currently have 6 characters in mind, the chemist, the physicist, the soldier, the doctor, the geologist and the astrologist.

The chemist can create bombs and other useful tools for the player to use.

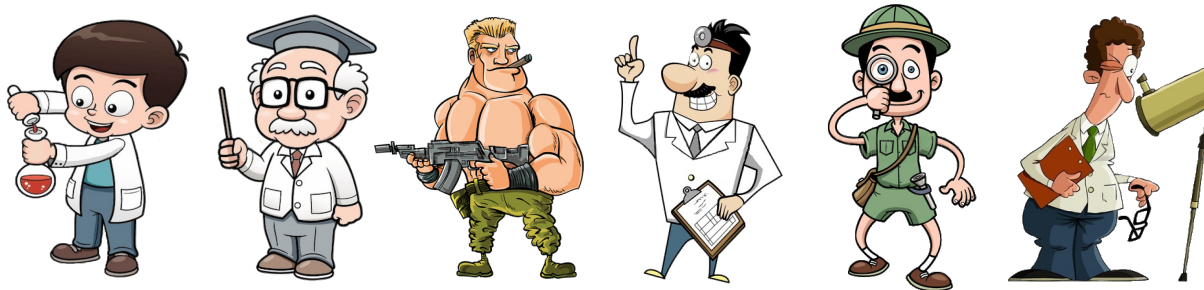
The physicist can create protective forcefields and has tools that change the physics traits of objects.

The soldier can defend the other characters from harm, while they are occupied with their own tasks.

The doctor serves as a healer of fallen or damaged teammates.

The geologist can recognize materials and predict what things are most useful to take with you or what to use against.

The astrologist can predict outcomes being able to recognize trajectories extremely quickly.



4) Platform choice

For our platform we choose the well known platform called Unity. Unity allows us to effeciently make a 3D world in a relatively small amount of time. While also providing a lot of premade tools for us to use. This along with it's highly active community which helps out a lot for beginning users of unity, makes this platform the best choice for this particular project.

5) Technical info

Screens

1)Menu

Character select

Missie select

Start game

2)Game

Pause

3)Credits

Besturing

Knop	Actie
Arrowkeys	Controlls the character
1, 2, 3, Q, E	Change character
Left mouse click	Shoot/interact
Spacebar	Jump
P, Exit	Pause

6) Visuals

