Game Design Document

Escape From Castro

Fony Tontana’s quest for freedom

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Copyright Information

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The Game Design Document (GDD) it the blueprint from which a computer or video game is to be built. As such, every single detail necessary to build the game must be addressed in the document (or support documents). If it’s not in the document, then it probably won’t be in the game.

Below you will find an outline for a generic Game Design Document. The problem is that no generic GDD will be able to address all the various genres for which a game may be created. For example, consider the games PacMan, SimCity and Doom. All three games required detailed design documents, but if you think about it, those documents would be entirely different! As such, when using the outline below you will find sections that will be totally meaningless to your game. But also, there will be sections that your GDD requires to describe the game. Just because it’s not in my outline, it doesn’t mean that it doesn’t belong.

The GDD is a reference document. Members of the development team will constantly be using the document to find specific information for their specific needs. Consider the size such a document may grow to in order to document every piece of the game. We don’t want the GDD to cause information overload and then become a prop under somebody’s wobbly desk. As such it is important that you organize and format the document to make it easy to use. Also note that some of these sections might not appear in the GDD itself but instead would appear in supplemental documents such as an Art Bible or Test Plan. This helps make the overall document more manageable and readable.

One last comment, a game design document is meant to be a living document. Just as when the artist changes the design of his painting every time he takes his brush to the canvas, a computer or video game evolves as code and art are created. The GDD then is the communication tool from which all the members of the team can follow that evolution.

**Document Revision history:**

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Date | Author(s) | Changes |
| 0.2 | January 16, 2013 | Emile Cormier |  |
| 0.3 | January 05, 2016 | David Burchill |  |
| 0.4 | March 07, 2024 | Manuel Suarez | Adding game content |

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# Section I - Game Overview

## Game Concept

A thrilling adventure game where players assume the role of Fony Tontana, a 30-year-old Cuban refugee escaping Fidel Castro's dictatorship.

## Design History

### Added Menu Functionality

Functioning menu system with options to quit, view instructions or play.

### Added Game Functionality

Functioning, movement and spawning systems.

## Feature Set

#### Special Ability

Ability to activated Tontana mode where player can destroy enemies.

## Genre

Adventure/Survival

## Target Audience

Mature audience, intermediate gamers looking for a challenging and narrative-driven experience

## Game Flow Summary

Players navigate the perilous waters around Cuba, brave the challenging conditions of the Gulf of Mexico, and strategically reach the coastal waters of the U.S.A. on a boat.

## Look and Feel

The game features a 2D side-scrolling view with detailed pixel art depicting the tropical landscapes of Cuba, the vastness of the ocean, and the urban environment of Miami, Florida.

## Project Scope

A summary of the scope of the game.

### Number of locations

Three: Cuba, open ocean, Florida

### Number of levels

Three: Cuba, open ocean, Florida

### Number of NPC’s

10

### Number of weapons

1

### Etc.

# Section II - Gameplay and Mechanics

## Gameplay

### Game Progression

Linear progression through the three levels

### Mission/challenge Structure

Each level presents unique challenges and obstacles

### Puzzle Structure

None

### Objectives – What are the objectives of the game?

Reach Miami, Florida, while avoiding obstacles and enemies

### Play Flow – How does the game flow for the game player

Side-scrolling movement with occasional combat encounters

## Mechanics

What are the rules to the game, both implicit and explicit. This is the model of the universe that the game works under. Think of it as a simulation of a world, how do all the pieces interact? This actually can be a very large section.

### Physics

Basic physics for movement and object interactions

### Movement

#### General Movement

Side-scrolling movement using A, S, W, D keys

#### Other Movement

### Objects

#### Picking Up Objects

Picking up floating bags filled with a white powdered substance

#### Moving Objects

### Actions

#### Switches and Buttons

Shooting with SPACE key, special action with Q key

#### Picking Up, Carrying and Dropping

#### Talking

#### Reading

### Combat

Engage in combat with enemies using the M16A1 weapon

### Economy

What is the economy of the game? How does it work?

## Screen Flow

### Screen Flow Chart

Linear progression from start menu to game completion

### Screen Descriptions

Main menu, death menu, game screen

#### Main Menu Screen

Options to play, see instructions and quit.

#### Options Screen

Game, where you can pause, play and quit. Death screen where you can quit and restart.

#### Etc.

## Game Options

Basic options for sound, controls, and graphics settings

## Replaying and Saving

Ability to replay the game

## Cheats and Easter Eggs

# Section III – Story, Setting and Character

## Story and Narrative

Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

### Back story

Fony Tontana, a Cuban refugee, escapes to Miami, Florida, to seek a better life

### Plot Elements

### Game Progression

Linear progression through levels, with narrative elements interspersed

### License Considerations

### Cut Scenes

#### Cut scene #1

##### Actors

##### Description

##### Storyboard

##### Script

#### Cut scene #2

etc.

## Game World

### General look and feel of world

Tropical, urban, and oceanic environments

### Area #1

#### General Description

The coast of Cuba

#### Physical Characteristics

Crystal blue waters, sandy beaches, Cuban army presence

#### Levels that use area

Level 1

#### Connections to other areas

Leads to Gulf of Mexico

### Area #1

#### General Description

The Gulf of Mexico

#### Physical Characteristics

Stormy waters, giant squids, tornados

#### Levels that use area

Level 2

#### Connections to other areas

Leads to U.S.A. coast

### Area #1

#### General Description

The coast of Florida

#### Physical Characteristics

Coastal waters, U.S. Coast Guard presence, Florida Man encounters

#### Levels that use area

Level 3

#### Connections to other areas

Completes Game

## Characters

### Character #1

Fony Tontana

#### Back story

Cuban refugee escaping dictatorship

#### Personality

Determined, resourceful

#### Look

##### Physical characteristics

Middle-aged Cuban man, short dark brown hair, 5"7

##### Animations

Shooting, idle and hit

#### Special Abilities

"The Limit" mode with M16A1 weapon

#### Relevance to game story

Main protagonist

#### Relationship to other characters

#### Statistics

### Character #2

etc.

# Section IV – Levels

## Level #1

### Synopsis

Escape From Castro

### Introductory Material (Cut scene? Mission briefing?)

Intro card

### Objectives

Avoid Cuban Coast Guard, sharks, sand dunes, coral

### Physical Description

Crystal blue waters, sandy beaches

### Map

Linear progression from start to finish

### Critical Path

Avoid obstacles and enemies to reach the end

### Encounters

Cuban Coast Guard, wildlife

### Level Walkthrough

Guide players through the level's challenges

### Closing Material

Transition to next level

## Level #2

### Synopsis

Crossing the Gulf of Mexico

### Introductory Material (Cut scene? Mission briefing?)

Intro card

### Objectives

Survive storms, avoid giant squids, water vortexes, tornados, and sharks

### Physical Description

Stormy waters

### Map

Linear progression from start to finish

### Critical Path

Navigate through stormy waters and avoid obstacles

### Encounters

Giant squids, tornados, wildlife

### Level Walkthrough

Guide players through the level's challenges

### Closing Material

Transition to next level

## Level #3

### Synopsis

Reaching the U.S.A. coast

### Introductory Material (Cut scene? Mission briefing?)

Intro card

### Objectives

Avoid U.S. Coast Guard, Florida Man, sand dunes, and sharks

### Physical Description

Coastal waters

### Map

Linear progression from start to finish

### Critical Path

Navigate through coastal waters and avoid enemies

### Encounters

U.S. Coast Guard, Florida Man, wildlife

### Level Walkthrough

Guide players through the level's challenges

### Closing Material

Game Completion

## Training Level

# Section V - Interface

## Visual System

### HUD - What controls

Minimal HUD showing health and score. And option to play, pause and exit.

### Menus

Start menu, death menu

### Rendering System

2D pixel art

### Camera

Side-scrolling fixed camera

### Lighting Models

Basic lighting for day

## Control System

## Movement: A, S, W, D keys

## Special: R key

## Pause: Q key

## Shoot: SPACE key

## Audio

## Music

Latin American-inspired music

## Sound Effects

Ocean sounds, storm sounds, engine noise, military chatter, alarms

## Help System

Basic instructions provided in-game

# Section VI - Artificial Intelligence

## Opponent AI

Basic AI for enemies to navigate the environment and engage with the player

## Enemy AI

## Non-combat Characters

## Friendly Characters

## Support AI

### Player and Collision Detection

### Pathfinding

# Section VII – Technical

## Target Hardware and operating system

## Supported game controllers and peripherals

# Section VIII – Game Art

Only show concept art here (rough sketches)

## Concept Art

## Style Guides

## Characters

## 

## 

## 

## 

## 

## 

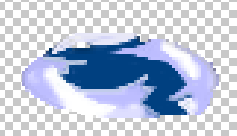
## 

## Environments

1







## Equipment



## Cut scenes

## Miscellaneous

