GAME DESIGN DOCUMENT

FOR

"Dude in the Woods"

1. Executive Summary, Quick overview

Dude in the Woods is a PC adventure game with some RPC characteristics. The main objective is to kill enemies and gain experience – to be able to kill even more powerful enemies.

2. Target Audience

PC players, at least 12 years and older. Players who like adventure games with some lightweight roleplaying game additions.

3. Main Characters

One main character, a dude who gets enough of modern world non-sense. Contradicted by his own beliefs and reality, he decides to escape the world to the woods, where there is room for his own thoughts to settle. Life in remote wilderness seems peaceful, but there is something in the shadows, where the daylight doesn't reach. Something is lurking in the dark caves. Something is calling Dude to brace himself and prepare for a battle.

Main character is a Dude who is equipped with sword, a sword which once belonged to his grand-grandfather, and the only item which he took with him to remind his past life.

4. Main Features

4.1 Main mechanics

Player is moving freely in the game world and fighting with the enemies by sword. The basic idea is to stay alive and evolve the player character.

4.1.1 Health

Player and the enemies have certain amount of "health points" – health points are reduced once either gets hit by the opponent. When health points run out, one is considered dead. Health points regenerate back when character has not been hit for a certain amount of time.

4.1.2 Experience

Player character evolves by increasing a level point. The bigger the level is, the more damage the character will do when attacking. Higher level also means more health points. Game starts with player character on level 1. Player character gains experience points for each killed enemy. When given amount of experience is earned, the player will level up, and experience points will start to advance towards the next level.

Enemies do not gain experience.

4.2 Movement

While the game is being targeted only for PC, natural way to implement movement is that main character is controlled with keyboard and mouse. All characters in the game move freely (with limitations of physics) in 3D open-world space.

4.3 Physics

Game will rely on physics engine provided by Unity 3D. The player moves in the 3D space and is affected by basic "real word physics" and reacts with other physical objects.

4.4 Multiplayer mode

Game doesn't support multiplayer mode – at least not in the first release. With the open-world design and overall game mechanics characteristics, there is potential for MMORPG (massively multiplayer online role-playing game) type of game, but that would of course mean that development investment would go "through the ceiling".

5. Genre, Setting, Concept Art book*

Genre of the game is lightweight RPG.
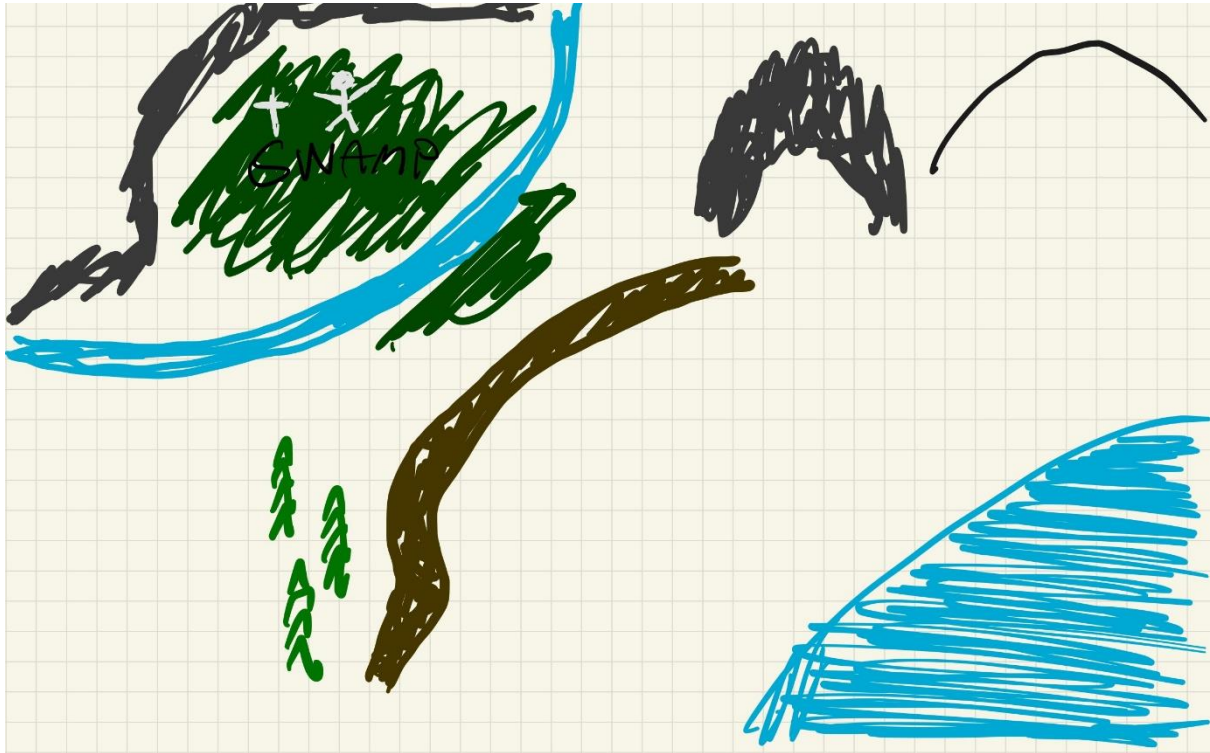
Early sketch of the World 1

Art style "low poly" 3D. Visuals and 3D assets rely entirely on bought assets; "POLYGON Nature - Low Poly 3D Art" and "POLYGON Dungeon Realms - Low Poly 3D Art" by Synty Studios.

Assets and the look to be used for World 1 (POLYGON Nature)

Enemies (POLYGON Dungeon Realms)

6. Enemies, NPCs, Other objects

Main enemies are skeletons, which for a reason or another, has occupied the friendly forest where our main character has decided to settle.

7. Story board, script*

7.1 Story overview

The player starts from the middle of the forest. Game doesn't advance linearly; player is free to stay at World 1 as long as she likes and go forward when feels so. It is also possible to return from each world.

7.2 Progression, World 1

The initial scene where the game starts is free-to-explore type forest. Player can develop the character by fighting and killing the enemies which are found around the world. There is no metric to describe the progress of the world, and player can advance to World 2 when he feels confident and thinks that the character has gain enough experience.

7.3 Progression, World 2

Second scene, which is accessed from World 1, is a cave. Progression of this world is more linear, and the cave is considered "cleared" when player has advance through the cave and killed all the enemies she encounters. At the end of the cave there is a "boss" enemy of the cave, which is bit more powerful than the other enemies in the cave.

8. Technical definitions, Tech guide*

8.1 Platforms, versions

Mainly targeted for PC, WebGL version can be deployed also.

8.2 Control Scheme

For keyboard, controls are implemented as follows:

- WASD – controls character movement: W – forward, A – turn left, S – backwards, D – turn right.
- Left shift – walk (by default character is running)
- Space – jump

For mouse, while character is not moving, X- and Y-axis is used to move the camera around the character. While character is moving, X-axis is used to change the direction of movement, and Y-axis is used to move camera on vertical scale. Mouse button 1 is used to attack.

9. Business definitions*

9.1 DLC packs

Occasional season passes are planned to be published along the way once first version of the game is published. Season passes would contain DLC packs which consist of new playable characters, new enemies, different weapons, new playable content such as quests etc.

Expansion packs can be published once the game gains solid audience and platform is stabilized. Expansion packs would expand the world, with lot of new content to play, and they could also include some new game mechanics to tweak or complement the gaming experience.

10. Outsourced/Bought Assets

Standard Assets (for Unity 2018.4) https://assetstore.unity.com/packages/essentials/asset-packs/standard-assets-for-unity-2018-4-32351

POLYGON Starter Pack - Low Poly 3D Art by Synty https://assetstore.unity.com/packages/3d/props/polygon-starter-pack-low-poly-3d-art-by-synty-156819

POLYGON Dungeon Realms - Low Poly 3D Art by Synty https://assetstore.unity.com/packages/3d/environments/dungeons/polygon-dungeon-realms-low-poly-3d-art-by-synty-189093

POLYGON Nature - Low Poly 3D Art by Synty https://assetstore.unity.com/packages/3d/vegetation/trees/polygon-nature-low-poly-3d-art-by-synty-120152

RPG Character Mecanim Animation Pack https://assetstore.unity.com/packages/3d/animations/rpg-character-mecanim-animation-pack-63772

Melee Warrior Animations FREE https://assetstore.unity.com/packages/3d/animations/melee-warrior-animations-free-165785

Ragdoll Copier https://assetstore.unity.com/packages/tools/utilities/ragdoll-copier-114351

Footsteps Leaves https://assetstore.unity.com/packages/audio/sound-fx/foley/footsteps-leaves-175346

SwordSoundPack https://assetstore.unity.com/packages/audio/sound-fx/weapons/swordsoundpack-177824

Action RPG Music Free https://assetstore.unity.com/packages/audio/music/action-rpg-music-free-85434