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CSC-589 Game Development
Design Document

Addie's Patchwork Playground

Story

Addie, the player character, is an innocent and young girl who, dressed in her adorable dinosaur pajamas, sets out on an exploratory adventure. Along the way she will encounter characters that need her to help make their world a more beautiful place. In doing so, she will make friends and overcome obstacles. As Addie explores more worlds and encounters more obstacles she will obtain additional patterns or abilities and will be able to further design the world.

Target Gameplay

Addie's Patchwork Playground (APP) focuses on bringing craft and art into (or, arguably, back into) the development and experience of playing video games. The idea behind project is combining crafting with gameplay to immerse the player in a creative and positive way. By incorporating quilting and crafting aspects with hand drawn art the game will immerse the player in a world that enables them to be creative. The world itself is loosely goal based, with an emphasis on the player decorating the world rather than reaching the end of a level.

Proposed methods for the player to decorate the world are currently with "stamps" that are rendered while moving and when jump input is received, and also filling in target objects and/or patches with color or certain patterns.

Input

Input will be one of the most challenging aspects of the project. The player controller will be one made of quilted patches, and will only have five or six buttons. When you consider that, at it's core, APP will be a typical platformer - allowing for horizontal movement, climbing up and falling down, and jumping - this will make additional mechanics especially difficult to implement. This difficulty will be discussed in more detail in the following paragraphs.

Visual Style

The visual style of APP is one of the aspects that will make the game unique compared to many of the other games that have been produced within the last several years. Nearly all the graphics will be hand drawn sprites, with the exception of the user interface items. Also, the vast majority of the sprites will in some way tie into the idea of quilting and/or crafting. By correlating the graphical design of the game with the quilted controller we will be able to further the concept of bringing crafts into games.

Audio Style

APP should be for all ages and as such any audio that makes it into the game will need that. Music will need to be upbeat and instill a sense of *unrushed* adventure but also not be too edgy; something with moderate beats per minute that the majority of players would label as "happy".

Audio should also be used as a signifier as frequently as possible. Given that there are limited controls strong signifiers that are intuitive to the players should significantly improve the user experience.

Interface

Interface elements should correlate with the concept of crafts in games. A typeface that correlates to quilting or some kind of fabric crafting would be the best option. Color choices should be, more often than not, be bright and cheerful. Screens will need to be dark, potentially with less than 100% opacity, so as to bring out the brighter colors.

A significant amount of thought needs to be put into the design of the interface as with the limited controls it will be difficult for players (especially those of our target audience) to have a positive experience. Specifically, the interface will need to be intuitive and easily navigable (where appropriate). The lack of controls also means that most interface functionality will need to lie in one menu.

Timeline
April 14: Alpha first level.
- Platforms in place.
- Introduce the player to the game mechanics:
  - Filling in objects.

- ○ Collecting new fill colors.
- Obstacle: bridges that need to be built by painting objects.
  - ○ Goal can only be reached when the bridges are in place.
- Fill/paint color interface.

April 21: Updated alpha first level based on play tests. Completed alpha second level.
- Incorporate any changes that need to be done based on playtesting.
- Second level items:
  - ○ Platforms.
  - ○ Obstacles.
  - ○ Horizontal movement stamp rendering based on the current patch/tile type.

Base Deliverables
- Start page.
- A full level of gameplay that includes:
  - ○ Character control.
  - ○ Objectives (paint objects)

Target Deliverables
- Base deliverables plus…
- Quit screen.
- More sophisticated stamp rendering based on the patch/tile type currently being stood on.
- 2 Levels.

High Target Deliverables
- Target Deliverables plus...
- 3 Levels
- Sound
- Extra scripts that might include:
  - ○ Slowly moving clouds.
  - ○ Materializing objects.
  - ○ Swooping objects - objects like bridges that swoop into the screen when they are unlocked.