Design Document Outline – Game Development Final Project

Components:

* Story
* Addie
* Dinosaur pajamas.
* Target gameplay
* Input
* One of the more challenging parts of the game, in terms of gameplay.
* Quilted controller.
* Visual style.
* For the most part, hand drawn artwork.
* Should give the appearance of patchwork, ie, quilting.
* Audio style
* Friendly and inviting. The game itself is about exploring and adventure. No doom and gloom.
* Interface.
* Quilted controller.
* In game interface includes
* Elements for:
* Fill color/pattern.
* Pause menu with multiple options
* Resume
* Choose Fill Color
* Choose Fill Pattern