GDD (Game Design Document)

*Clear Vision* (Working Title)

Version 1.0

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I. Design History

3/28/2013 – GDD created, although game has been under development since August of 2012.

II. Game Overview

1. Game Concept
   1. A somewhat linear single player campaign designed to immerse the player into a world of mixed realities and force the player to feel fear and learn how to defeat that fear.
2. Feature Set
3. Genre
   1. Horror/Fantasy, Survival.
4. Target Audience
   1. Casual gamers, thrill-seekers, horror fans.
5. Game Flow Summary
   1. The flow from level to level is as seamless as possible. Objectives are given and the player must complete the objective to move forward, but in their own way and pace.
6. Look and Feel
   1. Varies. Some environments are dark and eerie, while others are bright and fantastical. Much of the time the general feeling is surreal, to simulate dreams.
7. Project Scope
   1. Number of locations: 10+
   2. Number of levels: ~10
   3. Number of NPCs: Several enemy NPCs, and a few friendly NPCs
   4. Number of weapons: 5-10, the main weapon the player carries is modifiable

III. Gameplay and Mechanics

1. Gameplay
   1. Game Progression
   2. Mission/Challenge Structure
   3. Puzzle Structure
   4. Objectives
   5. Play Flow
2. 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.)
   1. Physics
   2. Movement
      1. General Movement
      2. Other Movement
   3. Objects
      1. Picking Up Objects
      2. Moving Objects
   4. Actions – the player can press the ‘E’ key to send an action command to an object. If the object accepts the action command, it will carry out its predefined action.
      1. Switches and Buttons – Switches can be linked to any DynamicObject, and can be used to turn it on and off.
      2. Picking Up, Carrying, and Dropping
      3. Talking
      4. Reading
   5. Combat
   6. Economy
3. Screen Flow
4. Game Options
5. Replaying and Saving
6. Cheats and Easter Eggs

IV. Story, Setting, and Character(s)

1. Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.
   1. Back Story
   2. Plot Elements
   3. Game Progression
   4. License Considerations
   5. Cut Scenes
      1. #1
         1. Actors, storyboard, script, etc.
      2. #2
2. Game World
   1. Area #1
      1. General Description
      2. Physical Characteristics
      3. Levels that use this area
      4. Connections to other areas
   2. Area #2
   3. Etc.
3. Characters
   1. Character #1
      1. Back story
      2. Personality
      3. Look
      4. Special Abilities
      5. Relevance to game story
      6. Relationship to other characters

V. Levels

1. Level #1
   1. Synopsis
   2. Intro Material (Cut scene?)
   3. Objectives
   4. Physical Description
   5. Map
   6. Critical Path
   7. Encounters
   8. Level Walkthrough
   9. Closing Material
2. Level #2
3. Level #3

VI. Interface

1. Visual System
   1. HUD – What controls
   2. Menus
   3. Rendering System – OGRE and MyGUI
   4. Camera
   5. Lighting Models
2. Control System – How does the player control the game? Specific commands?
3. Audio
4. Music
5. Sound Effects
6. Help System

VII. Artificial Intelligence

1. Opponent AI
2. Non-combat/Friendly NPCs
3. Implementation
   1. Player and Collision Detection
   2. Pathfinding

VIII. Technical

1. Target Hardware
2. Development Hardware and Software
3. Development Procedures and Standards
4. Game Engine
5. Network
6. Scripting Language(s)
7. World Design Tools(s)

IX. Art

1. Concept Art
2. Style Guides
3. Characters
4. Environments
5. Equipment
6. Cut Scenes
7. Misc.

X. Secondary Software

1. Updater – WinSparkle?
2. Installer – Be certain all library binaries are present

XII. Appendices

1. Asset List
   1. Art
      1. Model and Texture List
      2. Animation List
      3. Effects List
      4. Interface Art List
      5. Cut Scene List
   2. Sound
      1. Environmental Sounds
      2. Weapon Sounds
      3. Interface Sounds
   3. Music
      1. Ambient
      2. Action
      3. Main Menu
      4. Credits
      5. Trailer
   4. Voice
      1. Link to script document.