Unity Project

Design Specification

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Draft 1

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*Unity Group*

*2015*

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1. Game Description

Brief Description of the game.

* 1. Design Goals

What goals this game aims to achieve.

* 1. Influences and Sources

What influenced the artist for the story, characters, environment, and the design of all these elements?

* 1. Target Market

Similar to our user perspective from the requirements document.

1. Functional Specifications

This section will go over our game mechanics.

* 1. Core Game Play

Explanation of what our user will experience during the game and how.

* 1. Game Flow

Explanation of how our game will flow from launch 🡪 exit.

* 1. Characters

A list of game characters and brief description.

* 1. Game Play Elements

A list of game elements (treasure chest, boulder, essence, player health) and brief description.

* 1. Game Physics and Statistics

Explanation of how the game physics work. Each interaction with objects and the physics behind them. Bumping into enemies, walking into non interactive objects (walls).

* 1. Artificial Intelligence

Explanation of how our AI will work for all three types of our enemies. Aggro range, deaggro range…

1. User Interface

Description of the role our UI will play in the users experience in/out of game.

* 1. Flowchart

Attach a flow-chart. I think Jonny made one of these already.

Should also list each “page” in the game with a brief description.

Splash: Intro screen with CCS/Wayne logos

Main Menu: First interactive user screen with standard menu options

Then have diagrams/mockups of each “page”

Splash:

SPLASH LOGO

* 1. GUI Objects

Description and list of user interactive menu items

Description and list of HUD items

Attach Screenshot

Screenshot

1. Art and Video

Description of the role art and video play within the game

* 1. Overall Goals

Describe the type of feel our game should have. Indie, cartoony and so on.

* 1. 3D Art and Animations

Some pictures of our raw 3D models and animations

* 1. GUI

List of our GUI items and some images

* 1. Terrain

List of terrain items categorized by interactive, background(skyboxes), undecided.

* 1. Game Play Elements

List Description of different game play elements, health pots, stamina…

* 1. Special Effects

Description of special effects in game, ie when the boulder goes crashing into the ground or character. When the enemy hits the player and vice versa.

* 1. Marketing and Packaging Art

Image of the spash art used at the start of the game along with an icon for our executable.

* 1. Assets Pipeline

Should create a layout of how our assets and hierarchy should be organized.

Hierarchy

Enviornment

Island

Navmesh

Characters

Player

Enemy

Bug1

UI

Also include a description of how our Assets/prefabs/hierarchy items should be titled.

1. Sound and Music

Description of the role sound and music will be playing within the game.

* 1. Overall Goals

Goal of the music

* 1. Sound FX

1. Story
   1. Player Characters
   2. Secondary Characters
   3. Enemy Characters
   4. Story Theme
   5. Visual Theme
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   8. Data Flow
   9. Artificial Intelligence
4. Production Schedule
   1. Scope
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   4. Cost Estimate
5. Use Cases
6. References

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| Doc Number |  | Doc Version | Doc Name & Location |
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1. Document Revision History

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| --- | --- | --- | --- |
| Revision | Date | Author | Changes |
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1. Appendix

Material including referenced documentation the web or elsewhere, as well as alternative designs or items/ideas for future improvements.