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
   6. Story Outline
2. Level Requirements
   1. Level Diagram
   2. Asset Revelation Schedule
   3. Level Design Seeds
3. Technical Specifications
   1. Game Mechanics
   2. Game Engine
   3. Naming Convention

The Unity Project must remain consistent with a uniformly used and closely monitored naming convention for all game objects and assets.

|  |  |  |
| --- | --- | --- |
| Identifier Type | Rules for Naming | Examples |
| Player Object | All assets in the game that refer to the player character object must be identified as player\_PlayerDetail, where PlayerDetail explains the purpose of the particular player object. There is typically only one player object per scene. If there are other copies of the player character in one scene, they are to refer to the player object's current location in the game world. | player\_MainPlayer, player\_UnderwaterPlayer |
| Physical Environmental Assets | Objects and assets in the game that are a part of the active game world, meaning that the player can collide with or come into contact and interact with these objects, will be identified by env\_ObjectName. In this case, ObjectName is a succint description of the type of object this asset represents. | env\_Island, env\_RollingBoulder, env\_Water |
| Enemy Characters | Enemies that have been added into the prefab folder will be identified as enemy\_EnemyType\_Number where EnemyType refers to the type of Enemy it represents and Number is identifying which particular enemy this is in the game world. Since there may be multiple copies of a particular enemy type, this will alleviate confusion with multiple enemies being placed on the island. | enemy\_EasyEnemy\_1, enemy\_Boss\_2, enemy\_MediumEnemy\_7 |
| Lighting Elements | Elements and objects that give light to the game world will be named light\_LightType, where LightType refers to the type or light or purpose that the light has in the game world. There are many different light sources in the game that serve various purposes based on time of day, so there will be several different lights placed in the playable game world. | light\_Sun, light\_TreasureChest, light\_BossSpotlight |
| Camera Objects | Instances of the camera in game should be named as camera\_CameraType where CameraType refers to whate the particular camera object does. These camera objects will typically be children of a player object. | camera\_ThirdPerson, camera\_BossFocus, camera\_FirstPerson |
| Heads Up Display Elements | The static, on-screen heads-up-display elements as well as any pop-up text boxes or messages shall be named as hud\_HUDType where HUDType is a brief description of what this particular heads-up-display element achieves in game. | hud\_HealthBar, hud\_StaminaBar, hud\_EssenceCounter |

* 1. Platform and OS
  2. External Code
  3. Code Objects
  4. Control Loop
  5. Game Objects Data
  6. Data Flow
  7. Artificial Intelligence

1. Production Schedule
   1. Scope
   2. Scheduling
   3. Dependencies
   4. Cost Estimate
2. Use Cases
3. 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.