**GAME DESIGN DOCUMENT**

The Social Space

Multiplayer Social Cinema



Tartan Paint Games Studio

**Last Updated:**

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# Game Analysis

The Social Space is a multiplayer social space that can be experienced by large groups of people simultaneously. The initial prototype will be developed in Unity and include a cinema, lobby and arcade with the option to add minigames in the future. The Social Space will be designed with customization in mind and the intention to be licensed out to third parties to run digital events such as digital film premiers or potentially Twitch watch parties.

# Mission Statement

The Social Space is a place to connect with friends as well as a place to make new friends. The platform will enable communities to experience content synchronously and immersivity online.

# Genre

* Social Space
* Multiplayer
* Casual

# Platforms

* PC (Server and Client)
* Web GL (Client)
* Possible web interface to allow users to log in and customize their account and avatars
* Possibility to add other platforms later

# Target Audience

Anyone wanting to take part in immersive virtual experiences. The product will primarily be targeted towards individuals and organisations wishing to host digital experiences as the server build of the game will be the version that is sold with client builds available free in order to make the product accessible to a larger market.

# Storyline & Characters

The game will be themed around a futuristic cinema in a digital world that is populated by robot player avatars. Themed around 70s/80s retro Americana but in a science fiction virtual “simulation”. Imagine the matrix/ready player one. The player characters will be robot avatars in the playable demo but the idea of the project is that the aesthetics could be adapted to create virtual environments suitable for a number of commercial implementations. As this is a social game there is no “storyline” but a small narrative will help to build on the world and create a more immersive experience.

There will be several NPC characters around the plaza that will be used to help the players interact with

# Gameplay

## Overview of Gameplay

The gameplay will take the form of a multiplayer social experience with players able to connect to a server (cinema) where they can watch a video on a screen synchronously with other players. The host will be able to manage the cinema on the server build and this will affect all of the clients connected to the server. Minigames will feature in the world to help add to the social elements with things like popcorn being added that players can throw at each other to create a more fun and responsive world. The ability to disable some activities will be available through the server build and allow the host to create an experience suitable for their use case such as school classes and indie film premiers. Services such as YouTube, Vimeo and Twitch will be likely options to implement in the game to make it suitable for a large range of videos and make it more widely usable in different use cases. The WebGL build will allow us to drive web traffic allowing monetization and making it much more accessible on a larger number of devices without having to download and setup the game locally.

## Player Experience

You begin your adventure wandering the streets of Flava Town after being fired from your job. You begin walking down a back alley and find a tattered scrap of paper. It is the deed to a run-down pizza shop on the outskirts of town. As you stop reading a tall and holy figure appears in front of you, Pizza Jesus. He tells you about the ancient prophesy and explains that you are the chosen one, The Franchisee. Your destiny is to thrive in Flava Town, ridding the world of substandard pizza and monopolizing the industry.  
  
The game takes place primarily in third person with you controlling your characters movements around Flava Town. When outside you will walk the streets and be able to visit other shops and restaurants. When needing to travel long distances you will be able to use a car. Traffic will path-find along a grid system when deliveries are in progress etc.  
  
When inside an establishment you will be able to walk around and check stock levels etc. as well as managing staff and upgrading equipment. A more minimal system to manage your shop is visible on the specialist PC running OS (Oregano System). This PC can be activated at any time and displays as a Windows inspired UI.  
  
You will be able to use your OS Laptop to transfer funds between each stores bank account as well as paying bills and managing finances. If you need a loan you will have to visit the bank in person when they are open.  
  
The game runs in a day and night cycle with certain shops only being open at certain times. You are responsible for managing your opening hours as well as staffs work schedules to ensure you are open to meet customers demand and are not wasting business resources during down time.

## Gameplay Guidelines

The game should be suitable for all ages; however, some level of adult humor will be present. At no point should the dialog or story of the game discriminate against anyone for any reason whatsoever (Pizza Jesus might need a new name).

## Game Objectives & Rewards

This is where you present more details on how the gameplay will motivate the player to progress through the game. Discuss rewards and penalties and the difficulty level. You can use the table below to help break down objectives and rewards.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| List ways of how the player is rewarded and when. | Discuss things that hinder the player on progressing | Discuss the difficulty levels within the game |

## Gameplay Mechanics

This is the where you start getting more specific on how some of the systems in the game will work. This includes how characters move in the game, what gameplay actions are available, item inventory and attributes, and how the game progresses from level to level.

|  |  |
| --- | --- |
| **Character Attributes** |  |
| **Character** | **Movement Abilities / Actions Available** |
| Name of character | List the characters abilities & how the player can perform them |
|  |  |
| **Game Modes** |  |
| Game Mode / Difficulty Name | Describe the objectives, hazards in the game mode. And discuss how the player progresses from level to level |
| **Scoring System** |  |
| **Points/Coins/Stars/Grades/Etc.** | **How it’s Awarded & Benefits** |
| List the scoring attribute | Describe how the player obtains this and the benefits. For instance, does getting more points unlock a special level. |

## Level Design

Discuss the levels. How many levels will the game have, what will be included in each level. Include overall look and feel, hazards the level presents, difficulty, objectives, etc.

|  |  |
| --- | --- |
| **Levels** |  |
| Level name and/or pic of it | List or describe the level’s look, difficulty, hazards, and objectives. |

# Control Scheme

Describe the control setup for the game. Does your game use touch input, a controller, or mouse & keyboard? Discuss the functionality of each button/touch. It may help to insert a diagram/pic to help explain the actions.

|  |  |
| --- | --- |
| **Button/ Touch Input** | **Action it Performs** |
| List the button | Describe what functionality the button press has within the game. |

# Game Aesthetics & User Interface

Discuss the design techniques to be used. Describe the look & shape of the characters, environment and pathways. Will the game look realistic or have some other art style. Discuss what type of theme the game will have & what type of emotional impact you are hoping players experience. Discuss how the player’s gestures/interactivity has an affect on the visual experience.

Present a general overview of the UI. How will the buttons be laid out, how will the HUD work, how does the menu system function, and so on. It is a good idea to insert photos, diagrams or concept art to help explain the UI.

# Schedule & Tasks

List the tasks that need to be completed along with the basic timeline to complete them by. The task list can be as detailed as you like to fit your studio’s needs. The table below can be substituted for the excel file. This table is a great start but the tasks should be much more detailed.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | John Doe | 9/4/15 | 9/8/15 | 0 % |
| Level Mechanics |  |  |  |  |
| Art |  |  |  |  |
| Level 1 |  |  |  |  |
| Special FX |  |  |  |  |
| UI |  |  |  |  |
| Engineering |  |  |  |  |
| Production Pipeline |  |  |  |  |
| Prototypes |  |  |  |  |
| Audio |  |  |  |  |
| Sound Design |  |  |  |  |
| Milestone: GamePlay Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan |  |  |  |  |
| Beta Testing |  |  |  |  |
| Milestone: QA Testing |  |  |  |  |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans |  |  |  |  |
| Milestone: Ready for Usage |  |  |  |  |