Journey Home

Game Design Document

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Game Design

Summary

As a young boy lost in the jungles of Lao, you must collect honey to bypass a hungry bear to get home

Gameplay

With the gameplay your objective is to collect all the honey to reach the bear at the end of the level. Some the obstacles in-game include jumping, running, and collecting honey

Mindset

With the mindset I would want to set would be having the young boy to be adventurous and see the jungle as a new adventure. I would want to have the player to feel adventurous and brave. I would do the by the music for the game and the lighting to have a feel of Indian Jones which I consider the best example of true adventure. Also I want the player to feel that the main player is in a large environment and that they are truly have a journey home

Technical

Screens

1. Title Screen
a. Options
2. End Credits

(example)

Controls

With the controls for the game you will use the arrow keys to move left and right and using the space bar to jump and double jump. When interacting with the honey in the game the player will activate triggered events and some objects will move by the player simply touching them.

Mechanics

Some of the mechanics that are in the game is jumping up vines and using the honey to trigger events that are in game to either destroy objects or to have platforms to appear. There is also so a bridge that falls when the player runs across it. Both falling platforms and bridge respawn so if the player dies he can go back and redo the puzzle. There are also moving log platforms. The player can't complete the level without collecting all the honey. Also the player will need to watch their step because there are traps the player can fall through.

Characters

So, the characters that are in the game are the main player or protagonist the young boy who is the main character. The antagonist that is in the game is the bear. So, in the game the young boy even though he is nervous seeing he is alone in the jungle he is adventurous and brave and smart. The bear in the game is idle but he does block your way to the next level so it is your job to collect all the honey to feed the bear to pass him and get to the next level but, the bear will have no problem to eat the boy if he doesn't collect all the honey in that level

Level Design

(Note : These sections can safely be skipped if they're not relevant, or you'd rather go about it another way. For most games, at least one of them should be useful. But I'll understand if you don't want to use them. It'll only hurt my feelings a little bit.)

Themes

1. Jungle
   a. Mood
   i. Light, calm,
   b. Objects
   . *Ambient*
      1. Trees
      2. Waterfall
      3. Bear
   i. *Interactive*
      1. Honey
      2. Bridge
      3. Logs
      4. Vines
      5. Ruin blocks

Game Flow

1. Player starts in jungle
2. Tree to the right, must move right

3. To the right is branches on the tree and huge leaves on a vine to the left, player jumps to traverse it (“jump” taught)
4. Player encounters top of the tree an is blocked off
5. If the player interacts with the honey he will be able to pass the blocked off part of the tree
6. Player must jump on the ruins block held up by the vines to pass over a small pond (the blocks fall and teach the player about dropping objects)
7. Player must jump from tree to vine to a honey hanging on the tree (grabbing the honey allows a branch to appear teaching the player about appearing objects (if they miss the honey they fall into a pit and goes back to a respawn point))
8. Then they must jump from a branch to the bridge where the planks fall as soon as the player runs across it
9. Then the player grabs another honey to open the way to a giant log
10. Then from there the player comes to a waterfall where you see logs that move when the player gets close from there the player needs to jump up the logs to the top of the falls
11. Then they must grab the last honey to have a climbable vine
12. When you reach the top of the tree you will find the bear and seeing you collected all the honey you win

Development

Abstract Classes / Components

1. BasePhysics

a. BasePlayer

b. BaseObject

2. BaseObstacle
3. BaseInteractable

(example)

Derived Classes / Component Compositions

1. BasePlayer

a. PlayerMain

2. BaseObject

. a. Objecthoney (collectable and activates in game events)

3. BaseObstacle

. Obstacletrunk(destroyed by collecting honey)

a. Obstacleruinsblocks(some drop others do)

b. Obstaclebranch(must collect honey to have bridge appear)

c. Obstaclepittrap(if you don’t collect honey you fall into a pit and die)

d. ObstacleBridge(you need to run across a bridge without falling into the water)

e. Obstaclelogtunnel (you must collect the honey to pass through the log tunnel)

f. Obstaclelog(must jump on log to get up waterfall)

g. Obstaclevine(must collect last honey to have honey appear)

(example)

Graphics

Style Attributes

With the style I think with color it’s going to be brighter colors so it can have that adventurous feel to it. With the characters, I’m thinking of having them stylized and have

Graphics Needed

1. Characters
a. Human-like
b. Other
. Bear(idle)
2. Blocks
. Ruin blocks
a. Bridge
b. Bridge planks
3. Ambient
. Trees
a. Hills
b. Water
c. vines
4. Other
. Honey

Sounds/Music

Style Attributes

Again, consistency is key. Define that consistency here. What kind of instruments do you want to use in your music? Any particular tempo, key? Influences, genre? Mood?

Stylistically, what kind of sound effects are you looking for? Do you want to exaggerate actions with lengthy, cartoony sounds (e.g. mario’s jump), or use just enough to let the player know something happened (e.g. mega man’s landing)? Going for realism? You can use the music style as a bit of a reference too.

Remember, auditory feedback should stand out from the music and other sound effects so the player hears it well. Volume, panning, and frequency/pitch are all important aspects to consider in both music *and* sounds - so plan accordingly!

Sounds Needed

1. Effects
a. Soft Footsteps (dirt floor)
b. Sharper Footsteps (stone floor)
c. Soft Landing (low vertical velocity)
d. Hard Landing (high vertical velocity)
e. Glass Breaking
f. Chest Opening
g. Door Opening
2. Feedback
. Relieved “Ahhhh!” (health)
a. Shocked “Ooomph!” (attacked)
b. Happy chime (extra life)
c. Sad chime (died)

(example)

Music Needed

1. Slow-paced, nerve-racking “forest” track
2. Exciting “castle” track
3. Creepy, slow “dungeon” track
4. Happy ending credits track
5. Rick Astley’s hit #1 single “Never Gonna Give You Up”

(example)

(Note : Again, if you’re soloing you might be able to / want to skip this section. It’s up to you.)

Schedule

(what is a schedule, i don’t even. list is good enough, right? if not add some dates i guess)

1. develop base classes
a. base entity
i. base player
ii. base enemy
iii. base block
b. base app state
. game world
i. menu world
2. develop player and basic block classes
. physics / collisions
3. find some smooth controls/physics
4. develop other derived classes
. blocks
. moving
i. falling
ii. breaking

iii. cloud
a. enemies
. soldier
i. rat
ii. etc.
5. design levels
. introduce motion/jumping
a. introduce throwing
b. mind the pacing, let the player play between lessons
6. design sounds
7. design music

(example)