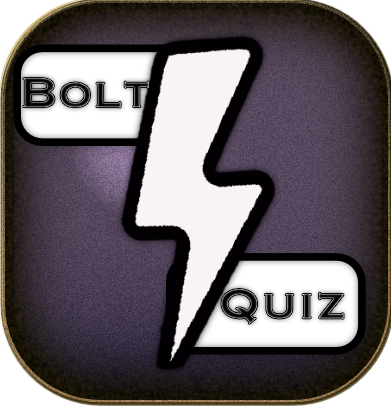
**GAME DESIGN DOCUMENT**



Bolt Quiz

Fastest wins!

**Last Updated:**

13/11/20

**Prepared By:**

Dağhan Sinan

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# Game Analysis

I and my friends love quiz games but most of them are not fun to play and don't have enough topics to have quizzes on. For example, we love to play [QuizUp](https://play.google.com/store/apps/details?id=com.quizup.core) but it's a fairly simple game and we don't feel challenged enough. Getting high on leaderboards is not rewarding as there is no reward mechanics so it's pretty much useless to be in the Top 100.

# Mission Statement

 There will be 60 seconds to answer as much as questions as possible. Maybe another game mode won't even have a time limit so it will continue as long as no one has the wrong answer. In this way not only knowing the right answer matters but being fast matters too.

# Genre

Quiz and Trivia

# Platforms

Game will be available for mobile platforms

# Target Audience

13-50 Trivia lovers

# Storyline & Characters

There will be no storyline because it’s a quiz game.

# Gameplay

## Overview of Gameplay

There's a wide range of topics that both can be designed by users to challenge each other or loaded inside readily by the developers which make the game complete which is good but game mechanics are not fun enough to play. In this game answering fast and right matters. Gameplay will be mainly around this area

## Player Experience

There will be simple UI to choose a game mode and look to leaderboards because I want to make this game simple as possible so that people can play it while taking bus or waiting in a line.

## Gameplay Guidelines

The game will have variety of game modes which benefits both casual and tryhard players. Not everyone is looking for a challenge but if they are in for a challenge they will have it. Rules will change from mode to mode but the main idea is being fast and right as much as possible

## Game Objectives & Rewards

Leaderboards are the main reason to play but I’m thinking adding rewards if game gets a good revenue.

|  |  |  |
| --- | --- | --- |
| Rewards | Penalties | Difficulty Levels |
| Being on leader board will grant you some special items. | If player gets the answer wrong their score will drop | Questions will get harder as game progress. |

## Gameplay Mechanics

In main game mode, user will have 60 seconds to answer as much as questions. A win will grant the user higher rewards and raise on leaderboard.

## 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** |  |
| I’m not really sure on what topics I’ll choose but I will add much subjects as possible. | * General Quiz * Game Quiz * Movie Quiz * Book Quiz * Song Quiz |

# Control Scheme

It will have buttons for answer. No mechanics for swiping etc.

# Game Aesthetics & User Interface

I’m still deciding on UI but I think it will have a buttom menu to navigate.

# Schedule & Tasks

Still deciding what to start first.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **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 |  |  |  |  |