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# Design History

This is a brief explanation of the history of this document.

## Version 0.10

## Version 0.20

## Version 0.30

## Version 0.40

## Version 1.00

Game Overview

This is where a general overview is given for the game.

## Philosophy

## Common Questions

### What is the game?

This game will be an rpg, set in Programonland. The player will find himself in the shoes of one of the three characters. He will battle against other programmons and fight against boss programmons. Programmons are three groups of people, Application Development, Media Development, GEO Development.

### Why create this game?

We decided to create this game because it would be fun to see our own rpg game in real life. And we would learn a lot of creating a game.

### What is the purpose of the game?

The purpose of the game is to catch all programmons.

### Where does the game take place?

The game takes place in the land of programmons.

### What do I control?

The player will control one of the three characters available. The characters are Luuk, Koen, Steven.

### How many characters do I control?

The player will only have control over one character.

### What can the character do?

The character can only move, attack and catch other programmons.

### How many levels are there going to be?

There is only 1 level in the game.

### Do I score points?

There is no ability to score points.

### Are there any obstacles or traps in the game?

There are doors that are locked when you walk past by them. Also you can’t enter some buildings without a key.

### What is the main focus?

The player will attack and catch programmons, at the end the player needs to defeat the end boss.

### What’s different?

There’s nothing different.

# Feature Set

## General Features

## Game Play

# The Game World

## Overview

## The Physical World

### Key Locations

### Travel

### Scale

### Objects

### Day and Night

### Time

**Rendering System**

### Overview

Give an overview of how your game will be rendered and then go into detail in the following paragraphs.

### 2D/3D Rendering

## Camera

### Overview

## Game Engine

### Overview

### Game Engine Detail

### Collision Detection

## Lighting Models

### Overview

# The World Layout

## Overview

## World Layout Detail

# Game Characters

## Overview

Steven

Type: Apo

Terarria

Heavy voice

Koen

Type: Media

Sync first!

Boostrap linken

Luuk

Type: Geo

Cawcaw

Vectorlayer

Rasterlayer

Fer

Type: Apo

Aanvallen:

Boring powerpoint.

Bad puns

## Enemies

All programons are your enemies

**Concept Art**

# User Interface

## Overview

There are GUI elements in fighting scene’s, when talking to NPC’s, In the main menu and on the pause menu’s. while wandering around there are no on screen GUI elements.

## Main menu

Main menu is the first menu you see when you start the game. It shows you an options menu, save files and play game option.

## In game pause menu

On pressing pause key

+resume

+inventory

+stats

+programon

+save

+quit game

## Npc Dialogue

When interacting with NPC you will see text appear in the bottom of your screen.

When pressing continue button you will go trough the dialogue.

## Battle menu

When fighting another programon you will see a menu with multiple options.

+inventory (to use items from your inventory in your fight)

+programons (to switch programon in fight)

+run

+attack

+attack1

+attack2

+attack3

+attack4

Attack has a new menu with 4 different moves to use.

Run will make you flee from the fight.

# Weapons

## Overview

## Weapons Details

# Musical Scores and Sound Effects

## Overview

## Red Book Audio

## Sound Design

## Music Play List

### Intro Sounds

Background music.bgm

NewTeamDo sound.sfx (nintendo intro)

Press start Sound.sfx

### Main Menu Sounds

Background music.bgm

Switch options sound.sfx (tick)

Select option sound.sfx (tick)

Return sound.sfx (tick)

### New game sounds

-evt- Background music.bgm

-evt- dialog animation sound.sfx

Tick sound.sfx

### In home sounds

Background music.bgm (depends on house)

-evt- dialog animation sound.sfx

Tick sound.sfx

door Sound.sfx (played when character enters the house)

### Outside sounds

Background music.bgm

walk Sound.sfx (difference between stone and grass)

Tick Sound.sfx

### Village sounds

Background music.bgm (bgm depends on village)

walk Sound.sfx

Door Sound.sfx (wordt afgespeeld wanneer speler huis binnen gaat)

Tick Sound.sfx

Dialog sound.sfx

### In battle sounds

Battle Music.bgm

Tick sound.sfx

Attack sound.sfx

Dialog sound.sfx

Hit.sfx

Miss.sfx

Item use.sfx

Switch programon.sfx

### After battle sounds

After Battle music.bgm

* Victory.bgm
* Loss.bgm

Tick Sound.sfx

Dialog sound.sfx

### Comtak sounds

Comtak Background music.bgm

Tick sound.sfx

# Single-Player Game

## Overview

## Single Player Game Detail #1

## Story

## Hours of Game play

## Victory Conditions

# “The First Ideas Appendix”

Players: three players, you can choose 1 of the three in the beginning of the game. There is NPC interaction.

Premises: A small map with 2-3 little towns, with grass and small enterable houses.

Resources: Stat boosting items, a map.

Objective: Beat the 3 bosses. To become the best programon.

Boundaries: map limit.

Rules: the player

Conflicts: Trees, walls, buildings and other none interactable objects

# 

# “In or Out Appendix”

In this appendix you will find an overview of the things we got into the game and things that had to be left out due to time or technical constraints.

# “Who Did What?”

NYI

# The First Ideas Document

## General Setup:

## Plotline:

## Storyline:

## Bonus idea:

# In or Out Appendix

In this appendix we will describe the things that made it in to the game and things that we had to leave out or skip.

## In the game

## Not in the Game

# Who Did What?