All work Copyright ©2013 by .

Written by

Version # 0.00

Monday, December 01, 2014

Table of Contents

Design History 4

Version 0.10 4

Version 0.20 4

Version 0.30 4

Version 0.40 4

Version 1.00 5

Game Overview 6

Philosophy 6

Common Questions 6

What is the game? 6

Why create this game? 6

What is the purpose of the game? 6

Where does the game take place? 6

What do I control? 6

How many characters do I control? 6

What can the character do? 6

How many levels are there going to be? 6

Do I score points? 6

Are there any obstacles or traps in the game? 7

What is the main focus? 7

What’s different? 7

Feature Set 8

General Features 8

Game Play 8

The Game World 9

The Streets 9

The Physical World 9

Key Locations 9

Travel 9

Scale 9

Objects 9

Day and Night 9

Time 9

Overview 10

2D/3D Rendering 10

Camera 10

Overview 10

Game Engine 10

Overview 10

Game Engine Detail 10

Collision Detection 10

Lighting Models 10

Overview 10

The World Layout 11

Overview 11

World Layout Detail 11

Game Characters 12

Overview 12

Enemies 12

User Interface 15

Overview 15

User Interface Detail #1 15

User Interface Detail #2 15

Weapons 16

Overview 16

Weapons Details 16

Musical Scores and Sound Effects 17

Overview 17

Red Book Audio 17

Sound Design 17

Music Play List 17

Single-Player Game 18

Overview 18

Single Player Game Detail #1 18

Story 18

Hours of Game play 18

Victory Conditions 18

“The First Ideas Appendix” 19

“In or Out Appendix” 19

“Who Did What?” 19

The First Ideas Document 20

General Setup: 20

Plotline: 20

Storyline: 20

Bonus idea: 20

In or Out Appendix 21

In the game 21

Not in the Game 21

Who Did What? 22

Mauk Buursink 22

Sjef van Doorn 22

Paul Dalessi 22

Sietse Dijks 22

# 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

## User Interface Detail #1

## User Interface Detail #2

# Weapons

## Overview

The programons can learn an attack by leveling or earning the attack. Depending on the enemy some attacks are super active and some are less effective. (see attack chart).

## Weapons Details

In our game we don’t have real guns, all we have are attacks which a programon could have, earn or learn. We have the following attacks:

Terarria: gives a possibility to give your opponent the “distracted” status.

Heavy voice: deals some basic damage against the enemy.

Sync first!: deals some basic damage against the enemy only if the attack speed is greater than the enemy attack speed.

Bootstrap linken: Defence status up.

Cawcaw: Confusion status effect and basic damage.

Vectorlayer: speed decrease

Rasterlayer: speed increase

Boring powerpoint: The opponent may get the status distracted or asleep.

Bad puns: Deals damage and gives a possibility of the status bad burn.

Other than that we don’t have any attack or “things” that deals damage.

# 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”

In this appendix you will find our very first concept for this game. It is just us brainstorming about what we wanted to see happening and us thinking about the story.

# “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?”

This will be an overview of who did what in the game.

# 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?